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Unique solved — Vercingetorix

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Count: 5,140

1.

2154A

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2.

2060A

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3.

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4.

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5.

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6.

2057A

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8.

2051B

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1933B

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1933A

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25.

648B

[B > C > D > 8 D BCä;](#)

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26.

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27.

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28.

1688A

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30.

1896A

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32.

1879A

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33.

1794A

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34.

1895B

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35.

1895A

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1891A

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1881A

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1886A

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42.

1878B

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43.

1878A

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44.

1882A

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1870A

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1765B

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1867A

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1872A

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49.

1866A

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1861A

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1863A

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52.

1864A

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53.

1858A

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1859A

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1856A

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1849A

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1844A

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1776A

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1846B

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60.

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104A

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1845A

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1842A

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1825A

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1836A

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67.

1834A

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68.

1839A

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69.

1841A

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70.

1816A

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1820A

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1818A

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73.

1828A

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74.

1831A

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75.

1829C

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76.

1829B

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77.

1829A

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1805B

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1805A

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81.

1838A

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82.

1837A

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83.

1833C

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84.

1833A

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1797A

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86.

1832A

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87.

1822C

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88.

1822B

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89.

1822A

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90.

1823A

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91.

1821A

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92.

1814A

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93.

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94.

1810A

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95.

1798A

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96.

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97.

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98.

1809A

[Garland](#) · [Tutorial](#)

Quality: 25,174 global accepts · Rating: 800 · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Vercingetorix's solution](#)

99.

1795A

[Two Towers](#) · [Tutorial](#)

Quality: 24,651 global accepts · Rating: 800 · first AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[Vercingetorix's solution](#)

100.

1806A

[Walking Master](#) · [Tutorial](#)

Quality: 43,463 global accepts · Rating: 800 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math

[Vercingetorix's solution](#)

101.

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Vercingetorix's solution](#)

102.

1780A

[Hayato and School](#) · [Tutorial](#)

Quality: 22,703 global accepts · Rating: 800 · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Vercingetorix's solution](#)

103.

1799A

[Recent Actions](#) · [Tutorial](#)

Quality: 12,318 global accepts · Rating: 800 · first AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, math

[Vercingetorix's solution](#)

104.

1793A

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

Quality: 18,825 global accepts · Rating: 800 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Vercingetorix's solution](#)

105.

1787A

[Exponential Equation](#) · [Tutorial](#)

Quality: 20,383 global accepts · Rating: 800 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Vercingetorix's solution](#)

106.

1694A

[Creep](#) · [Tutorial](#)

Quality: 23,519 global accepts · Rating: 800 · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Vercingetorix's solution](#)

107.

1708A

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

Quality: 22,574 global accepts · Rating: 800 · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Vercingetorix's solution](#)

108.

1781A

[Parallel Projection](#) · [Tutorial](#)

Quality: 16,091 global accepts · Rating: 800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[Vercingetorix's solution](#)

109.

1754B

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

Quality: 19,713 global accepts · Rating: 800 · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Vercingetorix's solution](#)

110.

1754A

[Technical Support](#) · [Tutorial](#)

Quality: 24,868 global accepts · Rating: 800 · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Vercingetorix's solution](#)

111.

1711A

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

Quality: 26,502 global accepts · Rating: 800 · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Vercingetorix's solution](#)

112.

1719B

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

Quality: 19,168 global accepts · Rating: 800 · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Vercingetorix's solution](#)

113.

1719A

[Chip Game](#) · [Tutorial](#)

Quality: 26,822 global accepts · Rating: 800 · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[Vercingetorix's solution](#)

114.

1775A1

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

Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[Vercingetorix's solution](#)

115.

1783A

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

Quality: 48,721 global accepts · Rating: 800 · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, sortings

[Vercingetorix's solution](#)

116.

1703C

[Cypher](#) · [Tutorial](#)

Quality: 40,840 global accepts · Rating: 800 · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[Vercingetorix's solution](#)

117.

1703B

[ICPC Balloons](#) · [Tutorial](#)

Quality: 66,174 global accepts · Rating: 800 · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[Vercingetorix's solution](#)

118.

1703A

[YES or YES?](#) · [Tutorial](#)

Quality: 97,242 global accepts · Rating: 800 · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[Vercingetorix's solution](#)

119.

1768A

[Greatest Convex](#) · [Tutorial](#)

Quality: 31,066 global accepts · Rating: 800 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Vercingetorix's solution](#)

120.

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Vercingetorix's solution](#)

121.

1772B

[Matrix Rotation](#) · [Tutorial](#)

Quality: 33,100 global accepts · Rating: 800 · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Vercingetorix's solution](#)

122.

1772A

[A+B?](#) · [Tutorial](#)

Quality: 60,431 global accepts · Rating: 800 · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Vercingetorix's solution](#)

123.

1758A

[SSeeeiinnngg DDoouubbllee](#) · [Tutorial](#)

Quality: 27,048 global accepts · Rating: 800 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[Vercingetorix's solution](#)

124.

1731A

[Joey Takes Money](#) · [Tutorial](#)

Quality: 23,668 global accepts · Rating: 800 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Vercingetorix's solution](#)

125.

1773F

[Football](#) · [Tutorial](#)

Quality: 4,782 global accepts · Rating: 800 · first AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Vercingetorix's solution](#)

126.

1774A

[Add Plus Minus Sign](#) · [Tutorial](#)

Quality: 23,531 global accepts · Rating: 800 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Vercingetorix's solution](#)

127.

1767B

[Block Towers](#) · [Tutorial](#)

Quality: 21,935 global accepts · Rating: 800 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[Vercingetorix's solution](#)

128.

1767A

[Cut the Triangle](#) · [Tutorial](#)

Quality: 21,558 global accepts · Rating: 800 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Vercingetorix's solution](#)

129.

1769A

[B47C00Dò 4Cä @ Cä3C](#)

Quality: 2,156 global accepts · Rating: 800 · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: *special, math

[Vercingetorix's solution](#)

130.

1764A

[Doremy's Paint](#) · Tutorial

Quality: 17,454 global accepts · Rating: 800 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Vercingetorix's solution](#)

131.

1706A

[Another String Minimization Problem](#) · Tutorial

Quality: 24,255 global accepts · Rating: 800 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, greedy, string suffix structures, strings

[Vercingetorix's solution](#)

132.

1721A

[Image](#) · Tutorial

Quality: 28,310 global accepts · Rating: 800 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Vercingetorix's solution](#)

133.

1760C

[Advantage](#) · Tutorial

Quality: 43,822 global accepts · Rating: 800 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[Vercingetorix's solution](#)

134.

1760B

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

Quality: 53,341 global accepts · Rating: 800 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[Vercingetorix's solution](#)

135.

1760A

[Medium Number](#) · Tutorial

Quality: 79,939 global accepts · Rating: 800 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[Vercingetorix's solution](#)

136.

1722C

[Word Game](#) · Tutorial

Quality: 36,176 global accepts · Rating: 800 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[Vercingetorix's solution](#)

137.

1722B

[Colourblindness](#) · Tutorial

Quality: 56,456 global accepts · Rating: 800 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Vercingetorix's solution](#)

138.

1722A

[Spell Check](#) · Tutorial

Quality: 65,629 global accepts · Rating: 800 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Vercingetorix's solution](#)

139.

1709A

[Three Doors](#) · Tutorial

Quality: 31,595 global accepts · Rating: 800 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math

[Vercingetorix's solution](#)

140.

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,608 global accepts · Rating: 800 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

[Vercingetorix's solution](#)

141.

1748A

[The Ultimate Square](#) · [Tutorial](#)

Quality: 25,314 global accepts · Rating: 800 · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: math

[Vercingetorix's solution](#)

142.

1750B

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

Quality: 16,815 global accepts · Rating: 800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[Vercingetorix's solution](#)

143.

1750A

[Indirect Sort](#) · [Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[Vercingetorix's solution](#)

144.

1733A

[Consecutive Sum](#) · [Tutorial](#)

Quality: 21,855 global accepts · Rating: 800 · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Vercingetorix's solution](#)

145.

1747A

[Two Groups](#) · [Tutorial](#)

Quality: 26,484 global accepts · Rating: 800 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Vercingetorix's solution](#)

146.

1735A

[Working Week](#) · [Tutorial](#)

Quality: 21,056 global accepts · Rating: 800 · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Vercingetorix's solution](#)

147.

1740B

[Jumbo Extra Cheese 2](#) · [Tutorial](#)

Quality: 14,352 global accepts · Rating: 800 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, sortings

[Vercingetorix's solution](#)

148.

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,159 global accepts · Rating: 800 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory

[Vercingetorix's solution](#)

149.

1736A

[Make A Equal to B](#) · [Tutorial](#)

Quality: 24,154 global accepts · Rating: 800 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[Vercingetorix's solution](#)

150.

1749A

[Cowardly Rooks](#) · [Tutorial](#)

Quality: 23,303 global accepts · Rating: 800 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Vercingetorix's solution](#)

151.

1744B

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

Quality: 24,898 global accepts · Rating: 800 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Vercingetorix's solution](#)

152.

1744A

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

Quality: 28,778 global accepts · Rating: 800 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Vercingetorix's solution](#)

153.

1743B

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

Quality: 23,194 global accepts · Rating: 800 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Vercingetorix's solution](#)

154.

1743A

[Password](#) · [Tutorial](#)

Quality: 29,541 global accepts · Rating: 800 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, implementation, math

[Vercingetorix's solution](#)

155.

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[Vercingetorix's solution](#)

156.

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Vercingetorix's solution](#)

157.

1742B

[Increasing](#) · [Tutorial](#)

Quality: 61,102 global accepts · Rating: 800 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Vercingetorix's solution](#)

158.

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,306 global accepts · Rating: 800 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Vercingetorix's solution](#)

159.

1738A

[Glory Addicts](#) · [Tutorial](#)

Quality: 14,193 global accepts · Rating: 800 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Vercingetorix's solution](#)

160.

1730A

[Planets](#) · [Tutorial](#)

Quality: 24,815 global accepts · Rating: 800 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[Vercingetorix's solution](#)

161.

1734B

[Bright, Nice, Brilliant](#) · [Tutorial](#)

Quality: 16,404 global accepts · Rating: 800 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Vercingetorix's solution](#)

162.

1734A

[Select Three Sticks](#) · [Tutorial](#)

Quality: 22,407 global accepts · Rating: 800 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[Vercingetorix's solution](#)

163.

1729B

[Decode String](#) · [Tutorial](#)

Quality: 32,476 global accepts · Rating: 800 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Vercingetorix's solution](#)

164.

1729A

[Two Elevators](#) · [Tutorial](#)

Quality: 45,900 global accepts · Rating: 800 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: math

[Vercingetorix's solution](#)

165.

1712B

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

Quality: 22,399 global accepts · Rating: 800 · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[Vercingetorix's solution](#)

166.

1712A

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

Quality: 25,057 global accepts · Rating: 800 · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Vercingetorix's solution](#)

167.

1728B

[Best Permutation](#) · [Tutorial](#)

Quality: 20,672 global accepts · Rating: 800 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Vercingetorix's solution](#)

168.

1728A

[Colored Balls: Revisited](#) · [Tutorial](#)

Quality: 25,452 global accepts · Rating: 800 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[Vercingetorix's solution](#)

169.

1715A

[Crossmarket](#) · [Tutorial](#)

Quality: 24,376 global accepts · Rating: 800 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Vercingetorix's solution](#)

170.

1717A

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

Quality: 20,957 global accepts · Rating: 800 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Vercingetorix's solution](#)

171.

1720B

[Interesting Sum](#) · [Tutorial](#)

Quality: 22,415 global accepts · Rating: 800 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, sortings

[Vercingetorix's solution](#)

172.

1716B

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

Quality: 21,953 global accepts · Rating: 800 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Vercingetorix's solution](#)

173.

1716A

[2-3 Moves](#) · [Tutorial](#)

Quality: 35,845 global accepts · Rating: 800 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Vercingetorix's solution](#)

174.

1704A

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

Quality: 16,651 global accepts · Rating: 800 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Vercingetorix's solution](#)

175.

1705A

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

Quality: 26,582 global accepts · Rating: 800 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Vercingetorix's solution](#)

176.

1699A

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

Quality: 24,780 global accepts · Rating: 800 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Vercingetorix's solution](#)

177.

1698B

[Rising Sand](#) · [Tutorial](#)

Quality: 21,466 global accepts · Rating: 800 · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Vercingetorix's solution](#)

178.

1698A

[XOR Mixup](#) · [Tutorial](#)

Quality: 32,880 global accepts · Rating: 800 · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force

[Vercingetorix's solution](#)

179.

1701B

[Permutation](#) · [Tutorial](#)

Quality: 20,810 global accepts · Rating: 800 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Vercingetorix's solution](#)

180.

1701A

[Grass Field](#) · [Tutorial](#)

Quality: 27,542 global accepts · Rating: 800 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Vercingetorix's solution](#)

181.

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 800 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

[Vercingetorix's solution](#)

182.

1700A

[Optimal Path](#) · [Tutorial](#)

Quality: 23,680 global accepts · Rating: 800 · first AC: 2022-06-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[Vercingetorix's solution](#)

183.

1695A

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

Quality: 16,798 global accepts · Rating: 800 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: games
[Vercingetorix's solution](#)

184.

1393A

[Rainbow Dash, Fluttershy and Chess Coloring](#) · [Tutorial](#)

Quality: 20,832 global accepts · Rating: 800 · first AC: 2022-06-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[Vercingetorix's solution](#)

185.

1697A

[Parkway Walk](#) · [Tutorial](#)

Quality: 26,741 global accepts · Rating: 800 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[Vercingetorix's solution](#)

186.

1689A

[Lex String](#) · [Tutorial](#)

Quality: 17,728 global accepts · Rating: 800 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings, two pointers
[Vercingetorix's solution](#)

187.

1690C

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

Quality: 28,093 global accepts · Rating: 800 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation
[Vercingetorix's solution](#)

188.

1690B

[Array Decrements](#) · [Tutorial](#)

Quality: 26,933 global accepts · Rating: 800 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[Vercingetorix's solution](#)

189.

1690A

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

Quality: 35,632 global accepts · Rating: 800 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[Vercingetorix's solution](#)

190.

1437A

[Marketing Scheme](#) · [Tutorial](#)

Quality: 18,466 global accepts · Rating: 800 · first AC: 2022-06-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[Vercingetorix's solution](#)

191.

1691A

[Beat The Odds](#) · [Tutorial](#)

Quality: 32,208 global accepts · Rating: 800 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
[Vercingetorix's solution](#)

192.

1670A

[Prof. Slim](#) · [Tutorial](#)

Quality: 15,995 global accepts · Rating: 800 · first AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings
[Vercingetorix's solution](#)

193.

1681B

[Card Trick](#) · [Tutorial](#)

Quality: 21,038 global accepts · Rating: 800 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[Vercingetorix's solution](#)

194.

1681A

[Game with Cards](#) · [Tutorial](#)

Quality: 21,686 global accepts · Rating: 800 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy
[Vercingetorix's solution](#)

195.

1684B

[Z mod X = C](#) · [Tutorial](#)

Quality: 21,845 global accepts · Rating: 800 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[Vercingetorix's solution](#)

196.

1684A

[Digit Minimization](#) · [Tutorial](#)

Quality: 24,937 global accepts · Rating: 800 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, math, strings
[Vercingetorix's solution](#)

197.

1682A

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

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201.

1325B

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203.

1674B

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1674A

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1672A

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282.

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1627A

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287.

1624A

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288.

1099A

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291.

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1250F

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1397A

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294.

1405A

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1154A

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297.

1616A

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298.

1623A

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299.

1622A

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300.

1615A

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301.

1216A

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302.

1146A

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303.

1056A

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304.

1619B

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305.

1619A

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306.

1081A

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307.

1620A

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308.

1294A

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309.

1617A

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310.

1408A

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311.

1618B

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312.

1618A

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313.

1017A

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314.

1591A

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315.

1608A

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316.

1249A

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317.

1417A

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318.

932A

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319.

1311A

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320.

1180A

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321.

1589A

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322.

1614A

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323.

1611B

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324.

1611A

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325.

1296A

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326.

1612A

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327.

1473A

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328.

1028A

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329.

1605A

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330.

1337A

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331.

1440A

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332.

1509A

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333.

1602A

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334.

1604A

[Era](#) · [Tutorial](#)

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335.

1043A

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336.

1607A

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Quality: 40,685 global accepts · Rating: 800 · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

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337.

1323A

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338.

1300A

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[Vercingetorix's solution](#)

339.

1173A

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340.

1582A

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[Vercingetorix's solution](#)

341.

1283A

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Quality: 61,298 global accepts · Rating: 800 · first AC: 2021-10-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[Vercingetorix's solution](#)

342.

1593A

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Quality: 41,544 global accepts · Rating: 800 · first AC: 2021-10-18 · C++17 (GCC 7-32) (first AC) · Tags: math

[Vercingetorix's solution](#)

343.

1586A

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Rating: 800 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

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344.

1345A

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Quality: 24,828 global accepts · Rating: 800 · first AC: 2021-10-16 · C++17 (GCC 7-32) (first AC) · Tags: math

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345.

1443A

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Quality: 16,682 global accepts · Rating: 800 · first AC: 2021-10-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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346.

1382A

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Quality: 27,360 global accepts · Rating: 800 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force

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347.

1598A

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348.

1478A

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349.

1594A

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350.

1571A

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Quality: 1,643 global accepts · Rating: 800 · first AC: 2021-10-07 · Kotlin 1.5 (first AC) · Tags: *special

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351.

1592A

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Quality: 23,791 global accepts · Rating: 800 · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

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352.

1447A

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Quality: 14,451 global accepts · Rating: 800 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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353.

1465A

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[Vercingetorix's solution](#)

354.

1459A

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355.

1501A

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356.

1529A

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357.

1484A

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358.

1504A

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359.

1060A

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360.

1579A

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361.

1527A

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362.

1097A

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363.

1328A

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364.

1209A

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365.

1091A

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366.

1150A

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367.

1574A

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368.

1573A

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369.

1541A

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370.

1480A

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371.

1284A

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372.

1270A

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373.

1498A

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374.

1305A

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375.

1566B

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376.

1566A

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377.

1497A

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378.

1569A

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379.

1515A

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380.

1499A

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381.

1513A

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382.

1511A

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Quality: 28,826 global accepts · Rating: 800 · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy

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383.

1466B

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384.

1466A

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385.

1567A

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386.

1343B

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387.

1385B

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388.

1385A

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389.

1519B

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[Vercingetorix's solution](#)

390.

1519A

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391.

1525A

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392.

1535A

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393.

1556A

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394.

1546A

[AquaMoon and Two Arrays](#) · [Tutorial](#)

Quality: 18,588 global accepts · Rating: 800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

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395.

1549B

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Quality: 26,827 global accepts · Rating: 800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation

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396.

1549A

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

Quality: 35,564 global accepts · Rating: 800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

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397.

1561A

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Quality: 17,168 global accepts · Rating: 800 · first AC: 2021-08-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, sortings

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398.

1534A

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Quality: 13,175 global accepts · Rating: 800 · first AC: 2021-08-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
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399.

1562A

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Quality: 26,366 global accepts · Rating: 800 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
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400.

1526A

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Quality: 25,017 global accepts · Rating: 800 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
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401.

1307A

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Quality: 15,627 global accepts · Rating: 800 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
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402.

1530B

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Quality: 16,287 global accepts · Rating: 800 · first AC: 2021-08-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[Vercingetorix's solution](#)

403.

1530A

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Quality: 21,925 global accepts · Rating: 800 · first AC: 2021-08-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
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404.

1360B

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Quality: 53,724 global accepts · Rating: 800 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
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405.

1360A

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Quality: 57,095 global accepts · Rating: 800 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
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406.

1399B

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407.

1399A

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408.

1517A

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409.

1537A

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410.

1506A

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411.

1552A

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412.

1550A

[Find The Array](#) · [Tutorial](#)

Quality: 29,462 global accepts · Rating: 800 · first AC: 2021-08-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
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413.

1560C

[Infinity Table](#) · [Tutorial](#)

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[Vercingetorix's solution](#)

414.

1560B

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[Vercingetorix's solution](#)

415.

1560A

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Quality: 73,513 global accepts · Rating: 800 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Vercingetorix's solution](#)

416.

1512B

[Almost Rectangle](#) · [Tutorial](#)

Quality: 26,528 global accepts · Rating: 800 · first AC: 2021-08-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Vercingetorix's solution](#)

417.

1512A

[Spy Detected!](#) · [Tutorial](#)

Quality: 80,100 global accepts · Rating: 800 · first AC: 2021-08-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[Vercingetorix's solution](#)

418.

1428A

[Box is Pull](#) · [Tutorial](#)

Quality: 17,006 global accepts · Rating: 800 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: math
[Vercingetorix's solution](#)

419.

1520B

[Ordinary Numbers](#) · [Tutorial](#)

Quality: 49,632 global accepts · Rating: 800 · first AC: 2021-08-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[Vercingetorix's solution](#)

420.

1520A

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

Quality: 58,459 global accepts · Rating: 800 · first AC: 2021-08-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Vercingetorix's solution](#)

421.

1523A

[Game of Life](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 800 · first AC: 2021-08-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Vercingetorix's solution](#)

422.

1557A

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

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

[Vercingetorix's solution](#)

423.

1538B

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

Quality: 33,537 global accepts · Rating: 800 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Vercingetorix's solution](#)

424.

1538A

[Stone Game](#) · [Tutorial](#)

Quality: 40,401 global accepts · Rating: 800 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[Vercingetorix's solution](#)

425.

1551B1

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

Quality: 31,325 global accepts · Rating: 800 · first AC: 2021-08-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Vercingetorix's solution](#)

426.

1551A

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

Quality: 58,356 global accepts · Rating: 800 · first AC: 2021-08-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Vercingetorix's solution](#)

427.

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,264 global accepts · Rating: 800 · first AC: 2021-08-07 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Vercingetorix's solution](#)

428.

1474A

[Puzzle From the Future](#) · [Tutorial](#)

Quality: 23,358 global accepts · Rating: 800 · first AC: 2021-08-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Vercingetorix's solution](#)

429.

1547B

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

Quality: 27,902 global accepts · Rating: 800 · first AC: 2021-08-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[Vercingetorix's solution](#)

430.

1547A

[Shortest Path with Obstacle](#) · [Tutorial](#)

Quality: 32,287 global accepts · Rating: 800 · first AC: 2021-08-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Vercingetorix's solution](#)

431.

1536A

[Omkar and Bad Story](#) · [Tutorial](#)

Quality: 20,771 global accepts · Rating: 800 · first AC: 2021-08-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[Vercingetorix's solution](#)

432.

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,634 global accepts · Rating: 800 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[Vercingetorix's solution](#)

433.

1554A

[Cherry](#) · [Tutorial](#)

Quality: 31,389 global accepts · Rating: 800 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Vercingetorix's solution](#)

434.

1539B

[Love Song](#) · [Tutorial](#)

Quality: 26,748 global accepts · Rating: 800 · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[Vercingetorix's solution](#)

435.

22A

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

Quality: 27,086 global accepts · Rating: 800 · first AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Vercingetorix's solution](#)

436.

14A

[Letter](#) · [Tutorial](#)

Quality: 12,397 global accepts · Rating: 800 · first AC: 2021-03-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Vercingetorix's solution](#)

437.

1450A

[Avoid Trygub](#) · [Tutorial](#)

Quality: 18,487 global accepts · Rating: 800 · first AC: 2021-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[Vercingetorix's solution](#)

438.

16A

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Quality: 17,253 global accepts · Rating: 800 · first AC: 2021-03-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Vercingetorix's solution](#)

439.

12A

[Super Agent](#) · [Tutorial](#)

Quality: 15,428 global accepts · Rating: 800 · first AC: 2021-03-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Vercingetorix's solution](#)

440.

9A

[Die Roll](#) · [Tutorial](#)

Quality: 69,675 global accepts · Rating: 800 · first AC: 2021-03-07 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities

[Vercingetorix's solution](#)

441.

1367B

[Even Array](#) · [Tutorial](#)

Quality: 63,943 global accepts · Rating: 800 · first AC: 2021-03-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Vercingetorix's solution](#)

442.

1367A

[Short Substrings](#) · [Tutorial](#)

Quality: 67,706 global accepts · Rating: 800 · first AC: 2021-03-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Vercingetorix's solution](#)

443.

1491A

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

Quality: 19,029 global accepts · Rating: 800 · first AC: 2021-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Vercingetorix's solution](#)

444.

1490A

[Dense Array](#) · [Tutorial](#)

Quality: 32,974 global accepts · Rating: 800 · first AC: 2021-03-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Vercingetorix's solution](#)

445.

1220A

[Cards](#) · [Tutorial](#)

Quality: 32,799 global accepts · Rating: 800 · first AC: 2021-02-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings, strings

[Vercingetorix's solution](#)

446.

1492A

[Three swimmers](#) · [Tutorial](#)

Quality: 23,381 global accepts · Rating: 800 · first AC: 2021-02-23 · C++14 (GCC 6-32) (first AC) · Tags: math

[Vercingetorix's solution](#)

447.

1392B

[Omkar and Infinity Clock](#) · [Tutorial](#)

Quality: 18,891 global accepts · Rating: 800 · first AC: 2021-02-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Vercingetorix's solution](#)

448.

1392A

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

Quality: 21,745 global accepts · Rating: 800 · first AC: 2021-02-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Vercingetorix's solution](#)

449.

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,255 global accepts · Rating: 800 · first AC: 2021-02-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[Vercingetorix's solution](#)

450.

1353B

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

Quality: 58,125 global accepts · Rating: 800 · first AC: 2021-02-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Vercingetorix's solution](#)

451.

1353A

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

Quality: 44,587 global accepts · Rating: 800 · first AC: 2021-02-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Vercingetorix's solution](#)

452.

1374A

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

Quality: 64,184 global accepts · Rating: 800 · first AC: 2021-02-02 · C++14 (GCC 6-32) (first AC) · Tags: math

[Vercingetorix's solution](#)

453.

1178A

[Prime Minister](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 800 · first AC: 2021-02-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Vercingetorix's solution](#)

454.

1409A

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

Quality: 80,426 global accepts · Rating: 800 · first AC: 2021-02-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Vercingetorix's solution](#)

455.

1148A

[Another One Bites The Dust](#) · [Tutorial](#)

Quality: 15,547 global accepts · Rating: 800 · first AC: 2021-02-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Vercingetorix's solution](#)

456.

1433B

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

Quality: 29,855 global accepts · Rating: 800 · first AC: 2021-01-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Vercingetorix's solution](#)

457.

1433A

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

Quality: 62,648 global accepts · Rating: 800 · first AC: 2021-01-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Vercingetorix's solution](#)

458.

1472B

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Quality: 59,845 global accepts · Rating: 800 · first AC: 2021-01-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[Vercingetorix's solution](#)

459.

1472A

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Quality: 45,524 global accepts · Rating: 800 · first AC: 2021-01-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Vercingetorix's solution](#)

460.

1462B

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Quality: 29,175 global accepts · Rating: 800 · first AC: 2020-12-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, strings

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461.

1462A

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Quality: 48,965 global accepts · Rating: 800 · first AC: 2020-12-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers

[Vercingetorix's solution](#)

462.

1454B

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Quality: 30,041 global accepts · Rating: 800 · first AC: 2020-12-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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463.

1454A

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Quality: 44,060 global accepts · Rating: 800 · first AC: 2020-12-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, probabilities

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464.

1358A

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Quality: 43,189 global accepts · Rating: 800 · first AC: 2020-12-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Vercingetorix's solution](#)

465.

1372A

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

Quality: 33,482 global accepts · Rating: 800 · first AC: 2020-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Vercingetorix's solution](#)

466.

1421A

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Quality: 35,472 global accepts · Rating: 800 · first AC: 2020-12-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

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467.

1438A

[Specific Tastes of Andre](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 800 · first AC: 2020-12-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Vercingetorix's solution](#)

468.

1451A

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Quality: 25,281 global accepts · Rating: 800 · first AC: 2020-12-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Vercingetorix's solution](#)

469.

1461A

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

Quality: 19,000 global accepts · Rating: 800 · first AC: 2020-12-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Vercingetorix's solution](#)

470.

1236A

[Stones](#) · [Tutorial](#)

Quality: 17,251 global accepts · Rating: 800 · first AC: 2020-11-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[Vercingetorix's solution](#)

471.

1426A

[Floor Number](#) · [Tutorial](#)

Quality: 54,960 global accepts · Rating: 800 · first AC: 2020-11-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Vercingetorix's solution](#)

472.

1422A

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Quality: 21,867 global accepts · Rating: 800 · first AC: 2020-11-14 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

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473.

1436A

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Quality: 23,549 global accepts · Rating: 800 · first AC: 2020-11-08 · C++14 (GCC 6-32) (first AC) · Tags: math

[Vercingetorix's solution](#)

474.

1370A

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Quality: 64,474 global accepts · Rating: 800 · first AC: 2020-07-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory

[Vercingetorix's solution](#)

475.

1369A

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Quality: 39,125 global accepts · Rating: 800 · first AC: 2020-07-08 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[Vercingetorix's solution](#)

476.

1371A

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Quality: 51,261 global accepts · Rating: 800 · first AC: 2020-07-08 · C++14 (GCC 6-32) (first AC) · Tags: math

[Vercingetorix's solution](#)

477.

1061A

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Quality: 24,106 global accepts · Rating: 800 · first AC: 2018-11-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Vercingetorix's solution](#)

478.

1077A

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Quality: 32,252 global accepts · Rating: 800 · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: math

[Vercingetorix's solution](#)

479.

1072A

[Golden Plate](#) · [Tutorial](#)

Rating: 800 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Vercingetorix's solution](#)

480.

1054A

[Elevator or Stairs?](#) · [Tutorial](#)

Quality: 9,591 global accepts · Rating: 800 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Vercingetorix's solution](#)

481.

919A

[Supermarket](#) · [Tutorial](#)

Quality: 16,957 global accepts · Rating: 800 · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[Vercingetorix's solution](#)

482.

908A

[New Year and Counting Cards](#) · [Tutorial](#)

Quality: 15,841 global accepts · Rating: 800 · first AC: 2018-01-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Vercingetorix's solution](#)

483.

855A

[Tom Riddle's Diary](#) · [Tutorial](#)

Quality: 27,347 global accepts · Rating: 800 · first AC: 2017-09-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Vercingetorix's solution](#)

484.

851A

[Arpa and a research in Mexican wave](#) · [Tutorial](#)

Quality: 10,311 global accepts · Rating: 800 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Vercingetorix's solution](#)

485.

854A

[Fraction](#) · [Tutorial](#)

Quality: 14,534 global accepts · Rating: 800 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[Vercingetorix's solution](#)

486.

859A

[Declined Finalists](#) · [Tutorial](#)

Quality: 8,619 global accepts · Rating: 800 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Vercingetorix's solution](#)

487.

837A

[Text Volume](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 800 · first AC: 2017-09-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Vercingetorix's solution](#)

488.

794A

[Bank Robbery](#) · [Tutorial](#)

Quality: 7,775 global accepts · Rating: 800 · first AC: 2017-09-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Vercingetorix's solution](#)

489.

831B

[Keyboard Layouts](#) · [Tutorial](#)

Quality: 15,649 global accepts · Rating: 800 · first AC: 2017-08-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Vercingetorix's solution](#)

490.

835A

[Key races](#) · [Tutorial](#)

Quality: 21,712 global accepts · Rating: 800 · first AC: 2017-08-02 · C++14 (GCC 6-32) (first AC) · Tags: math

[Vercingetorix's solution](#)

491.

822A

[I'm bored with life](#) · [Tutorial](#)

Quality: 36,808 global accepts · Rating: 800 · first AC: 2017-07-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[Vercingetorix's solution](#)

492.

832A

[Sasha and Sticks](#) · [Tutorial](#)

Quality: 22,148 global accepts · Rating: 800 · first AC: 2017-07-26 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[Vercingetorix's solution](#)

493.

796A

[Buying A House](#) · [Tutorial](#)

Quality: 13,816 global accepts · Rating: 800 · first AC: 2017-04-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Vercingetorix's solution](#)

494.

758A

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

Quality: 75,306 global accepts · Rating: 800 · first AC: 2017-01-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Vercingetorix's solution](#)

495.

755A

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

Quality: 19,785 global accepts · Rating: 800 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, math, number theory

[Vercingetorix's solution](#)

496.

750A

[New Year and Hurry](#) · [Tutorial](#)

Quality: 92,558 global accepts · Rating: 800 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, math

[Vercingetorix's solution](#)

497.

749A

[Bachgold Problem](#) · [Tutorial](#)

Quality: 57,085 global accepts · Rating: 800 · first AC: 2016-12-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory

[Vercingetorix's solution](#)

498.

732A

[Buy a Shovel](#) · [Tutorial](#)

Quality: 88,836 global accepts · Rating: 800 · first AC: 2016-10-17 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, math

[Vercingetorix's solution](#)

499.

721A

[One-dimensional Japanese Crossword](#) · [Tutorial](#)

Quality: 19,353 global accepts · Rating: 800 · first AC: 2016-10-12 · GNU C++11 (first AC) · Tags: implementation

[Vercingetorix's solution](#)

500.

723A

[The New Year: Meeting Friends](#) · [Tutorial](#)

Quality: 100,717 global accepts · Rating: 800 · first AC: 2016-10-03 · GNU C++11 (first AC) · Tags: implementation, math, sortings

[Vercingetorix's solution](#)

501.

710A

[King Moves](#) · [Tutorial](#)

Quality: 14,786 global accepts · Rating: 800 · first AC: 2016-08-22 · GNU C++11 (first AC) · Tags: implementation

[Vercingetorix's solution](#)

502.

703A

[Mishka and Game](#) · [Tutorial](#)

Quality: 66,590 global accepts · Rating: 800 · first AC: 2016-08-04 · GNU C++11 (first AC) · Tags: implementation

[Vercingetorix's solution](#)

503.

702A

[Maximum Increase](#) · [Tutorial](#)

Quality: 55,021 global accepts · Rating: 800 · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[Vercingetorix's solution](#)

504.

688A

[Opponents](#) · [Tutorial](#)

Quality: 14,806 global accepts · Rating: 800 · first AC: 2016-06-30 · GNU C++11 (first AC) · Tags: implementation

[Vercingetorix's solution](#)

505.

680A

[Bear and Five Cards](#) · [Tutorial](#)

Quality: 13,294 global accepts · Rating: 800 · first AC: 2016-06-15 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Vercingetorix's solution](#)

506.

681A

[A Good Contest](#) · [Tutorial](#)

Quality: 16,866 global accepts · Rating: 800 · first AC: 2016-06-14 · GNU C++11 (first AC) · Tags: implementation

[Vercingetorix's solution](#)

507.

678A

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

Quality: 15,167 global accepts · Rating: 800 · first AC: 2016-06-13 · GNU C++11 (first AC) · Tags: implementation, math

[Vercingetorix's solution](#)

508.

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,607 global accepts · Rating: 800 · first AC: 2016-06-01 · GNU C++11 (first AC) · Tags: implementation

[Vercingetorix's solution](#)

509.

676A

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

Quality: 14,699 global accepts · Rating: 800 · first AC: 2016-05-25 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Vercingetorix's solution](#)

510.

448A

[Rewards](#) · [Tutorial](#)

Quality: 25,914 global accepts · Rating: 800 · first AC: 2016-04-09 · GNU C++11 (first AC) · Tags: implementation

[Vercingetorix's solution](#)

511.

615A

[Bulbs](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 800 · first AC: 2016-03-31 · GNU C++11 (first AC) · Tags: implementation

[Vercingetorix's solution](#)

512.

427A

[Police Recruits](#) · [Tutorial](#)

Quality: 97,239 global accepts · Rating: 800 · first AC: 2016-03-23 · GNU C++11 (first AC) · Tags: implementation

[Vercingetorix's solution](#)

513.

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,136 global accepts · Rating: 800 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: math

[Vercingetorix's solution](#)

514.

618A

[Slime Combining](#) · [Tutorial](#)

Quality: 8,806 global accepts · Rating: 800 · first AC: 2016-03-12 · GNU C++11 (first AC) · Tags: implementation

[Vercingetorix's solution](#)

515.

344A

[Magnets](#) · [Tutorial](#)

Quality: 153,335 global accepts · Rating: 800 · first AC: 2016-03-04 · GNU C++11 (first AC) · Tags: implementation

[Vercingetorix's solution](#)

516.

469A

[I Wanna Be the Guy](#) · [Tutorial](#)

Quality: 121,199 global accepts · Rating: 800 · first AC: 2016-03-04 · GNU C++11 (first AC) · Tags: greedy, implementation

[Vercingetorix's solution](#)

517.

268A

[Games](#) · [Tutorial](#)

Quality: 104,208 global accepts · Rating: 800 · first AC: 2016-03-04 · GNU C++11 (first AC) · Tags: brute force

[Vercingetorix's solution](#)

518.

144A

[Arrival of the General](#) · [Tutorial](#)

Quality: 121,415 global accepts · Rating: 800 · first AC: 2016-03-04 · GNU C++11 (first AC) · Tags: implementation

[Vercingetorix's solution](#)

519.

486A

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

Quality: 154,149 global accepts · Rating: 800 · first AC: 2016-03-04 · GNU C++11 (first AC) · Tags: implementation, math

[Vercingetorix's solution](#)

520.

41A

[Translation](#) · [Tutorial](#)

Quality: 188,450 global accepts · Rating: 800 · first AC: 2016-03-04 · GNU C++11 (first AC) · Tags: implementation, strings

[Vercingetorix's solution](#)

521.

472A

[Design Tutorial: Learn from Math](#) · [Tutorial](#)

Quality: 70,774 global accepts · Rating: 800 · first AC: 2016-03-04 · GNU C++11 (first AC) · Tags: math, number theory

[Vercingetorix's solution](#)

522.

119A

[Epic Game](#) · [Tutorial](#)

Quality: 29,582 global accepts · Rating: 800 · first AC: 2016-03-04 · GNU C++11 (first AC) · Tags: implementation

[Vercingetorix's solution](#)

523.

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,741 global accepts · Rating: 800 · first AC: 2016-03-04 · GNU C++11 (first AC) · Tags: brute force

[Vercingetorix's solution](#)

524.

266B

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

Quality: 166,086 global accepts · Rating: 800 · first AC: 2016-03-04 · GNU C++11 (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths

[Vercingetorix's solution](#)

525.

136A

[Presents](#) · [Tutorial](#)

Quality: 146,532 global accepts · Rating: 800 · first AC: 2016-03-04 · GNU C++11 (first AC) · Tags: implementation

[Vercingetorix's solution](#)

526.

148A

[Insomnia cure](#) · [Tutorial](#)

Quality: 112,399 global accepts · Rating: 800 · first AC: 2016-03-04 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

[Vercingetorix's solution](#)

527.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 318,011 global accepts · Rating: 800 · first AC: 2016-03-04 · GNU C++11 (first AC) · Tags: implementation

[Vercingetorix's solution](#)

528.

110A

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

Quality: 199,502 global accepts · Rating: 800 · first AC: 2016-03-04 · GNU C++11 (first AC) · Tags: implementation

[Vercingetorix's solution](#)

529.

467A

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

Quality: 155,943 global accepts · Rating: 800 · first AC: 2016-03-04 · GNU C++11 (first AC) · Tags: implementation

[Vercingetorix's solution](#)

530.

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,039 global accepts · Rating: 800 · first AC: 2016-03-04 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[Vercingetorix's solution](#)

531.

281A

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

Quality: 270,992 global accepts · Rating: 800 · first AC: 2016-03-04 · GNU C++11 (first AC) · Tags: implementation, strings

[Vercingetorix's solution](#)

532.

266A

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

Quality: 244,564 global accepts · Rating: 800 · first AC: 2016-03-04 · GNU C++11 (first AC) · Tags: implementation

[Vercingetorix's solution](#)

533.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,358 global accepts · Rating: 800 · first AC: 2016-03-04 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings, strings

[Vercingetorix's solution](#)

534.

112A

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

Quality: 287,263 global accepts · Rating: 800 · first AC: 2016-03-04 · GNU C++11 (first AC) · Tags: implementation, strings

[Vercingetorix's solution](#)

535.

116A

[Tram](#) · [Tutorial](#)

Quality: 176,552 global accepts · Rating: 800 · first AC: 2016-03-04 · GNU C++11 (first AC) · Tags: implementation

[Vercingetorix's solution](#)

536.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,298 global accepts · Rating: 800 · first AC: 2016-03-04 · GNU C++11 (first AC) · Tags: implementation

[Vercingetorix's solution](#)

537.

231A

[Team](#) · [Tutorial](#)

Quality: 430,276 global accepts · Rating: 800 · first AC: 2016-03-04 · GNU C++11 (first AC) · Tags: brute force, greedy

[Vercingetorix's solution](#)

538.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,731 global accepts · Rating: 800 · first AC: 2016-03-04 · GNU C++11 (first AC) · Tags: greedy, math

[Vercingetorix's solution](#)

539.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,481 global accepts · Rating: 800 · first AC: 2016-03-04 · GNU C++11 (first AC) · Tags: *special, implementation

[Vercingetorix's solution](#)

540.

71A

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

Quality: 503,267 global accepts · Rating: 800 · first AC: 2016-03-04 · GNU C++11 (first AC) · Tags: strings

[Vercingetorix's solution](#)

541.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,877 global accepts · Rating: 800 · first AC: 2016-03-04 · GNU C++11 (first AC) · Tags: brute force, math

[Vercingetorix's solution](#)

542.

629A

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

Quality: 14,847 global accepts · Rating: 800 · first AC: 2016-02-20 · GNU C++11 (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation

[Vercingetorix's solution](#)

543.

630A

[Again Twenty Five!](#) · [Tutorial](#)

Quality: 93,514 global accepts · Rating: 800 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: number theory

[Vercingetorix's solution](#)

544.

599A

[Patrick and Shopping](#) · [Tutorial](#)

Quality: 31,438 global accepts · Rating: 800 · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: implementation

[Vercingetorix's solution](#)

545.

492A

[Vanya and Cubes](#) · [Tutorial](#)

Quality: 63,564 global accepts · Rating: 800 · first AC: 2015-06-16 · GNU C++11 (first AC) · Tags: implementation

[Vercingetorix's solution](#)

546.

551A

[GukiZ and Contest](#) · [Tutorial](#)

Quality: 17,860 global accepts · Rating: 800 · first AC: 2015-06-15 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings

[Vercingetorix's solution](#)

547.

540A

[Combination Lock](#) · [Tutorial](#)

Quality: 35,256 global accepts · Rating: 800 · first AC: 2015-06-08 · GNU C++11 (first AC) · Tags: implementation

[Vercingetorix's solution](#)

548.

546A

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

Quality: 235,213 global accepts · Rating: 800 · first AC: 2015-06-08 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[Vercingetorix's solution](#)

549.

513A

[Game](#) · [Tutorial](#)

Quality: 21,849 global accepts · Rating: 800 · first AC: 2015-02-07 · MS C++ (first AC) · Tags: constructive algorithms, math

[Vercingetorix's solution](#)

550.

432A

[Choosing Teams](#) · [Tutorial](#)

Quality: 69,510 global accepts · Rating: 800 · first AC: 2014-07-16 · MS C++ (first AC) · Tags: greedy, implementation, sortings

[Vercingetorix's solution](#)

551.

431A

[Black Square](#) · [Tutorial](#)

Quality: 65,949 global accepts · Rating: 800 · first AC: 2014-07-15 · MS C++ (first AC) · Tags: implementation

[Vercingetorix's solution](#)

552.

447A

[DZY Loves Hash](#) · [Tutorial](#)

Quality: 10,283 global accepts · Rating: 800 · first AC: 2014-07-13 · MS C++ (first AC) · Tags: implementation

[Vercingetorix's solution](#)

553.

443A

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

Quality: 112,063 global accepts · Rating: 800 · first AC: 2014-07-08 · MS C++ (first AC) · Tags: constructive algorithms, implementation

[Vercingetorix's solution](#)

554.

2060C

[Game of Mathletes](#) · [Tutorial](#)

Quality: 32,075 global accepts · Rating: 900 · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings, two pointers

[Vercingetorix's solution](#)

555.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Vercingetorix's solution](#)

556.

2048B

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

Quality: 20,651 global accepts · Rating: 900 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Vercingetorix's solution](#)

557.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,572 global accepts · Rating: 900 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Vercingetorix's solution](#)

558.

1918B

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

Quality: 27,024 global accepts · Rating: 900 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[Vercingetorix's solution](#)

559.

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,382 global accepts · Rating: 900 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Vercingetorix's solution](#)

560.

648A

[A000114;DÄHC,,9 Cö>CDJCT<](#)

Quality: 1,056 global accepts · Rating: 900 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[Vercingetorix's solution](#)

561.

1900B

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

Quality: 20,473 global accepts · Rating: 900 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[Vercingetorix's solution](#)

562.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,422 global accepts · Rating: 900 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings, two pointers
[Vercingetorix's solution](#)

563.

1879B

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

Quality: 25,077 global accepts · Rating: 900 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[Vercingetorix's solution](#)

564.

1794B

[Not Dividing](#) · [Tutorial](#)

Quality: 39,873 global accepts · Rating: 900 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[Vercingetorix's solution](#)

565.

1881B

[Three Threadlets](#) · [Tutorial](#)

Quality: 28,709 global accepts · Rating: 900 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: math
[Vercingetorix's solution](#)

566.

1878C

[Vasilije in Cacak](#) · [Tutorial](#)

Quality: 57,650 global accepts · Rating: 900 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: math
[Vercingetorix's solution](#)

567.

1808A

[Lucky Numbers](#) · [Tutorial](#)

Quality: 20,614 global accepts · Rating: 900 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[Vercingetorix's solution](#)

568.

1872B

[The Corridor or There and Back Again](#) · [Tutorial](#)

Quality: 30,496 global accepts · Rating: 900 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[Vercingetorix's solution](#)

569.

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[Vercingetorix's solution](#)

570.

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,575 global accepts · Rating: 900 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings
[Vercingetorix's solution](#)

571.

1848A

[Vika and Her Friends](#) · [Tutorial](#)

Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: games, math
[Vercingetorix's solution](#)

572.

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,704 global accepts · Rating: 900 · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation, math
[Vercingetorix's solution](#)

573.

1818B

[Indivisible](#) · [Tutorial](#)

Quality: 17,051 global accepts · Rating: 900 · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Vercingetorix's solution](#)

574.

1828B

[Permutation Swap](#) · [Tutorial](#)

Quality: 39,308 global accepts · Rating: 900 · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Vercingetorix's solution](#)

575.

1837B

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

Quality: 50,101 global accepts · Rating: 900 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Vercingetorix's solution](#)

576.

1833B

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

Quality: 29,623 global accepts · Rating: 900 · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Vercingetorix's solution](#)

577.

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,122 global accepts · Rating: 900 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

[Vercingetorix's solution](#)

578.

1795B

[Ideal Point](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 900 · first AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, greedy

[Vercingetorix's solution](#)

579.

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,738 global accepts · Rating: 900 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Vercingetorix's solution](#)

580.

1775A2

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

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Vercingetorix's solution](#)

581.

10A

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

Quality: 8,346 global accepts · Rating: 900 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Vercingetorix's solution](#)

582.

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,635 global accepts · Rating: 900 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Vercingetorix's solution](#)

583.

1779B

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

Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Vercingetorix's solution](#)

584.

1771A

[Hossam and Combinatorics](#) · [Tutorial](#)

Quality: 25,302 global accepts · Rating: 900 · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings

[Vercingetorix's solution](#)

585.

1758B

[XOR = Average](#) · [Tutorial](#)

Quality: 23,892 global accepts · Rating: 900 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Vercingetorix's solution](#)

586.

1764B

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

Quality: 17,931 global accepts · Rating: 900 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Vercingetorix's solution](#)

587.

1709B

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Quality: 25,843 global accepts · Rating: 900 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation

[Vercingetorix's solution](#)

588.

152A

[Marks](#) · [Tutorial](#)

Quality: 18,618 global accepts · Rating: 900 · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Vercingetorix's solution](#)

589.

115A

[Party](#) · [Tutorial](#)

Quality: 43,355 global accepts · Rating: 900 · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[Vercingetorix's solution](#)

590.

1733B

[Rule of League](#) · [Tutorial](#)

Quality: 21,073 global accepts · Rating: 900 · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Vercingetorix's solution](#)

591.

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,957 global accepts · Rating: 900 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Vercingetorix's solution](#)

592.

1735B

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

Quality: 19,318 global accepts · Rating: 900 · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Vercingetorix's solution](#)

593.

1732B

[Ugu](#) · [Tutorial](#)

Quality: 17,262 global accepts · Rating: 900 · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[Vercingetorix's solution](#)

594.

1749B

[Death's Blessing](#) · [Tutorial](#)

Quality: 22,582 global accepts · Rating: 900 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Vercingetorix's solution](#)

595.

1742C

[Stripes](#) · [Tutorial](#)

Quality: 40,085 global accepts · Rating: 900 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Vercingetorix's solution](#)

596.

1737A

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

Quality: 10,851 global accepts · Rating: 900 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[Vercingetorix's solution](#)

597.

1267B

[Balls of Buma](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 900 · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Vercingetorix's solution](#)

598.

1666D

[Deletive Editing](#) · [Tutorial](#)

Quality: 20,108 global accepts · Rating: 900 · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Vercingetorix's solution](#)

599.

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,553 global accepts · Rating: 900 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Vercingetorix's solution](#)

600.

1720A

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

Quality: 24,364 global accepts · Rating: 900 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Vercingetorix's solution](#)

601.

1175A

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

Quality: 19,766 global accepts · Rating: 900 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Vercingetorix's solution](#)

602.

1705B

[Mark the Dust Sweeper](#) · [Tutorial](#)

Quality: 25,451 global accepts · Rating: 900 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Vercingetorix's solution](#)

603.

1699B

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

Quality: 21,693 global accepts · Rating: 900 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, matrices

[Vercingetorix's solution](#)

604.

1696B

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

Quality: 36,326 global accepts · Rating: 900 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Vercingetorix's solution](#)

605.

1697B

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Quality: 30,904 global accepts · Rating: 900 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

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606.

1689B

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Quality: 19,067 global accepts · Rating: 900 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
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607.

1679A

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Quality: 40,169 global accepts · Rating: 900 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory
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608.

1204B

[Mislove Has Lost an Array](#) · [Tutorial](#)

Quality: 18,329 global accepts · Rating: 900 · first AC: 2022-05-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
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609.

1675B

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

Quality: 43,289 global accepts · Rating: 900 · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
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610.

1665B

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Quality: 32,900 global accepts · Rating: 900 · first AC: 2022-04-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings
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611.

948A

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Quality: 15,319 global accepts · Rating: 900 · first AC: 2022-04-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
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612.

1138A

[Sushi for Two](#) · [Tutorial](#)

Quality: 22,072 global accepts · Rating: 900 · first AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation
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613.

1313A

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Quality: 16,232 global accepts · Rating: 900 · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation
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614.

1335B

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

Quality: 42,599 global accepts · Rating: 900 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
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615.

373A

[Collecting Beats is Fun](#) · [Tutorial](#)

Quality: 11,465 global accepts · Rating: 900 · first AC: 2022-03-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[Vercingetorix's solution](#)

616.

244A

[Dividing Orange](#) · [Tutorial](#)

Quality: 8,565 global accepts · Rating: 900 · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[Vercingetorix's solution](#)

617.

199A

[Hexadecimal's theorem](#) · [Tutorial](#)

Quality: 30,290 global accepts · Rating: 900 · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation, number theory

[Vercingetorix's solution](#)

618.

1650B

[DIV + MOD](#) · [Tutorial](#)

Quality: 29,997 global accepts · Rating: 900 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: math

[Vercingetorix's solution](#)

619.

1468N

[Waste Sorting](#) · [Tutorial](#)

Quality: 9,119 global accepts · Rating: 900 · first AC: 2022-02-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Vercingetorix's solution](#)

620.

1430A

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

Quality: 21,755 global accepts · Rating: 900 · first AC: 2022-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[Vercingetorix's solution](#)

621.

1247A

[Forgetting Things](#) · [Tutorial](#)

Rating: 900 · first AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: math

[Vercingetorix's solution](#)

622.

1445B

[Elimination](#) · [Tutorial](#)

Quality: 15,926 global accepts · Rating: 900 · first AC: 2022-02-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Vercingetorix's solution](#)

623.

1337B

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

Quality: 36,864 global accepts · Rating: 900 · first AC: 2022-02-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Vercingetorix's solution](#)

624.

1206B

[Make Product Equal One](#) · [Tutorial](#)

Quality: 29,511 global accepts · Rating: 900 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[Vercingetorix's solution](#)

625.

1113A

[Sasha and His Trip](#) · [Tutorial](#)

Quality: 18,318 global accepts · Rating: 900 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[Vercingetorix's solution](#)

626.

1419A

[Digit Game](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 900 · first AC: 2022-02-04 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, implementation

[Vercingetorix's solution](#)

627.

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,318 global accepts · Rating: 900 · first AC: 2022-02-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Vercingetorix's solution](#)

628.

572A

[Arrays](#) · [Tutorial](#)

Quality: 18,461 global accepts · Rating: 900 · first AC: 2022-01-29 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[Vercingetorix's solution](#)

629.

697A

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

Quality: 13,352 global accepts · Rating: 900 · first AC: 2022-01-26 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Vercingetorix's solution](#)

630.

1624B

[Make AP](#) · [Tutorial](#)

Quality: 52,943 global accepts · Rating: 900 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Vercingetorix's solution](#)

631.

1420A

[Cubes Sorting](#) · [Tutorial](#)

Quality: 25,205 global accepts · Rating: 900 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[Vercingetorix's solution](#)

632.

981A

[Antipalindrome](#) · [Tutorial](#)

Quality: 10,328 global accepts · Rating: 900 · first AC: 2021-12-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[Vercingetorix's solution](#)

633.

1216B

[Shooting](#) · [Tutorial](#)

Quality: 19,679 global accepts · Rating: 900 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Vercingetorix's solution](#)

634.

1055A

[Metro](#) · [Tutorial](#)

Quality: 13,448 global accepts · Rating: 900 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[Vercingetorix's solution](#)

635.

1617B

[GCD Problem](#) · [Tutorial](#)

Quality: 26,832 global accepts · Rating: 900 · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Vercingetorix's solution](#)

636.

1591B

[Array Eversion](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-12-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Vercingetorix's solution](#)

637.

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,985 global accepts · Rating: 900 · first AC: 2021-12-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[Vercingetorix's solution](#)

638.

1613A

[Long Comparison](#) · [Tutorial](#)

Quality: 26,628 global accepts · Rating: 900 · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Vercingetorix's solution](#)

639.

1609A

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

Quality: 18,896 global accepts · Rating: 900 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[Vercingetorix's solution](#)

640.

1610A

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Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: math

[Vercingetorix's solution](#)

641.

1296B

[Food Buying](#) · [Tutorial](#)

Quality: 32,696 global accepts · Rating: 900 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: math

[Vercingetorix's solution](#)

642.

1612B

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

Quality: 18,432 global accepts · Rating: 900 · first AC: 2021-11-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Vercingetorix's solution](#)

643.

1324A

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

Quality: 27,314 global accepts · Rating: 900 · first AC: 2021-11-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation, number theory

[Vercingetorix's solution](#)

644.

1401A

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[Vercingetorix's solution](#)

645.

1588A

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings, greedy, math, sortings

[Vercingetorix's solution](#)

646.

1341A

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Quality: 30,430 global accepts · Rating: 900 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[Vercingetorix's solution](#)

647.

1607B

[Odd Grasshopper](#) · [Tutorial](#)

Quality: 39,451 global accepts · Rating: 900 · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: math

[Vercingetorix's solution](#)

648.

1350A

[Orac and Factors](#) · [Tutorial](#)

Quality: 27,381 global accepts · Rating: 900 · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: math

[Vercingetorix's solution](#)

649.

1321A

[Contest for Robots](#) · [Tutorial](#)

Quality: 14,990 global accepts · Rating: 900 · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Vercingetorix's solution](#)

650.

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,484 global accepts · Rating: 900 · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Vercingetorix's solution](#)

651.

1339A

[Filling Diamonds](#) · [Tutorial](#)

Quality: 34,210 global accepts · Rating: 900 · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math

[Vercingetorix's solution](#)

652.

1025A

[Doggo Recoloring](#) · [Tutorial](#)

Quality: 16,527 global accepts · Rating: 900 · first AC: 2021-10-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Vercingetorix's solution](#)

653.

1582B

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

Quality: 33,365 global accepts · Rating: 900 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Vercingetorix's solution](#)

654.

1283B

[Candies Division](#) · [Tutorial](#)

Quality: 23,084 global accepts · Rating: 900 · first AC: 2021-10-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[Vercingetorix's solution](#)

655.

1593B

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

Quality: 40,646 global accepts · Rating: 900 · first AC: 2021-10-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, math

[Vercingetorix's solution](#)

656.

1496A

[Split it!](#) · [Tutorial](#)

Quality: 22,244 global accepts · Rating: 900 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[Vercingetorix's solution](#)

657.

1440B

[Sum of Medians](#) · [Tutorial](#)

Quality: 30,330 global accepts · Rating: 900 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Vercingetorix's solution](#)

658.

1501B

[Napoleon Cake](#) · [Tutorial](#)

Quality: 21,077 global accepts · Rating: 900 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, sortings

[Vercingetorix's solution](#)

659.

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: math

[Vercingetorix's solution](#)

660.

1150B

[Tiling Challenge](#) · [Tutorial](#)

Quality: 11,851 global accepts · Rating: 900 · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Vercingetorix's solution](#)

661.

1291A

[Even But Not Even](#) · [Tutorial](#)

Quality: 20,684 global accepts · Rating: 900 · first AC: 2021-09-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings

[Vercingetorix's solution](#)

662.

1480B

[The Great Hero](#) · [Tutorial](#)

Quality: 17,932 global accepts · Rating: 900 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Vercingetorix's solution](#)

663.

1471A

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

Quality: 38,207 global accepts · Rating: 900 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

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664.

1494A

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Quality: 22,812 global accepts · Rating: 900 · first AC: 2021-09-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, implementation

[Vercingetorix's solution](#)

665.

1343A

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Quality: 53,393 global accepts · Rating: 900 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Vercingetorix's solution](#)

666.

1525B

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Quality: 26,660 global accepts · Rating: 900 · first AC: 2021-08-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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667.

1535B

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Quality: 34,203 global accepts · Rating: 900 · first AC: 2021-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory, sortings

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668.

1505A

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Quality: 16,089 global accepts · Rating: 900 · first AC: 2021-08-25 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation, interactive

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669.

1537B

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Quality: 42,309 global accepts · Rating: 900 · first AC: 2021-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Vercingetorix's solution](#)

670.

1555A

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Quality: 30,345 global accepts · Rating: 900 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Vercingetorix's solution](#)

671.

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

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672.

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,588 global accepts · Rating: 900 · first AC: 2021-08-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[Vercingetorix's solution](#)

673.

1543B

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

Quality: 24,477 global accepts · Rating: 900 · first AC: 2021-08-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[Vercingetorix's solution](#)

674.

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,952 global accepts · Rating: 900 · first AC: 2021-08-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Vercingetorix's solution](#)

675.

16B

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Quality: 20,767 global accepts · Rating: 900 · first AC: 2021-03-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Vercingetorix's solution](#)

676.

1272A

[Three Friends](#) · [Tutorial](#)

Quality: 22,074 global accepts · Rating: 900 · first AC: 2021-02-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, sortings

[Vercingetorix's solution](#)

677.

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,033 global accepts · Rating: 900 · first AC: 2021-02-21 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[Vercingetorix's solution](#)

678.

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-02-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

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679.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,273 global accepts · Rating: 900 · first AC: 2021-02-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Vercingetorix's solution](#)

680.

1374B

[Multiply by 2, divide by 6](#) · [Tutorial](#)

Quality: 71,589 global accepts · Rating: 900 · first AC: 2021-02-02 · C++14 (GCC 6-32) (first AC) · Tags: math

[Vercingetorix's solution](#)

681.

1433C

[Dominant Piranha](#) · [Tutorial](#)

Quality: 28,606 global accepts · Rating: 900 · first AC: 2021-01-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Vercingetorix's solution](#)

682.

1475B

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

Quality: 57,253 global accepts · Rating: 900 · first AC: 2021-01-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math

[Vercingetorix's solution](#)

683.

1475A

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Quality: 86,820 global accepts · Rating: 900 · first AC: 2021-01-28 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Vercingetorix's solution](#)

684.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,027 global accepts · Rating: 900 · first AC: 2021-01-28 · C++14 (GCC 6-32) (first AC) · Tags: math

[Vercingetorix's solution](#)

685.

1462C

[Unique Number](#) · [Tutorial](#)

Quality: 36,450 global accepts · Rating: 900 · first AC: 2020-12-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[Vercingetorix's solution](#)

686.

1451B

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

Quality: 20,213 global accepts · Rating: 900 · first AC: 2020-12-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, strings

[Vercingetorix's solution](#)

687.

1426B

[Symmetric Matrix](#) · [Tutorial](#)

Quality: 21,801 global accepts · Rating: 900 · first AC: 2020-11-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Vercingetorix's solution](#)

688.

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,725 global accepts · Rating: 900 · first AC: 2020-11-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Vercingetorix's solution](#)

689.

914A

[Perfect Squares](#) · [Tutorial](#)

Quality: 15,721 global accepts · Rating: 900 · first AC: 2018-01-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[Vercingetorix's solution](#)

690.

915A

[Garden](#) · [Tutorial](#)

Quality: 16,021 global accepts · Rating: 900 · first AC: 2018-01-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Vercingetorix's solution](#)

691.

913A

[Modular Exponentiation](#) · [Tutorial](#)

Quality: 24,179 global accepts · Rating: 900 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Vercingetorix's solution](#)

692.

868A

[Bark to Unlock](#) · [Tutorial](#)

Quality: 9,954 global accepts · Rating: 900 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Vercingetorix's solution](#)

693.

841A

[Generous Kefa](#) · [Tutorial](#)

Quality: 14,049 global accepts · Rating: 900 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Vercingetorix's solution](#)

694.

839A

[Arya and Bran](#) · [Tutorial](#)

Quality: 14,928 global accepts · Rating: 900 · first AC: 2017-09-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Vercingetorix's solution](#)

695.

776A

[A Serial Killer](#) · [Tutorial](#)

Quality: 12,886 global accepts · Rating: 900 · first AC: 2017-09-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Vercingetorix's solution](#)

696.

768A

[Oath of the Night's Watch](#) · [Tutorial](#)

Quality: 30,842 global accepts · Rating: 900 · first AC: 2017-09-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[Vercingetorix's solution](#)

697.

765A

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

Quality: 9,560 global accepts · Rating: 900 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Vercingetorix's solution](#)

698.

834A

[The Useless Toy](#) · [Tutorial](#)

Quality: 9,100 global accepts · Rating: 900 · first AC: 2017-08-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Vercingetorix's solution](#)

699.

814A

[An abandoned sentiment from past](#) · [Tutorial](#)

Quality: 11,046 global accepts · Rating: 900 · first AC: 2017-07-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Vercingetorix's solution](#)

700.

801B

[Valued Keys](#) · [Tutorial](#)

Quality: 11,218 global accepts · Rating: 900 · first AC: 2017-07-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[Vercingetorix's solution](#)

701.

793A

[Oleg and shares](#) · [Tutorial](#)

Quality: 8,016 global accepts · Rating: 900 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Vercingetorix's solution](#)

702.

764B

[Timofey and cubes](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 900 · first AC: 2017-03-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Vercingetorix's solution](#)

703.

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,109 global accepts · Rating: 900 · first AC: 2016-12-02 · C++14 (GCC 6-32) (first AC) · Tags: math

[Vercingetorix's solution](#)

704.

706A

[Beru-taxi](#) · [Tutorial](#)

Quality: 15,341 global accepts · Rating: 900 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: brute force, geometry, implementation
[Vercingetorix's solution](#)

705.

611A

[New Year and Days](#) · [Tutorial](#)

Quality: 12,180 global accepts · Rating: 900 · first AC: 2016-06-12 · GNU C++11 (first AC) · Tags: implementation
[Vercingetorix's solution](#)

706.

670A

[Holidays](#) · [Tutorial](#)

Quality: 18,634 global accepts · Rating: 900 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math
[Vercingetorix's solution](#)

707.

6A

[Triangle](#) · [Tutorial](#)

Quality: 22,848 global accepts · Rating: 900 · first AC: 2016-03-26 · GNU C++11 (first AC) · Tags: brute force, geometry
[Vercingetorix's solution](#)

708.

653A

[Bear and Three Balls](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 900 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings
[Vercingetorix's solution](#)

709.

621A

[Wet Shark and Odd and Even](#) · [Tutorial](#)

Quality: 22,676 global accepts · Rating: 900 · first AC: 2016-03-15 · GNU C++11 (first AC) · Tags: implementation
[Vercingetorix's solution](#)

710.

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,065 global accepts · Rating: 900 · first AC: 2016-03-04 · GNU C++11 (first AC) · Tags: strings
[Vercingetorix's solution](#)

711.

580A

[Kefa and First Steps](#) · [Tutorial](#)

Quality: 104,690 global accepts · Rating: 900 · first AC: 2016-03-04 · GNU C++11 (first AC) · Tags: brute force, dp, implementation
[Vercingetorix's solution](#)

712.

451A

[Game With Sticks](#) · [Tutorial](#)

Quality: 75,692 global accepts · Rating: 900 · first AC: 2016-03-04 · GNU C++11 (first AC) · Tags: implementation
[Vercingetorix's solution](#)

713.

460A

[Vasya and Socks](#) · [Tutorial](#)

Quality: 52,024 global accepts · Rating: 900 · first AC: 2016-03-04 · GNU C++11 (first AC) · Tags: brute force, implementation, math
[Vercingetorix's solution](#)

714.

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,907 global accepts · Rating: 900 · first AC: 2016-03-04 · GNU C++11 (first AC) · Tags: greedy
[Vercingetorix's solution](#)

715.

160A

[Twins](#) · [Tutorial](#)

Quality: 143,722 global accepts · Rating: 900 · first AC: 2016-03-04 · GNU C++11 (first AC) · Tags: greedy, sortings

[Vercingetorix's solution](#)

716.

133A

[HQ9+](#) · [Tutorial](#)

Quality: 125,008 global accepts · Rating: 900 · first AC: 2016-03-04 · GNU C++11 (first AC) · Tags: implementation

[Vercingetorix's solution](#)

717.

96A

[Football](#) · [Tutorial](#)

Quality: 193,653 global accepts · Rating: 900 · first AC: 2016-03-04 · GNU C++11 (first AC) · Tags: implementation, strings

[Vercingetorix's solution](#)

718.

631A

[Interview](#) · [Tutorial](#)

Quality: 9,749 global accepts · Rating: 900 · first AC: 2016-03-03 · GNU C++11 (first AC) · Tags: brute force, implementation

[Vercingetorix's solution](#)

719.

622B

[The Time](#) · [Tutorial](#)

Quality: 10,959 global accepts · Rating: 900 · first AC: 2016-02-10 · GNU C++11 (first AC) · Tags: implementation

[Vercingetorix's solution](#)

720.

567A

[Lineland Mail](#) · [Tutorial](#)

Quality: 35,975 global accepts · Rating: 900 · first AC: 2015-08-05 · GNU C++11 (first AC) · Tags: greedy, implementation

[Vercingetorix's solution](#)

721.

549A

[Face Detection](#) · [Tutorial](#)

Quality: 10,156 global accepts · Rating: 900 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: implementation, strings

[Vercingetorix's solution](#)

722.

545A

[Toy Cars](#) · [Tutorial](#)

Quality: 12,152 global accepts · Rating: 900 · first AC: 2015-05-22 · GNU C++11 (first AC) · Tags: implementation

[Vercingetorix's solution](#)

723.

519A

[A and B and Chess](#) · [Tutorial](#)

Quality: 20,130 global accepts · Rating: 900 · first AC: 2015-02-28 · MS C++ (first AC) · Tags: implementation

[Vercingetorix's solution](#)

724.

439A

[Devu, the Singer and Churu, the Joker](#) · [Tutorial](#)

Quality: 26,622 global accepts · Rating: 900 · first AC: 2014-07-10 · MS C++ (first AC) · Tags: greedy, implementation

[Vercingetorix's solution](#)

725.

2154B

[Make it Zigzag](#) · [Tutorial](#)

Quality: 19,814 global accepts · Rating: 1000 · first AC: 2026-04-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Vercingetorix's solution](#)

726.

2060B

[Farmer John's Card Game](#) · [Tutorial](#)

Quality: 28,593 global accepts · Rating: 1000 · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Vercingetorix's solution](#)

727.

2055B

[Crafting](#) · [Tutorial](#)

Quality: 23,283 global accepts · Rating: 1000 · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Vercingetorix's solution](#)

728.

2057B

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

Quality: 23,277 global accepts · Rating: 1000 · first AC: 2025-01-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Vercingetorix's solution](#)

729.

2039B

[Shohag Loves Strings](#) · [Tutorial](#)

Quality: 17,297 global accepts · Rating: 1000 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Vercingetorix's solution](#)

730.

2051C

[Preparing for the Exam](#) · [Tutorial](#)

Quality: 28,012 global accepts · Rating: 1000 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[Vercingetorix's solution](#)

731.

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[Vercingetorix's solution](#)

732.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,910 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Vercingetorix's solution](#)

733.

1907B

[YetnotherrokenKeoard](#) · [Tutorial](#)

Quality: 30,382 global accepts · Rating: 1000 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, strings

[Vercingetorix's solution](#)

734.

1876A

[Helmets in Night Light](#) · [Tutorial](#)

Quality: 34,921 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Vercingetorix's solution](#)

735.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,889 global accepts · Rating: 1000 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Vercingetorix's solution](#)

736.

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Vercingetorix's solution](#)

737.

1861B

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

Quality: 24,006 global accepts · Rating: 1000 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Vercingetorix's solution](#)

738.

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Vercingetorix's solution](#)

739.

1859B

[Olya and Game with Arrays](#) · [Tutorial](#)

Quality: 43,903 global accepts · Rating: 1000 · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Vercingetorix's solution](#)

740.

74A

[Room Leader](#) · [Tutorial](#)

Quality: 5,871 global accepts · Rating: 1000 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Vercingetorix's solution](#)

741.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,376 global accepts · Rating: 1000 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[Vercingetorix's solution](#)

742.

1844B

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

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Vercingetorix's solution](#)

743.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, two pointers

[Vercingetorix's solution](#)

744.

1825B

[LuoTianyi and the Table](#) · [Tutorial](#)

Quality: 16,096 global accepts · Rating: 1000 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Vercingetorix's solution](#)

745.

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Vercingetorix's solution](#)

746.

1841B

[Keep it Beautiful](#) · [Tutorial](#)

Quality: 24,092 global accepts · Rating: 1000 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Vercingetorix's solution](#)

747.

1831B

[Array merging](#) · [Tutorial](#)

Quality: 35,056 global accepts · Rating: 1000 · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[Vercingetorix's solution](#)

748.

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,167 global accepts · Rating: 1000 · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[Vercingetorix's solution](#)

749.

1840C

[Ski Resort](#) · [Tutorial](#)

Quality: 47,574 global accepts · Rating: 1000 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, two pointers

[Vercingetorix's solution](#)

750.

1837C

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

Quality: 24,576 global accepts · Rating: 1000 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Vercingetorix's solution](#)

751.

124A

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

Quality: 44,209 global accepts · Rating: 1000 · first AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: math

[Vercingetorix's solution](#)

752.

37A

[Towers](#) · [Tutorial](#)

Quality: 27,690 global accepts · Rating: 1000 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[Vercingetorix's solution](#)

753.

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,797 global accepts · Rating: 1000 · first AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[Vercingetorix's solution](#)

754.

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,348 global accepts · Rating: 1000 · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[Vercingetorix's solution](#)

755.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Vercingetorix's solution](#)

756.

1785A

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

Rating: 1000 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Vercingetorix's solution](#)

757.

1781B

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

Quality: 14,758 global accepts · Rating: 1000 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[Vercingetorix's solution](#)

758.

1772C

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

Quality: 26,143 global accepts · Rating: 1000 · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Vercingetorix's solution](#)

759.

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Vercingetorix's solution](#)

760.

1770A

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

Quality: 25,246 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Vercingetorix's solution](#)

761.

1769B1

[A = >068D >C\\$0C08CR DC 9C'>C" •](#)

Quality: 1,602 global accepts · Rating: 1000 · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, implementation, math

[Vercingetorix's solution](#)

762.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,879 global accepts · Rating: 1000 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Vercingetorix's solution](#)

763.

1760D

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

Quality: 27,016 global accepts · Rating: 1000 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers

[Vercingetorix's solution](#)

764.

1761B

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

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Vercingetorix's solution](#)

765.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,540 global accepts · Rating: 1000 · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory

[Vercingetorix's solution](#)

766.

1744C

[Traffic Light](#) · [Tutorial](#)

Quality: 44,099 global accepts · Rating: 1000 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, two pointers

[Vercingetorix's solution](#)

767.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,609 global accepts · Rating: 1000 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Vercingetorix's solution](#)

768.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,920 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[Vercingetorix's solution](#)

769.

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy

[Vercingetorix's solution](#)

770.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,929 global accepts · Rating: 1000 · first AC: 2022-06-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Vercingetorix's solution](#)

771.

1690D

[Black and White Stripe](#) · [Tutorial](#)

Quality: 47,033 global accepts · Rating: 1000 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers

[Vercingetorix's solution](#)

772.

1359B

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

Quality: 29,383 global accepts · Rating: 1000 · first AC: 2022-06-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[Vercingetorix's solution](#)

773.

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,727 global accepts · Rating: 1000 · first AC: 2022-06-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Vercingetorix's solution](#)

774.

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,314 global accepts · Rating: 1000 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[Vercingetorix's solution](#)

775.

1204A

[BowWow and the Timetable](#) · [Tutorial](#)

Quality: 22,315 global accepts · Rating: 1000 · first AC: 2022-05-09 · C++20 (GCC 11-64) (first AC) · Tags: math

[Vercingetorix's solution](#)

776.

1674C

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

Quality: 26,356 global accepts · Rating: 1000 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, implementation, strings

[Vercingetorix's solution](#)

777.

1671B

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

Quality: 19,737 global accepts · Rating: 1000 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

[Vercingetorix's solution](#)

778.

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,955 global accepts · Rating: 1000 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Vercingetorix's solution](#)

779.

1244B

[Rooms and Staircases](#) · [Tutorial](#)

Quality: 17,543 global accepts · Rating: 1000 · first AC: 2022-04-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Vercingetorix's solution](#)

780.

1230B

[Ania and Minimizing](#) · [Tutorial](#)

Quality: 19,632 global accepts · Rating: 1000 · first AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Vercingetorix's solution](#)

781.

1020A

[New Building for SIS](#) · [Tutorial](#)

Quality: 9,453 global accepts · Rating: 1000 · first AC: 2022-03-25 · C++20 (GCC 11-64) (first AC) · Tags: math

[Vercingetorix's solution](#)

782.

1020B

[Badge](#) · [Tutorial](#)

Quality: 25,126 global accepts · Rating: 1000 · first AC: 2022-03-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs

[Vercingetorix's solution](#)

783.

157B

[Trace](#) · [Tutorial](#)

Quality: 14,187 global accepts · Rating: 1000 · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: geometry, sortings

[Vercingetorix's solution](#)

784.

221A

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

Quality: 16,803 global accepts · Rating: 1000 · first AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Vercingetorix's solution](#)

785.

259A

[Little Elephant and Chess](#) · [Tutorial](#)

Quality: 10,034 global accepts · Rating: 1000 · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, strings

[Vercingetorix's solution](#)

786.

368A

[Sereja and Coat Rack](#) · [Tutorial](#)

Quality: 7,977 global accepts · Rating: 1000 · first AC: 2022-03-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Vercingetorix's solution](#)

787.

1234B1

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

Quality: 19,768 global accepts · Rating: 1000 · first AC: 2022-02-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Vercingetorix's solution](#)

788.

272A

[Dima and Friends](#) · [Tutorial](#)

Quality: 27,679 global accepts · Rating: 1000 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Vercingetorix's solution](#)

789.

265B

[Roadside Trees \(Simplified Edition\)](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 1000 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[Vercingetorix's solution](#)

790.

1430C

[Numbers on Whiteboard](#) · [Tutorial](#)

Quality: 28,235 global accepts · Rating: 1000 · first AC: 2022-02-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math
[Vercingetorix's solution](#)

791.

1247B1

[TV Subscriptions \(Easy Version\)](#) · [Tutorial](#)

Rating: 1000 · first AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[Vercingetorix's solution](#)

792.

998A

[Balloons](#) · [Tutorial](#)

Quality: 10,110 global accepts · Rating: 1000 · first AC: 2022-02-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation
[Vercingetorix's solution](#)

793.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,087 global accepts · Rating: 1000 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[Vercingetorix's solution](#)

794.

1419D1

[Sage's Birthday \(easy version\)](#) · [Tutorial](#)

Quality: 26,387 global accepts · Rating: 1000 · first AC: 2022-02-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings
[Vercingetorix's solution](#)

795.

334A

[Candy Bags](#) · [Tutorial](#)

Quality: 20,023 global accepts · Rating: 1000 · first AC: 2022-02-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[Vercingetorix's solution](#)

796.

1632B

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

Quality: 31,538 global accepts · Rating: 1000 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms
[Vercingetorix's solution](#)

797.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,059 global accepts · Rating: 1000 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
[Vercingetorix's solution](#)

798.

1469A

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

Quality: 30,033 global accepts · Rating: 1000 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[Vercingetorix's solution](#)

799.

1293B

[JOE is on TV!](#) · [Tutorial](#)

Quality: 22,296 global accepts · Rating: 1000 · first AC: 2022-01-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, math
[Vercingetorix's solution](#)

800.

560A

[Currency System in Geraldion](#) · [Tutorial](#)

Quality: 19,885 global accepts · Rating: 1000 · first AC: 2022-01-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[Vercingetorix's solution](#)

801.

352A

[Jeff and Digits](#) · [Tutorial](#)

Quality: 28,531 global accepts · Rating: 1000 · first AC: 2022-01-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[Vercingetorix's solution](#)

802.

322A

[Ciel and Dancing](#) · [Tutorial](#)

Quality: 8,943 global accepts · Rating: 1000 · first AC: 2022-01-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Vercingetorix's solution](#)

803.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,417 global accepts · Rating: 1000 · first AC: 2022-01-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Vercingetorix's solution](#)

804.

1405B

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

Quality: 23,029 global accepts · Rating: 1000 · first AC: 2022-01-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[Vercingetorix's solution](#)

805.

29A

[Spit Problem](#) · [Tutorial](#)

Quality: 8,277 global accepts · Rating: 1000 · first AC: 2022-01-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[Vercingetorix's solution](#)

806.

1418A

[Buying Torches](#) · [Tutorial](#)

Quality: 33,850 global accepts · Rating: 1000 · first AC: 2022-01-02 · C++20 (GCC 11-64) (first AC) · Tags: math

[Vercingetorix's solution](#)

807.

626A

[Robot Sequence](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1000 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Vercingetorix's solution](#)

808.

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,318 global accepts · Rating: 1000 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, sortings

[Vercingetorix's solution](#)

809.

981B

[Businessmen Problems](#) · [Tutorial](#)

Quality: 8,046 global accepts · Rating: 1000 · first AC: 2021-12-26 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[Vercingetorix's solution](#)

810.

1620B

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

Quality: 31,476 global accepts · Rating: 1000 · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math

[Vercingetorix's solution](#)

811.

1033A

[King Escape](#) · [Tutorial](#)

Quality: 16,054 global accepts · Rating: 1000 · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, implementation

[Vercingetorix's solution](#)

812.

3A

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

Quality: 22,145 global accepts · Rating: 1000 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, shortest paths

[Vercingetorix's solution](#)

813.

1249B1

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

Quality: 22,292 global accepts · Rating: 1000 · first AC: 2021-12-05 · C++20 (GCC 11-64) (first AC) · Tags: dsu, math

[Vercingetorix's solution](#)

814.

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,314 global accepts · Rating: 1000 · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Vercingetorix's solution](#)

815.

1395A

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

Quality: 25,495 global accepts · Rating: 1000 · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Vercingetorix's solution](#)

816.

1589B

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

Rating: 1000 · first AC: 2021-11-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Vercingetorix's solution](#)

817.

1614B

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

Quality: 29,031 global accepts · Rating: 1000 · first AC: 2021-11-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[Vercingetorix's solution](#)

818.

1611C

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

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Vercingetorix's solution](#)

819.

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2021-11-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory, strings

[Vercingetorix's solution](#)

820.

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,334 global accepts · Rating: 1000 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Vercingetorix's solution](#)

821.

1521A

[Nastia and Nearly Good Numbers](#) · [Tutorial](#)

Quality: 42,044 global accepts · Rating: 1000 · first AC: 2021-11-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Vercingetorix's solution](#)

822.

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

[Vercingetorix's solution](#)

823.

1300B

[Assigning to Classes](#) · [Tutorial](#)

Quality: 25,913 global accepts · Rating: 1000 · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Vercingetorix's solution](#)

824.

1084A

[The Fair Nut and Elevator](#) · [Tutorial](#)

Quality: 8,230 global accepts · Rating: 1000 · first AC: 2021-10-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Vercingetorix's solution](#)

825.

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,885 global accepts · Rating: 1000 · first AC: 2021-10-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Vercingetorix's solution](#)

826.

1362A

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

Quality: 34,082 global accepts · Rating: 1000 · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Vercingetorix's solution](#)

827.

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,938 global accepts · Rating: 1000 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Vercingetorix's solution](#)

828.

1447B

[Numbers Box](#) · [Tutorial](#)

Quality: 26,451 global accepts · Rating: 1000 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Vercingetorix's solution](#)

829.

1465B

[Fair Numbers](#) · [Tutorial](#)

Rating: 1000 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Vercingetorix's solution](#)

830.

1579E1

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

Quality: 25,201 global accepts · Rating: 1000 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Vercingetorix's solution](#)

831.

1256A

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

Quality: 32,432 global accepts · Rating: 1000 · first AC: 2021-09-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[Vercingetorix's solution](#)

832.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,035 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Vercingetorix's solution](#)

833.

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,862 global accepts · Rating: 1000 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Vercingetorix's solution](#)

834.

1515B

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

Quality: 27,067 global accepts · Rating: 1000 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, number theory

[Vercingetorix's solution](#)

835.

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Vercingetorix's solution](#)

836.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,940 global accepts · Rating: 1000 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[Vercingetorix's solution](#)

837.

1562B

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

Quality: 20,543 global accepts · Rating: 1000 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[Vercingetorix's solution](#)

838.

1506C

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

Quality: 35,634 global accepts · Rating: 1000 · first AC: 2021-08-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Vercingetorix's solution](#)

839.

1550B

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

Quality: 28,553 global accepts · Rating: 1000 · first AC: 2021-08-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Vercingetorix's solution](#)

840.

1520C

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

Quality: 34,541 global accepts · Rating: 1000 · first AC: 2021-08-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Vercingetorix's solution](#)

841.

1474B

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

Quality: 40,333 global accepts · Rating: 1000 · first AC: 2021-08-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[Vercingetorix's solution](#)

842.

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,528 global accepts · Rating: 1000 · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, geometry, greedy,

math

[Vercingetorix's solution](#)

843.

14B

[Young Photographer](#) · [Tutorial](#)

Quality: 8,305 global accepts · Rating: 1000 · first AC: 2021-03-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Vercingetorix's solution](#)

844.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,039 global accepts · Rating: 1000 · first AC: 2021-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy

[Vercingetorix's solution](#)

845.

1490B

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

Quality: 27,900 global accepts · Rating: 1000 · first AC: 2021-03-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[Vercingetorix's solution](#)

846.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,885 global accepts · Rating: 1000 · first AC: 2021-03-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[Vercingetorix's solution](#)

847.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,144 global accepts · Rating: 1000 · first AC: 2021-02-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[Vercingetorix's solution](#)

848.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,680 global accepts · Rating: 1000 · first AC: 2021-02-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[Vercingetorix's solution](#)

849.

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1000 · first AC: 2021-02-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Vercingetorix's solution](#)

850.

1266A

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

Quality: 17,514 global accepts · Rating: 1000 · first AC: 2021-02-11 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math

[Vercingetorix's solution](#)

851.

1237A

[Balanced Rating Changes](#) · [Tutorial](#)

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2021-02-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Vercingetorix's solution](#)

852.

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,846 global accepts · Rating: 1000 · first AC: 2021-02-05 · C++14 (GCC 6-32) (first AC) · Tags: math

[Vercingetorix's solution](#)

853.

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,933 global accepts · Rating: 1000 · first AC: 2021-02-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
[Vercingetorix's solution](#)

854.

1358B

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

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-12-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[Vercingetorix's solution](#)

855.

1438B

[Valerii Against Everyone](#) · [Tutorial](#)

Quality: 29,072 global accepts · Rating: 1000 · first AC: 2020-12-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[Vercingetorix's solution](#)

856.

1077B

[Disturbed People](#) · [Tutorial](#)

Quality: 20,436 global accepts · Rating: 1000 · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[Vercingetorix's solution](#)

857.

1073B

[Vasya and Books](#) · [Tutorial](#)

Quality: 11,219 global accepts · Rating: 1000 · first AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[Vercingetorix's solution](#)

858.

1073A

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

Quality: 17,055 global accepts · Rating: 1000 · first AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[Vercingetorix's solution](#)

859.

1054B

[Appending Mex](#) · [Tutorial](#)

Quality: 7,070 global accepts · Rating: 1000 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[Vercingetorix's solution](#)

860.

1023B

[Pair of Toys](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1000 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: math
[Vercingetorix's solution](#)

861.

844A

[Diversity](#) · [Tutorial](#)

Quality: 12,209 global accepts · Rating: 1000 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings
[Vercingetorix's solution](#)

862.

849A

[Odds and Ends](#) · [Tutorial](#)

Quality: 9,764 global accepts · Rating: 1000 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[Vercingetorix's solution](#)

863.

859B

[Lazy Security Guard](#) · [Tutorial](#)

Quality: 7,904 global accepts · Rating: 1000 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math
[Vercingetorix's solution](#)

864.

831A

[Unimodal Array](#) · [Tutorial](#)

Quality: 11,030 global accepts · Rating: 1000 · first AC: 2017-08-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Vercingetorix's solution](#)

865.

822B

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

Quality: 10,200 global accepts · Rating: 1000 · first AC: 2017-07-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Vercingetorix's solution](#)

866.

816A

[Karen and Morning](#) · [Tutorial](#)

Quality: 9,709 global accepts · Rating: 1000 · first AC: 2017-07-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Vercingetorix's solution](#)

867.

805B

[3-palindrome](#) · [Tutorial](#)

Quality: 18,759 global accepts · Rating: 1000 · first AC: 2017-07-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Vercingetorix's solution](#)

868.

805A

[Fake NP](#) · [Tutorial](#)

Quality: 19,173 global accepts · Rating: 1000 · first AC: 2017-07-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Vercingetorix's solution](#)

869.

804A

[Find Amir](#) · [Tutorial](#)

Quality: 16,509 global accepts · Rating: 1000 · first AC: 2017-07-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Vercingetorix's solution](#)

870.

779A

[Pupils Redistribution](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1000 · first AC: 2017-07-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Vercingetorix's solution](#)

871.

766B

[Mahmoud and a Triangle](#) · [Tutorial](#)

Quality: 38,355 global accepts · Rating: 1000 · first AC: 2017-07-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, number theory, sortings

[Vercingetorix's solution](#)

872.

766A

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

Quality: 34,546 global accepts · Rating: 1000 · first AC: 2017-07-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[Vercingetorix's solution](#)

873.

757A

[Gotta Catch Em' All!](#) · [Tutorial](#)

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Vercingetorix's solution](#)

874.

725A

[Jumping Ball](#) · [Tutorial](#)

Quality: 7,484 global accepts · Rating: 1000 · first AC: 2016-10-22 · GNU C++11 (first AC) · Tags: implementation

[Vercingetorix's solution](#)

875.

732B

[Cormen --- The Best Friend Of a Man](#) · [Tutorial](#)

Quality: 25,769 global accepts · Rating: 1000 · first AC: 2016-10-17 · GNU C++11 (first AC) · Tags: dp, greedy

[Vercingetorix's solution](#)

876.

727A

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

Quality: 18,024 global accepts · Rating: 1000 · first AC: 2016-10-15 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, math

[Vercingetorix's solution](#)

877.

724A

[Checking the Calendar](#) · [Tutorial](#)

Quality: 7,555 global accepts · Rating: 1000 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: implementation

[Vercingetorix's solution](#)

878.

691A

[Fashion in Berland](#) · [Tutorial](#)

Quality: 11,138 global accepts · Rating: 1000 · first AC: 2016-07-13 · GNU C++11 (first AC) · Tags: implementation

[Vercingetorix's solution](#)

879.

688B

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

Quality: 36,023 global accepts · Rating: 1000 · first AC: 2016-06-30 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Vercingetorix's solution](#)

880.

680B

[Bear and Finding Criminals](#) · [Tutorial](#)

Quality: 26,243 global accepts · Rating: 1000 · first AC: 2016-06-15 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Vercingetorix's solution](#)

881.

420A

[Start Up](#) · [Tutorial](#)

Quality: 7,034 global accepts · Rating: 1000 · first AC: 2016-06-06 · GNU C++11 (first AC) · Tags: implementation

[Vercingetorix's solution](#)

882.

670B

[Game of Robots](#) · [Tutorial](#)

Quality: 11,989 global accepts · Rating: 1000 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: implementation

[Vercingetorix's solution](#)

883.

660B

[Seating On Bus](#) · [Tutorial](#)

Quality: 5,882 global accepts · Rating: 1000 · first AC: 2016-04-08 · GNU C++11 (first AC) · Tags: implementation

[Vercingetorix's solution](#)

884.

659A

[Round House](#) · [Tutorial](#)

Quality: 16,828 global accepts · Rating: 1000 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: implementation, math

[Vercingetorix's solution](#)

885.

652B

[z-sort](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1000 · first AC: 2016-03-25 · GNU C++11 (first AC) · Tags: sortings

[Vercingetorix's solution](#)

886.

610A

[Pasha and Stick](#) · [Tutorial](#)

Quality: 27,556 global accepts · Rating: 1000 · first AC: 2016-03-21 · GNU C++11 (first AC) · Tags: combinatorics, math

[Vercingetorix's solution](#)

887.

644A

[Parliament of Berland](#) · [Tutorial](#)

Quality: 4,669 global accepts · Rating: 1000 · first AC: 2016-03-16 · GNU C++11 (first AC) · Tags: *special, constructive algorithms

[Vercingetorix's solution](#)

888.

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,367 global accepts · Rating: 1000 · first AC: 2016-03-04 · GNU C++11 (first AC) · Tags: implementation, math

[Vercingetorix's solution](#)

889.

479A

[Expression](#) · [Tutorial](#)

Quality: 112,281 global accepts · Rating: 1000 · first AC: 2016-03-04 · GNU C++11 (first AC) · Tags: brute force, math

[Vercingetorix's solution](#)

890.

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,267 global accepts · Rating: 1000 · first AC: 2016-03-04 · GNU C++11 (first AC) · Tags: implementation

[Vercingetorix's solution](#)

891.

58A

[Chat room](#) · [Tutorial](#)

Quality: 155,994 global accepts · Rating: 1000 · first AC: 2016-03-04 · GNU C++11 (first AC) · Tags: greedy, strings

[Vercingetorix's solution](#)

892.

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,801 global accepts · Rating: 1000 · first AC: 2016-03-04 · GNU C++11 (first AC) · Tags: brute force, number theory

[Vercingetorix's solution](#)

893.

131A

[cAPS IOCK](#) · [Tutorial](#)

Quality: 100,976 global accepts · Rating: 1000 · first AC: 2016-03-04 · GNU C++11 (first AC) · Tags: implementation, strings

[Vercingetorix's solution](#)

894.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,434 global accepts · Rating: 1000 · first AC: 2016-03-04 · GNU C++11 (first AC) · Tags: implementation, strings

[Vercingetorix's solution](#)

895.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,228 global accepts · Rating: 1000 · first AC: 2016-03-04 · GNU C++11 (first AC) · Tags: math

[Vercingetorix's solution](#)

896.

628A

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

Quality: 7,077 global accepts · Rating: 1000 · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: implementation, math

[Vercingetorix's solution](#)

897.

622A

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

Quality: 10,254 global accepts · Rating: 1000 · first AC: 2016-02-10 · GNU C++11 (first AC) · Tags: implementation, math

[Vercingetorix's solution](#)

898.

552A

[Vanya and Table](#) · [Tutorial](#)

Quality: 10,148 global accepts · Rating: 1000 · first AC: 2015-07-27 · GNU C++11 (first AC) · Tags: implementation, math

[Vercingetorix's solution](#)

899.

507A

[Amr and Music](#) · [Tutorial](#)

Quality: 21,742 global accepts · Rating: 1000 · first AC: 2015-06-09 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[Vercingetorix's solution](#)

900.

515A

[Drazil and Date](#) · [Tutorial](#)

Quality: 21,977 global accepts · Rating: 1000 · first AC: 2015-02-20 · MS C++ (first AC) · Tags: math

[Vercingetorix's solution](#)

901.

500A

[New Year Transportation](#) · [Tutorial](#)

Quality: 62,696 global accepts · Rating: 1000 · first AC: 2014-12-30 · GNU C++0x (first AC) · Tags: dfs and similar, graphs, implementation

[Vercingetorix's solution](#)

902.

452A

[Eevee](#) · [Tutorial](#)

Quality: 8,513 global accepts · Rating: 1000 · first AC: 2014-07-27 · MS C++ (first AC) · Tags: brute force, implementation, strings

[Vercingetorix's solution](#)

903.

447B

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

Quality: 21,023 global accepts · Rating: 1000 · first AC: 2014-07-13 · MS C++ (first AC) · Tags: greedy, implementation

[Vercingetorix's solution](#)

904.

435A

[Queue on Bus Stop](#) · [Tutorial](#)

Quality: 11,092 global accepts · Rating: 1000 · first AC: 2014-07-12 · MS C++ (first AC) · Tags: implementation

[Vercingetorix's solution](#)

905.

441A

[Valera and Antique Items](#) · [Tutorial](#)

Quality: 19,293 global accepts · Rating: 1000 · first AC: 2014-07-09 · MS C++ (first AC) · Tags: implementation

[Vercingetorix's solution](#)

906.

2060D

[Subtract Min Sort](#) · [Tutorial](#)

Quality: 26,200 global accepts · Rating: 1100 · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Vercingetorix's solution](#)

907.

2061B

[Kevin and Geometry](#) · [Tutorial](#)

Quality: 14,692 global accepts · Rating: 1100 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry

[Vercingetorix's solution](#)

908.

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,526 global accepts · Rating: 1100 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Vercingetorix's solution](#)

909.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,273 global accepts · Rating: 1100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Vercingetorix's solution](#)

910.

1933C

[Turtle Fingers: Count the Values of k](#) · [Tutorial](#)

Quality: 25,373 global accepts · Rating: 1100 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[Vercingetorix's solution](#)

911.

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,918 global accepts · Rating: 1100 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[Vercingetorix's solution](#)

912.

648C

[A<C<D\\$U B >C >D\\$0](#)

Quality: 1,352 global accepts · Rating: 1100 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Vercingetorix's solution](#)

913.

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy

[Vercingetorix's solution](#)

914.

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,949 global accepts · Rating: 1100 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Vercingetorix's solution](#)

915.

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,018 global accepts · Rating: 1100 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

[Vercingetorix's solution](#)

916.

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,703 global accepts · Rating: 1100 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[Vercingetorix's solution](#)

917.

1862C

[Flower City Fence](#) · [Tutorial](#)

Quality: 23,085 global accepts · Rating: 1100 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, sortings

[Vercingetorix's solution](#)

918.

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,633 global accepts · Rating: 1100 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, strings

[Vercingetorix's solution](#)

919.

1872C

[Non-coprime Split](#) · [Tutorial](#)

Quality: 26,384 global accepts · Rating: 1100 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Vercingetorix's solution](#)

920.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,534 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Vercingetorix's solution](#)

921.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[Vercingetorix's solution](#)

922.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,615 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Vercingetorix's solution](#)

923.

103A

[Testing Pants for Sadness](#) · [Tutorial](#)

Quality: 6,573 global accepts · Rating: 1100 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[Vercingetorix's solution](#)

924.

1842B

[Tenzing and Books](#) · [Tutorial](#)

Quality: 25,540 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[Vercingetorix's solution](#)

925.

1836B

[Astrophysicists](#) · [Tutorial](#)

Quality: 13,592 global accepts · Rating: 1100 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Vercingetorix's solution](#)

926.

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,549 global accepts · Rating: 1100 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Vercingetorix's solution](#)

927.

1820B

[JoJo's Incredible Adventures](#) · [Tutorial](#)

Quality: 23,012 global accepts · Rating: 1100 · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: math, strings, two pointers

[Vercingetorix's solution](#)

928.

1829E

[The Lakes](#) · [Tutorial](#)

Quality: 26,630 global accepts · Rating: 1100 · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs,

implementation

[Vercingetorix's solution](#)

929.

1840B

[Binary Cafe](#) · [Tutorial](#)

Quality: 24,724 global accepts · Rating: 1100 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math

[Vercingetorix's solution](#)

930.

1838B

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

Quality: 17,807 global accepts · Rating: 1100 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Vercingetorix's solution](#)

931.

1797B

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

Quality: 24,615 global accepts · Rating: 1100 · first AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Vercingetorix's solution](#)

932.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,811 global accepts · Rating: 1100 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings, two pointers

[Vercingetorix's solution](#)

933.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,495 global accepts · Rating: 1100 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings, two pointers

[Vercingetorix's solution](#)

934.

1826B

[Lunatic Never Content](#) · [Tutorial](#)

Quality: 28,168 global accepts · Rating: 1100 · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Vercingetorix's solution](#)

935.

1821B

[Sort the Subarray](#) · [Tutorial](#)

Quality: 28,333 global accepts · Rating: 1100 · first AC: 2023-04-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Vercingetorix's solution](#)

936.

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,977 global accepts · Rating: 1100 · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[Vercingetorix's solution](#)

937.

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,096 global accepts · Rating: 1100 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Vercingetorix's solution](#)

938.

1787B

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

Quality: 14,892 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Vercingetorix's solution](#)

939.

1708B

[Difference of GCDs](#) · [Tutorial](#)

Quality: 28,413 global accepts · Rating: 1100 · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[Vercingetorix's solution](#)

940.

1783B

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

Quality: 19,320 global accepts · Rating: 1100 · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[Vercingetorix's solution](#)

941.

1703D

[Double Strings](#) · [Tutorial](#)

Quality: 29,206 global accepts · Rating: 1100 · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, strings
[Vercingetorix's solution](#)

942.

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,799 global accepts · Rating: 1100 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[Vercingetorix's solution](#)

943.

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,485 global accepts · Rating: 1100 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math
[Vercingetorix's solution](#)

944.

1760E

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

Quality: 23,007 global accepts · Rating: 1100 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math
[Vercingetorix's solution](#)

945.

1722D

[Line](#) · [Tutorial](#)

Quality: 26,554 global accepts · Rating: 1100 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[Vercingetorix's solution](#)

946.

1743C

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

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy
[Vercingetorix's solution](#)

947.

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,107 global accepts · Rating: 1100 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, number theory
[Vercingetorix's solution](#)

948.

1729C

[Jumping on Tiles](#) · [Tutorial](#)

Quality: 21,641 global accepts · Rating: 1100 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings
[Vercingetorix's solution](#)

949.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,267 global accepts · Rating: 1100 · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[Vercingetorix's solution](#)

950.

1726B

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

Quality: 16,849 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[Vercingetorix's solution](#)

951.

1717B

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

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[Vercingetorix's solution](#)

952.

1700B

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

Quality: 19,899 global accepts · Rating: 1100 · first AC: 2022-06-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, math

[Vercingetorix's solution](#)

953.

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,229 global accepts · Rating: 1100 · first AC: 2022-06-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Vercingetorix's solution](#)

954.

1407A

[Ahahahahahahaha](#) · [Tutorial](#)

Quality: 21,393 global accepts · Rating: 1100 · first AC: 2022-06-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Vercingetorix's solution](#)

955.

1685A

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

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2022-05-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Vercingetorix's solution](#)

956.

1670B

[Dorms War](#) · [Tutorial](#)

Quality: 13,435 global accepts · Rating: 1100 · first AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[Vercingetorix's solution](#)

957.

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,407 global accepts · Rating: 1100 · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, sortings

[Vercingetorix's solution](#)

958.

1675C

[Detective Task](#) · [Tutorial](#)

Quality: 19,291 global accepts · Rating: 1100 · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Vercingetorix's solution](#)

959.

1673B

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

Quality: 21,776 global accepts · Rating: 1100 · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, strings

[Vercingetorix's solution](#)

960.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,035 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Vercingetorix's solution](#)

961.

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,619 global accepts · Rating: 1100 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Vercingetorix's solution](#)

962.

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,422 global accepts · Rating: 1100 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Vercingetorix's solution](#)

963.

1121A

[Technogoblet of Fire](#) · [Tutorial](#)

Quality: 7,466 global accepts · Rating: 1100 · first AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[Vercingetorix's solution](#)

964.

902A

[Visiting a Friend](#) · [Tutorial](#)

Quality: 10,276 global accepts · Rating: 1100 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Vercingetorix's solution](#)

965.

483A

[Counterexample](#) · [Tutorial](#)

Quality: 24,886 global accepts · Rating: 1100 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[Vercingetorix's solution](#)

966.

1656B

[Subtract Operation](#) · [Tutorial](#)

Quality: 26,809 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, two pointers

[Vercingetorix's solution](#)

967.

1335C

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

Quality: 38,967 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[Vercingetorix's solution](#)

968.

218A

[Mountain Scenery](#) · [Tutorial](#)

Quality: 10,532 global accepts · Rating: 1100 · first AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[Vercingetorix's solution](#)

969.

218B

[Airport](#) · [Tutorial](#)

Quality: 18,375 global accepts · Rating: 1100 · first AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Vercingetorix's solution](#)

970.

259B

[Little Elephant and Magic Square](#) · [Tutorial](#)

Quality: 14,697 global accepts · Rating: 1100 · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[Vercingetorix's solution](#)

971.

258A

[Little Elephant and Bits](#) · [Tutorial](#)

Quality: 26,506 global accepts · Rating: 1100 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[Vercingetorix's solution](#)

972.

196A

[Lexicographically Maximum Subsequence](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1100 · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[Vercingetorix's solution](#)

973.

252A

[Little Xor](#) · [Tutorial](#)

Quality: 5,862 global accepts · Rating: 1100 · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[Vercingetorix's solution](#)

974.

227B

[Effective Approach](#) · [Tutorial](#)

Quality: 32,440 global accepts · Rating: 1100 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[Vercingetorix's solution](#)

975.

365A

[Good Number](#) · [Tutorial](#)

Quality: 22,976 global accepts · Rating: 1100 · first AC: 2022-03-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[Vercingetorix's solution](#)

976.

365B

[The Fibonacci Segment](#) · [Tutorial](#)

Quality: 15,370 global accepts · Rating: 1100 · first AC: 2022-03-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[Vercingetorix's solution](#)

977.

368B

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

Quality: 49,900 global accepts · Rating: 1100 · first AC: 2022-03-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp
[Vercingetorix's solution](#)

978.

224A

[Parallelepiped](#) · [Tutorial](#)

Quality: 30,289 global accepts · Rating: 1100 · first AC: 2022-03-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, math
[Vercingetorix's solution](#)

979.

155B

[Combination](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 1100 · first AC: 2022-02-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[Vercingetorix's solution](#)

980.

289A

[Polo the Penguin and Segments](#) · [Tutorial](#)

Quality: 10,327 global accepts · Rating: 1100 · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[Vercingetorix's solution](#)

981.

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,546 global accepts · Rating: 1100 · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, sortings
[Vercingetorix's solution](#)

982.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math
[Vercingetorix's solution](#)

983.

1455C

[Ping-pong](#) · [Tutorial](#)

Quality: 20,444 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, math
[Vercingetorix's solution](#)

984.

1481B

[New Colony](#) · [Tutorial](#)

Quality: 19,907 global accepts · Rating: 1100 · first AC: 2022-02-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation
[Vercingetorix's solution](#)

985.

355A

[Vasya and Digital Root](#) · [Tutorial](#)

Quality: 9,838 global accepts · Rating: 1100 · first AC: 2022-02-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation
[Vercingetorix's solution](#)

986.

1633C

[Kill the Monster](#) · [Tutorial](#)

Quality: 21,255 global accepts · Rating: 1100 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
[Vercingetorix's solution](#)

987.

1631B

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

Quality: 26,897 global accepts · Rating: 1100 · first AC: 2022-01-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
[Vercingetorix's solution](#)

988.

987B

[High School: Become Human](#) · [Tutorial](#)

Quality: 12,222 global accepts · Rating: 1100 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: math
[Vercingetorix's solution](#)

989.

1293A

[ConneR and the A.R.C. Markland-N](#) · [Tutorial](#)

Quality: 16,152 global accepts · Rating: 1100 · first AC: 2022-01-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation
[Vercingetorix's solution](#)

990.

1457B

[Repainting Street](#) · [Tutorial](#)

Rating: 1100 · first AC: 2022-01-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[Vercingetorix's solution](#)

991.

1624C

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

Quality: 26,836 global accepts · Rating: 1100 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph

matchings, greedy, math
[Vercingetorix's solution](#)

992.

1099B

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

Quality: 11,478 global accepts · Rating: 1100 · first AC: 2022-01-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, math

[Vercingetorix's solution](#)

993.

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Vercingetorix's solution](#)

994.

349A

[Cinema Line](#) · [Tutorial](#)

Quality: 33,728 global accepts · Rating: 1100 · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Vercingetorix's solution](#)

995.

347B

[Fixed Points](#) · [Tutorial](#)

Quality: 9,870 global accepts · Rating: 1100 · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[Vercingetorix's solution](#)

996.

1625B

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

Quality: 16,858 global accepts · Rating: 1100 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[Vercingetorix's solution](#)

997.

1342B

[Binary Period](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1100 · first AC: 2022-01-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[Vercingetorix's solution](#)

998.

1463A

[Dungeon](#) · [Tutorial](#)

Quality: 27,927 global accepts · Rating: 1100 · first AC: 2022-01-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[Vercingetorix's solution](#)

999.

475A

[Bayan Bus](#) · [Tutorial](#)

Quality: 4,931 global accepts · Rating: 1100 · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Vercingetorix's solution](#)

1000.

467B

[Fedor and New Game](#) · [Tutorial](#)

Quality: 42,853 global accepts · Rating: 1100 · first AC: 2022-01-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[Vercingetorix's solution](#)

1001.

1616B

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

Quality: 20,709 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Vercingetorix's solution](#)

1002.

1623B

[Game on Ranges](#) · [Tutorial](#)

Quality: 14,665 global accepts · Rating: 1100 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, implementation, sortings

[Vercingetorix's solution](#)

1003.

1146B

[Hate "A"](#) · [Tutorial](#)

Quality: 9,319 global accepts · Rating: 1100 · first AC: 2021-12-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

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1004.

1033B

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Quality: 11,957 global accepts · Rating: 1100 · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

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1005.

1618C

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Quality: 32,404 global accepts · Rating: 1100 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: math

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1006.

1395B

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Quality: 16,393 global accepts · Rating: 1100 · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

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1007.

1417B

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Quality: 15,077 global accepts · Rating: 1100 · first AC: 2021-11-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

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1008.

1609B

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Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

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1009.

1189B

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Quality: 15,307 global accepts · Rating: 1100 · first AC: 2021-11-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

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1010.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,386 global accepts · Rating: 1100 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, two pointers

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1011.

1324C

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Quality: 30,515 global accepts · Rating: 1100 · first AC: 2021-11-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, implementation

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1012.

1324B

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

Quality: 30,795 global accepts · Rating: 1100 · first AC: 2021-11-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, strings

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1013.

1401B

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Quality: 21,778 global accepts · Rating: 1100 · first AC: 2021-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
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1014.

1478B

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Quality: 19,004 global accepts · Rating: 1100 · first AC: 2021-11-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math
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1015.

1509B

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Quality: 23,056 global accepts · Rating: 1100 · first AC: 2021-11-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy
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1016.

1602B

[Divine Array](#) · [Tutorial](#)

Quality: 14,746 global accepts · Rating: 1100 · first AC: 2021-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
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1017.

1604B

[XOR Specia-LIS-t](#) · [Tutorial](#)

Quality: 16,334 global accepts · Rating: 1100 · first AC: 2021-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —
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1018.

1606B

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Quality: 19,510 global accepts · Rating: 1100 · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
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1019.

1173B

[Nauuo and Chess](#) · [Tutorial](#)

Quality: 9,441 global accepts · Rating: 1100 · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[Vercingetorix's solution](#)

1020.

1593D1

[All are Same](#) · [Tutorial](#)

Quality: 21,803 global accepts · Rating: 1100 · first AC: 2021-10-18 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[Vercingetorix's solution](#)

1021.

1345B

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

Quality: 28,241 global accepts · Rating: 1100 · first AC: 2021-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, math
[Vercingetorix's solution](#)

1022.

1382B

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Quality: 26,095 global accepts · Rating: 1100 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, games
[Vercingetorix's solution](#)

1023.

1496B

[Max and Mex](#) · [Tutorial](#)

Quality: 18,279 global accepts · Rating: 1100 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: math

[Vercingetorix's solution](#)

1024.

1594B

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Quality: 22,137 global accepts · Rating: 1100 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[Vercingetorix's solution](#)

1025.

1529B

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Quality: 21,220 global accepts · Rating: 1100 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Vercingetorix's solution](#)

1026.

1060B

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Quality: 9,497 global accepts · Rating: 1100 · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Vercingetorix's solution](#)

1027.

1579B

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Quality: 18,887 global accepts · Rating: 1100 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Vercingetorix's solution](#)

1028.

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,477 global accepts · Rating: 1100 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Vercingetorix's solution](#)

1029.

1574B

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

Quality: 18,221 global accepts · Rating: 1100 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[Vercingetorix's solution](#)

1030.

1471B

[Strange List](#) · [Tutorial](#)

Quality: 19,932 global accepts · Rating: 1100 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[Vercingetorix's solution](#)

1031.

1566D1

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

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Vercingetorix's solution](#)

1032.

1511C

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

Quality: 32,810 global accepts · Rating: 1100 · first AC: 2021-09-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, trees

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1033.

1511B

[GCD Length](#) · [Tutorial](#)

Quality: 24,678 global accepts · Rating: 1100 · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[Vercingetorix's solution](#)

1034.

1534B

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Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-08-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[Vercingetorix's solution](#)

1035.

1360C

[Similar Pairs](#) · [Tutorial](#)

Quality: 36,783 global accepts · Rating: 1100 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, greedy, sortings
[Vercingetorix's solution](#)

1036.

1506B

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

Quality: 21,150 global accepts · Rating: 1100 · first AC: 2021-08-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[Vercingetorix's solution](#)

1037.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings
[Vercingetorix's solution](#)

1038.

1523B

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

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-08-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[Vercingetorix's solution](#)

1039.

1557B

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

Quality: 24,611 global accepts · Rating: 1100 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[Vercingetorix's solution](#)

1040.

1547C

[Pair Programming](#) · [Tutorial](#)

Quality: 24,416 global accepts · Rating: 1100 · first AC: 2021-08-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers
[Vercingetorix's solution](#)

1041.

25B

[Phone numbers](#) · [Tutorial](#)

Quality: 11,255 global accepts · Rating: 1100 · first AC: 2021-03-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Vercingetorix's solution](#)

1042.

12C

[Fruits](#) · [Tutorial](#)

Quality: 7,354 global accepts · Rating: 1100 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[Vercingetorix's solution](#)

1043.

12B

[Correct Solution?](#) · [Tutorial](#)

Quality: 9,671 global accepts · Rating: 1100 · first AC: 2021-03-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[Vercingetorix's solution](#)

1044.

6B

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Quality: 14,826 global accepts · Rating: 1100 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Vercingetorix's solution](#)

1045.

1490C

[Sum of Cubes](#) · [Tutorial](#)

Quality: 38,824 global accepts · Rating: 1100 · first AC: 2021-03-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math

[Vercingetorix's solution](#)

1046.

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,409 global accepts · Rating: 1100 · first AC: 2021-02-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math

[Vercingetorix's solution](#)

1047.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2021-02-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Vercingetorix's solution](#)

1048.

1409B

[Minimum Product](#) · [Tutorial](#)

Quality: 30,925 global accepts · Rating: 1100 · first AC: 2021-02-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[Vercingetorix's solution](#)

1049.

1119A

[Ilya and a Colorful Walk](#) · [Tutorial](#)

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2021-01-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Vercingetorix's solution](#)

1050.

1472C

[Long Jumps](#) · [Tutorial](#)

Quality: 35,343 global accepts · Rating: 1100 · first AC: 2021-01-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs

[Vercingetorix's solution](#)

1051.

1421B

[Putting Bricks in the Wall](#) · [Tutorial](#)

Quality: 13,474 global accepts · Rating: 1100 · first AC: 2020-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Vercingetorix's solution](#)

1052.

1426C

[Increase and Copy](#) · [Tutorial](#)

Quality: 20,544 global accepts · Rating: 1100 · first AC: 2020-11-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, math

[Vercingetorix's solution](#)

1053.

1365A

[Matrix Game](#) · [Tutorial](#)

Quality: 25,046 global accepts · Rating: 1100 · first AC: 2020-07-10 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation

[Vercingetorix's solution](#)

1054.

1370B

[GCD Compression](#) · [Tutorial](#)

Quality: 25,016 global accepts · Rating: 1100 · first AC: 2020-07-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Vercingetorix's solution](#)

1055.

919B

[Perfect Number](#) · [Tutorial](#)

Quality: 31,608 global accepts · Rating: 1100 · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, implementation, number theory

[Vercingetorix's solution](#)

1056.

316A1

[Special Task](#) · [Tutorial](#)

Quality: 2,888 global accepts · Rating: 1100 · first AC: 2017-09-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Vercingetorix's solution](#)

1057.

331C1

[The Great Julia Calendar](#) · [Tutorial](#)

Quality: 7,085 global accepts · Rating: 1100 · first AC: 2017-09-20 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Vercingetorix's solution](#)

1058.

841B

[Godsend](#) · [Tutorial](#)

Quality: 13,187 global accepts · Rating: 1100 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[Vercingetorix's solution](#)

1059.

861A

[k-rounding](#) · [Tutorial](#)

Rating: 1100 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Vercingetorix's solution](#)

1060.

765B

[Code obfuscation](#) · [Tutorial](#)

Quality: 7,553 global accepts · Rating: 1100 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[Vercingetorix's solution](#)

1061.

842B

[Gleb And Pizza](#) · [Tutorial](#)

Quality: 10,954 global accepts · Rating: 1100 · first AC: 2017-08-29 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[Vercingetorix's solution](#)

1062.

845A

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Quality: 8,479 global accepts · Rating: 1100 · first AC: 2017-08-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

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1063.

813A

[The Contest](#) · [Tutorial](#)

Quality: 5,435 global accepts · Rating: 1100 · first AC: 2017-08-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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1064.

789A

[Anastasia and pebbles](#) · [Tutorial](#)

Quality: 9,823 global accepts · Rating: 1100 · first AC: 2017-08-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

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1065.

825A

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Quality: 8,197 global accepts · Rating: 1100 · first AC: 2017-08-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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1066.

835B

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Quality: 11,420 global accepts · Rating: 1100 · first AC: 2017-08-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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1067.

834B

[The Festive Evening](#) · [Tutorial](#)

Quality: 9,372 global accepts · Rating: 1100 · first AC: 2017-08-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

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1068.

801A

[Vicious Keyboard](#) · [Tutorial](#)

Quality: 7,673 global accepts · Rating: 1100 · first AC: 2017-07-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Vercingetorix's solution](#)

1069.

799A

[Carrot Cakes](#) · [Tutorial](#)

Quality: 21,444 global accepts · Rating: 1100 · first AC: 2017-07-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

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1070.

779B

[Weird Rounding](#) · [Tutorial](#)

Quality: 10,709 global accepts · Rating: 1100 · first AC: 2017-07-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

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1071.

758B

[Blown Garland](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1100 · first AC: 2017-01-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, number theory

[Vercingetorix's solution](#)

1072.

754B

[Ilya and tic-tac-toe game](#) · [Tutorial](#)

Quality: 7,505 global accepts · Rating: 1100 · first AC: 2017-01-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

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1073.

755B

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Quality: 12,880 global accepts · Rating: 1100 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, games, greedy, sortings, strings

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1074.

721B

[Passwords](#) · [Tutorial](#)

Quality: 12,467 global accepts · Rating: 1100 · first AC: 2016-10-12 · GNU C++11 (first AC) · Tags: implementation, math, sortings, strings

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1075.

723B

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Quality: 10,856 global accepts · Rating: 1100 · first AC: 2016-10-03 · GNU C++11 (first AC) · Tags: expression parsing, implementation, strings

[Vercingetorix's solution](#)

1076.

706B

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

Quality: 84,457 global accepts · Rating: 1100 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: binary search, dp, implementation

[Vercingetorix's solution](#)

1077.

690A1

[Collective Mindsets \(easy\)](#) · [Tutorial](#)

Quality: 3,094 global accepts · Rating: 1100 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[Vercingetorix's solution](#)

1078.

592B

[The Monster and the Squirrel](#) · [Tutorial](#)

Quality: 8,823 global accepts · Rating: 1100 · first AC: 2016-07-04 · GNU C++11 (first AC) · Tags: math

[Vercingetorix's solution](#)

1079.

682A

[Alyona and Numbers](#) · [Tutorial](#)

Quality: 23,994 global accepts · Rating: 1100 · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[Vercingetorix's solution](#)

1080.

675A

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

Quality: 15,575 global accepts · Rating: 1100 · first AC: 2016-05-20 · GNU C++11 (first AC) · Tags: math

[Vercingetorix's solution](#)

1081.

471A

[MUH and Sticks](#) · [Tutorial](#)

Quality: 13,763 global accepts · Rating: 1100 · first AC: 2016-04-07 · GNU C++11 (first AC) · Tags: implementation

[Vercingetorix's solution](#)

1082.

478A

[Initial Bet](#) · [Tutorial](#)

Quality: 27,188 global accepts · Rating: 1100 · first AC: 2016-04-04 · GNU C++11 (first AC) · Tags: implementation

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1083.

427B

[Prison Transfer](#) · [Tutorial](#)

Quality: 15,511 global accepts · Rating: 1100 · first AC: 2016-03-23 · GNU C++11 (first AC) · Tags: data structures, implementation

[Vercingetorix's solution](#)

1084.

618B

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

Quality: 8,324 global accepts · Rating: 1100 · first AC: 2016-03-12 · GNU C++11 (first AC) · Tags: constructive algorithms

[Vercingetorix's solution](#)

1085.

82A

[Double Cola](#) · [Tutorial](#)

Quality: 32,235 global accepts · Rating: 1100 · first AC: 2016-03-04 · GNU C++11 (first AC) · Tags: implementation, math

[Vercingetorix's solution](#)

1086.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,831 global accepts · Rating: 1100 · first AC: 2016-03-04 · GNU C++11 (first AC) · Tags: *special, greedy, implementation

[Vercingetorix's solution](#)

1087.

633A

[Ebony and Ivory](#) · [Tutorial](#)

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[Vercingetorix's solution](#)

1088.

629B

[Far Relative's Problem](#) · [Tutorial](#)

Quality: 8,338 global accepts · Rating: 1100 · first AC: 2016-02-20 · GNU C++11 (first AC) · Tags: brute force

[Vercingetorix's solution](#)

1089.

630D

[Hexagons!](#) · [Tutorial](#)

Quality: 12,661 global accepts · Rating: 1100 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: math

[Vercingetorix's solution](#)

1090.

630J

[Divisibility](#) · [Tutorial](#)

Quality: 12,715 global accepts · Rating: 1100 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: math, number theory

[Vercingetorix's solution](#)

1091.

630C

[Lucky Numbers](#) · [Tutorial](#)

Quality: 26,918 global accepts · Rating: 1100 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: combinatorics, math

[Vercingetorix's solution](#)

1092.

558A

[Lala Land and Apple Trees](#) · [Tutorial](#)

Quality: 10,995 global accepts · Rating: 1100 · first AC: 2015-08-01 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings

[Vercingetorix's solution](#)

1093.

557A

[Ilya and Diplomas](#) · [Tutorial](#)

Quality: 8,507 global accepts · Rating: 1100 · first AC: 2015-07-31 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[Vercingetorix's solution](#)

1094.

548A

[Mike and Fax](#) · [Tutorial](#)

Quality: 10,330 global accepts · Rating: 1100 · first AC: 2015-06-15 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[Vercingetorix's solution](#)

1095.

545B

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

Quality: 12,237 global accepts · Rating: 1100 · first AC: 2015-05-22 · GNU C++11 (first AC) · Tags: greedy

[Vercingetorix's solution](#)

1096.

525A

[Vitaliy and Pie](#) · [Tutorial](#)

Quality: 16,379 global accepts · Rating: 1100 · first AC: 2015-03-26 · GNU C++11 (first AC) · Tags: greedy, hashing, strings

[Vercingetorix's solution](#)

1097.

522B

[Photo to Remember](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1100 · first AC: 2015-03-15 · MS C++ (first AC) · Tags: *special, data structures, dp, implementation

[Vercingetorix's solution](#)

1098.

519B

[A and B and Compilation Errors](#) · [Tutorial](#)

Quality: 43,710 global accepts · Rating: 1100 · first AC: 2015-02-28 · GNU C++0x (first AC) · Tags: data structures, implementation, sortings

[Vercingetorix's solution](#)

1099.

433A

[Kitahara Haruki's Gift](#) · [Tutorial](#)

Quality: 17,890 global accepts · Rating: 1100 · first AC: 2014-07-14 · MS C++ (first AC) · Tags: brute force, implementation

[Vercingetorix's solution](#)

1100.

2039C1

[Shohag Loves XOR \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,520 global accepts · Rating: 1200 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[Vercingetorix's solution](#)

1101.

2051D

[Counting Pairs](#) · [Tutorial](#)

Quality: 23,922 global accepts · Rating: 1200 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings, two pointers

[Vercingetorix's solution](#)

1102.

2053B

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

Quality: 16,978 global accepts · Rating: 1200 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy

[Vercingetorix's solution](#)

1103.

2046A

[Swap Columns and Find a Path](#) · [Tutorial](#)

Quality: 16,809 global accepts · Rating: 1200 · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Vercingetorix's solution](#)

1104.

2048C

[Kevin and Binary Strings](#) · [Tutorial](#)

Quality: 15,144 global accepts · Rating: 1200 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[Vercingetorix's solution](#)

1105.

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

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1106.

1933D

[Turtle Tenacity: Continual Mods](#) · [Tutorial](#)

Quality: 23,528 global accepts · Rating: 1200 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, sortings

[Vercingetorix's solution](#)

1107.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,754 global accepts · Rating: 1200 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

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1108.

1909B

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

Quality: 30,967 global accepts · Rating: 1200 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

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1109.

1916C

[Training Before the Olympiad](#) · [Tutorial](#)

Quality: 19,883 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[Vercingetorix's solution](#)

1110.

1907C

[Removal of Unattractive Pairs](#) · [Tutorial](#)

Quality: 23,137 global accepts · Rating: 1200 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[Vercingetorix's solution](#)

1111.

1881C

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Quality: 19,255 global accepts · Rating: 1200 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Vercingetorix's solution](#)

1112.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,016 global accepts · Rating: 1200 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math

[Vercingetorix's solution](#)

1113.

1874A

[Jellyfish and Game](#) · [Tutorial](#)

Quality: 19,387 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, implementation

[Vercingetorix's solution](#)

1114.

1808B

[Playing in a Casino](#) · [Tutorial](#)

Quality: 29,670 global accepts · Rating: 1200 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[Vercingetorix's solution](#)

1115.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[Vercingetorix's solution](#)

1116.

1872D

[Plus Minus Permutation](#) · [Tutorial](#)

Quality: 38,830 global accepts · Rating: 1200 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: math

[Vercingetorix's solution](#)

1117.

1859C

[Another Permutation Problem](#) · [Tutorial](#)

Quality: 18,658 global accepts · Rating: 1200 · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[Vercingetorix's solution](#)

1118.

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,890 global accepts · Rating: 1200 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[Vercingetorix's solution](#)

1119.

1848B

[Vika and the Bridge](#) · [Tutorial](#)

Quality: 24,408 global accepts · Rating: 1200 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[Vercingetorix's solution](#)

1120.

1846C

[Rudolf and the Another Competition](#) · [Tutorial](#)

Quality: 21,477 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings

[Vercingetorix's solution](#)

1121.

1846D

[Rudolph and Christmas Tree](#) · [Tutorial](#)

Quality: 22,449 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, math

[Vercingetorix's solution](#)

1122.

1834C

[Game with Reversing](#) · [Tutorial](#)

Quality: 15,042 global accepts · Rating: 1200 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, strings

[Vercingetorix's solution](#)

1123.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,397 global accepts · Rating: 1200 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Vercingetorix's solution](#)

1124.

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,281 global accepts · Rating: 1200 · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[Vercingetorix's solution](#)

1125.

55A

[Flea travel](#) · [Tutorial](#)

Quality: 3,886 global accepts · Rating: 1200 · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Vercingetorix's solution](#)

1126.

1822D

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

Quality: 19,020 global accepts · Rating: 1200 · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Vercingetorix's solution](#)

1127.

1799B

[Equalize by Divide](#) · [Tutorial](#)

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Vercingetorix's solution](#)

1128.

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,102 global accepts · Rating: 1200 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, two pointers

[Vercingetorix's solution](#)

1129.

1694B

[Paranoid String](#) · [Tutorial](#)

Quality: 20,652 global accepts · Rating: 1200 · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[Vercingetorix's solution](#)

1130.

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,586 global accepts · Rating: 1200 · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[Vercingetorix's solution](#)

1131.

1769C1

[A650010 CD\\$:C](#) ·

Quality: 1,118 global accepts · Rating: 1200 · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, dp, greedy
[Vercingetorix's solution](#)

1132.

112B

[Petya and Square](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 1200 · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[Vercingetorix's solution](#)

1133.

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,535 global accepts · Rating: 1200 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: games
[Vercingetorix's solution](#)

1134.

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 1200 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[Vercingetorix's solution](#)

1135.

1744D

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

Quality: 24,523 global accepts · Rating: 1200 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
[Vercingetorix's solution](#)

1136.

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,623 global accepts · Rating: 1200 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math
[Vercingetorix's solution](#)

1137.

1738B

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

Quality: 18,793 global accepts · Rating: 1200 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[Vercingetorix's solution](#)

1138.

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,937 global accepts · Rating: 1200 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, sortings
[Vercingetorix's solution](#)

1139.

1734C

[Removing Smallest Multiples](#) · [Tutorial](#)

Quality: 28,633 global accepts · Rating: 1200 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Vercingetorix's solution](#)

1140.

1729D

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

Quality: 30,752 global accepts · Rating: 1200 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers

[Vercingetorix's solution](#)

1141.

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Vercingetorix's solution](#)

1142.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,793 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Vercingetorix's solution](#)

1143.

1437B

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

Quality: 20,853 global accepts · Rating: 1200 · first AC: 2022-06-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Vercingetorix's solution](#)

1144.

145A

[Lucky Conversion](#) · [Tutorial](#)

Quality: 7,938 global accepts · Rating: 1200 · first AC: 2022-06-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Vercingetorix's solution](#)

1145.

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,732 global accepts · Rating: 1200 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[Vercingetorix's solution](#)

1146.

1679B

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

Quality: 27,433 global accepts · Rating: 1200 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[Vercingetorix's solution](#)

1147.

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,791 global accepts · Rating: 1200 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[Vercingetorix's solution](#)

1148.

1184A1

[Heidi Learns Hashing \(Easy\)](#) · [Tutorial](#)

Quality: 6,585 global accepts · Rating: 1200 · first AC: 2022-04-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Vercingetorix's solution](#)

1149.

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,389 global accepts · Rating: 1200 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[Vercingetorix's solution](#)

1150.

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,725 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, implementation
[Vercingetorix's solution](#)

1151.

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,255 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, strings
[Vercingetorix's solution](#)

1152.

1064B

[Equations of Mathematical Magic](#) · [Tutorial](#)

Quality: 7,937 global accepts · Rating: 1200 · first AC: 2022-04-06 · C++20 (GCC 11-64) (first AC) · Tags: math
[Vercingetorix's solution](#)

1153.

1121B

[Mike and Children](#) · [Tutorial](#)

Quality: 10,027 global accepts · Rating: 1200 · first AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[Vercingetorix's solution](#)

1154.

902B

[Coloring a Tree](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1200 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, greedy
[Vercingetorix's solution](#)

1155.

1514B

[AND 0, Sum Big](#) · [Tutorial](#)

Quality: 34,936 global accepts · Rating: 1200 · first AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math
[Vercingetorix's solution](#)

1156.

1013B

[And](#) · [Tutorial](#)

Quality: 8,300 global accepts · Rating: 1200 · first AC: 2022-03-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[Vercingetorix's solution](#)

1157.

1656C

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

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings
[Vercingetorix's solution](#)

1158.

1657C

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

Quality: 17,683 global accepts · Rating: 1200 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[Vercingetorix's solution](#)

1159.

361B

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

Quality: 8,797 global accepts · Rating: 1200 · first AC: 2022-03-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
[Vercingetorix's solution](#)

1160.

131B

[Opposites Attract](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1200 · first AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[Vercingetorix's solution](#)

1161.

255B

[Code Parsing](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1200 · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Vercingetorix's solution](#)

1162.

1647B

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

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[Vercingetorix's solution](#)

1163.

1650C

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

Quality: 18,514 global accepts · Rating: 1200 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, hashing, implementation, sortings

[Vercingetorix's solution](#)

1164.

262B

[Roma and Changing Signs](#) · [Tutorial](#)

Quality: 12,316 global accepts · Rating: 1200 · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Vercingetorix's solution](#)

1165.

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,373 global accepts · Rating: 1200 · first AC: 2022-02-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[Vercingetorix's solution](#)

1166.

1355A

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

Quality: 28,801 global accepts · Rating: 1200 · first AC: 2022-02-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[Vercingetorix's solution](#)

1167.

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,342 global accepts · Rating: 1200 · first AC: 2022-02-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[Vercingetorix's solution](#)

1168.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[Vercingetorix's solution](#)

1169.

1635C

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

Quality: 25,134 global accepts · Rating: 1200 · first AC: 2022-02-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Vercingetorix's solution](#)

1170.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,690 global accepts · Rating: 1200 · first AC: 2022-02-16 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Vercingetorix's solution](#)

1171.

1637C

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

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Vercingetorix's solution](#)

1172.

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,234 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Vercingetorix's solution](#)

1173.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,395 global accepts · Rating: 1200 · first AC: 2022-02-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[Vercingetorix's solution](#)

1174.

998B

[Cutting](#) · [Tutorial](#)

Quality: 14,410 global accepts · Rating: 1200 · first AC: 2022-02-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[Vercingetorix's solution](#)

1175.

1196B

[Odd Sum Segments](#) · [Tutorial](#)

Quality: 17,538 global accepts · Rating: 1200 · first AC: 2022-02-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Vercingetorix's solution](#)

1176.

1419B

[Stairs](#) · [Tutorial](#)

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2022-02-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math

[Vercingetorix's solution](#)

1177.

879B

[Table Tennis](#) · [Tutorial](#)

Quality: 14,407 global accepts · Rating: 1200 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[Vercingetorix's solution](#)

1178.

1099C

[Postcard](#) · [Tutorial](#)

Quality: 10,424 global accepts · Rating: 1200 · first AC: 2022-01-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[Vercingetorix's solution](#)

1179.

569B

[Inventory](#) · [Tutorial](#)

Quality: 7,508 global accepts · Rating: 1200 · first AC: 2022-01-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Vercingetorix's solution](#)

1180.

560B

[Gerald is into Art](#) · [Tutorial](#)

Quality: 8,253 global accepts · Rating: 1200 · first AC: 2022-01-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[Vercingetorix's solution](#)

1181.

304A

[Pythagorean Theorem II](#) · [Tutorial](#)

Quality: 12,039 global accepts · Rating: 1200 · first AC: 2022-01-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Vercingetorix's solution](#)

1182.

340A

[The Wall](#) · [Tutorial](#)

Quality: 8,339 global accepts · Rating: 1200 · first AC: 2022-01-09 · C++20 (GCC 11-64) (first AC) · Tags: math

[Vercingetorix's solution](#)

1183.

344B

[Simple Molecules](#) · [Tutorial](#)

Quality: 9,591 global accepts · Rating: 1200 · first AC: 2022-01-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, math

[Vercingetorix's solution](#)

1184.

1154B

[Make Them Equal](#) · [Tutorial](#)

Quality: 17,660 global accepts · Rating: 1200 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: math

[Vercingetorix's solution](#)

1185.

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,812 global accepts · Rating: 1200 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[Vercingetorix's solution](#)

1186.

960A

[Check the string](#) · [Tutorial](#)

Quality: 8,786 global accepts · Rating: 1200 · first AC: 2021-12-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Vercingetorix's solution](#)

1187.

1619C

[Wrong Addition](#) · [Tutorial](#)

Quality: 22,663 global accepts · Rating: 1200 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Vercingetorix's solution](#)

1188.

1294B

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

Quality: 22,923 global accepts · Rating: 1200 · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[Vercingetorix's solution](#)

1189.

9B

[Running Student](#) · [Tutorial](#)

Quality: 6,188 global accepts · Rating: 1200 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, implementation

[Vercingetorix's solution](#)

1190.

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Vercingetorix's solution](#)

1191.

1608B

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

Quality: 12,486 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Vercingetorix's solution](#)

1192.

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,461 global accepts · Rating: 1200 · first AC: 2021-12-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[Vercingetorix's solution](#)

1193.

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,714 global accepts · Rating: 1200 · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search

[Vercingetorix's solution](#)

1194.

1311B

[WeirdSort](#) · [Tutorial](#)

Quality: 20,035 global accepts · Rating: 1200 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, sortings

[Vercingetorix's solution](#)

1195.

1028B

[Unnatural Conditions](#) · [Tutorial](#)

Quality: 10,242 global accepts · Rating: 1200 · first AC: 2021-11-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Vercingetorix's solution](#)

1196.

1510K

[King's Task](#) · [Tutorial](#)

Quality: 5,973 global accepts · Rating: 1200 · first AC: 2021-11-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, implementation

[Vercingetorix's solution](#)

1197.

445A

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

Quality: 33,667 global accepts · Rating: 1200 · first AC: 2021-11-09 · MS C++ 2017 (first AC) · Tags: dfs and similar, implementation

[Vercingetorix's solution](#)

1198.

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2021-11-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Vercingetorix's solution](#)

1199.

1339B

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

Quality: 28,344 global accepts · Rating: 1200 · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[Vercingetorix's solution](#)

1200.

1084B

[Kvass and the Fair Nut](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 1200 · first AC: 2021-10-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Vercingetorix's solution](#)

1201.

1582C

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

Quality: 23,652 global accepts · Rating: 1200 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers

[Vercingetorix's solution](#)

1202.

1586B

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

Rating: 1200 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, trees

[Vercingetorix's solution](#)

1203.

1362B

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

Quality: 21,042 global accepts · Rating: 1200 · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[Vercingetorix's solution](#)

1204.

1384A

[Common Prefixes](#) · [Tutorial](#)

Quality: 19,614 global accepts · Rating: 1200 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[Vercingetorix's solution](#)**1205.**

1598C

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

Quality: 23,655 global accepts · Rating: 1200 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[Vercingetorix's solution](#)**1206.**

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,341 global accepts · Rating: 1200 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, strings

[Vercingetorix's solution](#)**1207.**

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, math, sortings

[Vercingetorix's solution](#)**1208.**

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Vercingetorix's solution](#)**1209.**

1504B

[Flip the Bits](#) · [Tutorial](#)

Quality: 25,715 global accepts · Rating: 1200 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Vercingetorix's solution](#)**1210.**

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,198 global accepts · Rating: 1200 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Vercingetorix's solution](#)**1211.**

1527B1

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

Quality: 34,403 global accepts · Rating: 1200 · first AC: 2021-09-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[Vercingetorix's solution](#)**1212.**

1097B

[Petr and a Combination Lock](#) · [Tutorial](#)

Quality: 35,958 global accepts · Rating: 1200 · first AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[Vercingetorix's solution](#)**1213.**

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,083 global accepts · Rating: 1200 · first AC: 2021-09-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Vercingetorix's solution](#)

1214.

1091B

[New Year and the Treasure Geolocation](#) · [Tutorial](#)

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2021-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Vercingetorix's solution](#)

1215.

1149A

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

Quality: 17,895 global accepts · Rating: 1200 · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Vercingetorix's solution](#)

1216.

1541B

[Pleasant Pairs](#) · [Tutorial](#)

Quality: 38,483 global accepts · Rating: 1200 · first AC: 2021-09-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[Vercingetorix's solution](#)

1217.

1270B

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

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2021-09-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Vercingetorix's solution](#)

1218.

1305B

[Kuroni and Simple Strings](#) · [Tutorial](#)

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2021-09-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[Vercingetorix's solution](#)

1219.

1497C1

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

Quality: 29,227 global accepts · Rating: 1200 · first AC: 2021-09-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Vercingetorix's solution](#)

1220.

1497B

[M-arrays](#) · [Tutorial](#)

Quality: 27,357 global accepts · Rating: 1200 · first AC: 2021-09-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Vercingetorix's solution](#)

1221.

1343C

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

Quality: 44,074 global accepts · Rating: 1200 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[Vercingetorix's solution](#)

1222.

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,915 global accepts · Rating: 1200 · first AC: 2021-09-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Vercingetorix's solution](#)

1223.

1546B

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

Quality: 13,953 global accepts · Rating: 1200 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math

[Vercingetorix's solution](#)

1224.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,576 global accepts · Rating: 1200 · first AC: 2021-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[Vercingetorix's solution](#)

1225.

1399C

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

Quality: 32,655 global accepts · Rating: 1200 · first AC: 2021-08-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, two pointers

[Vercingetorix's solution](#)

1226.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-08-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Vercingetorix's solution](#)

1227.

1537C

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

Quality: 30,282 global accepts · Rating: 1200 · first AC: 2021-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Vercingetorix's solution](#)

1228.

1512D

[Corrupted Array](#) · [Tutorial](#)

Quality: 24,532 global accepts · Rating: 1200 · first AC: 2021-08-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Vercingetorix's solution](#)

1229.

1512C

[A-B Palindrome](#) · [Tutorial](#)

Quality: 21,708 global accepts · Rating: 1200 · first AC: 2021-08-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings

[Vercingetorix's solution](#)

1230.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,811 global accepts · Rating: 1200 · first AC: 2021-08-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[Vercingetorix's solution](#)

1231.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[Vercingetorix's solution](#)

1232.

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,485 global accepts · Rating: 1200 · first AC: 2021-08-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, math

[Vercingetorix's solution](#)

1233.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1200 · first AC: 2021-08-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Vercingetorix's solution](#)

1234.

1536B

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

Quality: 25,027 global accepts · Rating: 1200 · first AC: 2021-08-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, strings

[Vercingetorix's solution](#)

1235.

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,464 global accepts · Rating: 1200 · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Vercingetorix's solution](#)

1236.

27A

[Next Test](#) · [Tutorial](#)

Quality: 23,006 global accepts · Rating: 1200 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Vercingetorix's solution](#)

1237.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,878 global accepts · Rating: 1200 · first AC: 2021-03-15 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math, sortings

[Vercingetorix's solution](#)

1238.

18C

[Stripe](#) · [Tutorial](#)

Quality: 15,419 global accepts · Rating: 1200 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Vercingetorix's solution](#)

1239.

9C

[Hexadecimal's Numbers](#) · [Tutorial](#)

Quality: 14,347 global accepts · Rating: 1200 · first AC: 2021-03-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Vercingetorix's solution](#)

1240.

6C

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

Quality: 17,484 global accepts · Rating: 1200 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[Vercingetorix's solution](#)

1241.

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,473 global accepts · Rating: 1200 · first AC: 2021-03-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Vercingetorix's solution](#)

1242.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Vercingetorix's solution](#)

1243.

1490D

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

Quality: 21,675 global accepts · Rating: 1200 · first AC: 2021-03-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, implementation

[Vercingetorix's solution](#)

1244.

1272C

[Yet Another Broken Keyboard](#) · [Tutorial](#)

Quality: 30,741 global accepts · Rating: 1200 · first AC: 2021-02-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation

[Vercingetorix's solution](#)

1245.

1272B

[Snow Walking Robot](#) · [Tutorial](#)

Quality: 14,682 global accepts · Rating: 1200 · first AC: 2021-02-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Vercingetorix's solution](#)

1246.

1485B

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

Quality: 17,922 global accepts · Rating: 1200 · first AC: 2021-02-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math

[Vercingetorix's solution](#)

1247.

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,707 global accepts · Rating: 1200 · first AC: 2021-02-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Vercingetorix's solution](#)

1248.

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2021-02-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Vercingetorix's solution](#)

1249.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2021-02-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Vercingetorix's solution](#)

1250.

1409C

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

Quality: 24,640 global accepts · Rating: 1200 · first AC: 2021-02-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[Vercingetorix's solution](#)

1251.

1433D

[Districts Connection](#) · [Tutorial](#)

Quality: 30,580 global accepts · Rating: 1200 · first AC: 2021-01-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar

[Vercingetorix's solution](#)

1252.

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,536 global accepts · Rating: 1200 · first AC: 2021-01-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, greedy, sortings

[Vercingetorix's solution](#)

1253.

1454C

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

Quality: 22,502 global accepts · Rating: 1200 · first AC: 2020-12-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Vercingetorix's solution](#)

1254.

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,362 global accepts · Rating: 1200 · first AC: 2020-07-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, number theory, two pointers

[Vercingetorix's solution](#)

1255.

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,571 global accepts · Rating: 1200 · first AC: 2020-07-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings
[Vercingetorix's solution](#)

1256.

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,609 global accepts · Rating: 1200 · first AC: 2020-07-08 · C++14 (GCC 6-32) (first AC) · Tags: math
[Vercingetorix's solution](#)

1257.

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[Vercingetorix's solution](#)

1258.

914B

[Conan and Agasa play a Card Game](#) · [Tutorial](#)

Quality: 9,064 global accepts · Rating: 1200 · first AC: 2018-01-22 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation
[Vercingetorix's solution](#)

1259.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,464 global accepts · Rating: 1200 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees
[Vercingetorix's solution](#)

1260.

908B

[New Year and Buggy Bot](#) · [Tutorial](#)

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2018-01-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[Vercingetorix's solution](#)

1261.

875A

[Classroom Watch](#) · [Tutorial](#)

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
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1262.

264A

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Quality: 11,814 global accepts · Rating: 1200 · first AC: 2017-10-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, implementation, two pointers
[Vercingetorix's solution](#)

1263.

854B

[Maxim Buys an Apartment](#) · [Tutorial](#)

Quality: 8,582 global accepts · Rating: 1200 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
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1264.

794B

[Cutting Carrot](#) · [Tutorial](#)

Quality: 7,270 global accepts · Rating: 1200 · first AC: 2017-09-08 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math
[Vercingetorix's solution](#)

1265.

776B

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

Quality: 25,731 global accepts · Rating: 1200 · first AC: 2017-09-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[Vercingetorix's solution](#)

1266.

765C

[Table Tennis Game 2](#) · [Tutorial](#)

Quality: 7,429 global accepts · Rating: 1200 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: math

[Vercingetorix's solution](#)

1267.

842A

[Kirill And The Game](#) · [Tutorial](#)

Quality: 11,231 global accepts · Rating: 1200 · first AC: 2017-08-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, two pointers

[Vercingetorix's solution](#)

1268.

812A

[Sagheer and Crossroads](#) · [Tutorial](#)

Quality: 6,449 global accepts · Rating: 1200 · first AC: 2017-08-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Vercingetorix's solution](#)

1269.

828A

[Restaurant Tables](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1200 · first AC: 2017-08-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Vercingetorix's solution](#)

1270.

787A

[The Monster](#) · [Tutorial](#)

Quality: 12,184 global accepts · Rating: 1200 · first AC: 2017-07-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[Vercingetorix's solution](#)

1271.

779C

[Dishonest Sellers](#) · [Tutorial](#)

Quality: 12,775 global accepts · Rating: 1200 · first AC: 2017-07-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Vercingetorix's solution](#)

1272.

795C

[Maximum Number](#) · [Tutorial](#)

Rating: 1200 · first AC: 2017-04-05 · OCaml (first AC) · Tags: *special, constructive algorithms, greedy

[Vercingetorix's solution](#)

1273.

754A

[Lesha and array splitting](#) · [Tutorial](#)

Quality: 9,375 global accepts · Rating: 1200 · first AC: 2017-01-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Vercingetorix's solution](#)

1274.

749B

[Parallelogram is Back](#) · [Tutorial](#)

Quality: 8,933 global accepts · Rating: 1200 · first AC: 2016-12-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry

[Vercingetorix's solution](#)

1275.

725B

[Food on the Plane](#) · [Tutorial](#)

Quality: 5,321 global accepts · Rating: 1200 · first AC: 2016-10-22 · GNU C++11 (first AC) · Tags: implementation, math

[Vercingetorix's solution](#)

1276.

732C

[Sanatorium](#) · [Tutorial](#)

Quality: 10,171 global accepts · Rating: 1200 · first AC: 2016-10-17 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[Vercingetorix's solution](#)

1277.

722B

[Verse Pattern](#) · [Tutorial](#)

Quality: 6,766 global accepts · Rating: 1200 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: implementation, strings

[Vercingetorix's solution](#)

1278.

708A

[Letters Cyclic Shift](#) · [Tutorial](#)

Quality: 9,800 global accepts · Rating: 1200 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Vercingetorix's solution](#)

1279.

690D1

[The Wall \(easy\)](#) · [Tutorial](#)

Quality: 2,904 global accepts · Rating: 1200 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[Vercingetorix's solution](#)

1280.

592A

[PawnChess](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1200 · first AC: 2016-07-04 · GNU C++11 (first AC) · Tags: implementation

[Vercingetorix's solution](#)

1281.

593A

[2Char](#) · [Tutorial](#)

Quality: 6,156 global accepts · Rating: 1200 · first AC: 2016-07-03 · GNU C++11 (first AC) · Tags: brute force, implementation

[Vercingetorix's solution](#)

1282.

682B

[Alyona and Mex](#) · [Tutorial](#)

Quality: 12,747 global accepts · Rating: 1200 · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: sortings

[Vercingetorix's solution](#)

1283.

683A

[The Check of the Point](#) · [Tutorial](#)

Quality: 1,238 global accepts · Rating: 1200 · first AC: 2016-06-16 · Kotlin 1.4 (first AC) · Tags: *special, geometry

[Vercingetorix's solution](#)

1284.

482A

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

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2016-04-11 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Vercingetorix's solution](#)

1285.

660A

[Co-prime Array](#) · [Tutorial](#)

Quality: 10,296 global accepts · Rating: 1200 · first AC: 2016-04-08 · GNU C++11 (first AC) · Tags: greedy, implementation, math, number theory

[Vercingetorix's solution](#)

1286.

659C

[Tanya and Toys](#) · [Tutorial](#)

Quality: 11,960 global accepts · Rating: 1200 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: greedy, implementation

[Vercingetorix's solution](#)

1287.

645B

[Mischievous Mess Makers](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1200 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: greedy, math

[Vercingetorix's solution](#)

1288.

645A

[Amity Assessment](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1200 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[Vercingetorix's solution](#)

1289.

631B

[Print Check](#) · [Tutorial](#)

Quality: 7,871 global accepts · Rating: 1200 · first AC: 2016-03-03 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Vercingetorix's solution](#)

1290.

625B

[War of the Corporations](#) · [Tutorial](#)

Quality: 11,451 global accepts · Rating: 1200 · first AC: 2016-03-02 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[Vercingetorix's solution](#)

1291.

632A

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

Quality: 4,920 global accepts · Rating: 1200 · first AC: 2016-03-01 · GNU C++11 (first AC) · Tags: —

[Vercingetorix's solution](#)

1292.

630R

[Game](#) · [Tutorial](#)

Quality: 9,587 global accepts · Rating: 1200 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: games, math

[Vercingetorix's solution](#)

1293.

630B

[Moore's Law](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1200 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: math

[Vercingetorix's solution](#)

1294.

552B

[Vanya and Books](#) · [Tutorial](#)

Quality: 16,072 global accepts · Rating: 1200 · first AC: 2015-07-27 · GNU C++11 (first AC) · Tags: implementation, math

[Vercingetorix's solution](#)

1295.

492B

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

Quality: 90,194 global accepts · Rating: 1200 · first AC: 2015-06-16 · GNU C++11 (first AC) · Tags: binary search, implementation, math, sortings

[Vercingetorix's solution](#)

1296.

546B

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

Quality: 18,609 global accepts · Rating: 1200 · first AC: 2015-06-08 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, sortings

[Vercingetorix's solution](#)

1297.

523A

[Rotate, Flip and Zoom](#) · [Tutorial](#)

Quality: 2,856 global accepts · Rating: 1200 · first AC: 2015-03-18 · GNU C++0x (first AC) · Tags: *special, implementation

[Vercingetorix's solution](#)

1298.

522A

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Quality: 18,828 global accepts · Rating: 1200 · first AC: 2015-03-09 · GNU C++0x (first AC) · Tags: *special, dfs and similar, dp, graphs, trees

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1299.

514A

[ChewbaD 6 æB çVÖ&W](#)[Tutorial](#)

Quality: 71,322 global accepts · Rating: 1200 · first AC: 2015-03-01 · GNU C++0x (first AC) · Tags: greedy, implementation

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1300.

461A

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1301.

459A

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Quality: 36,405 global accepts · Rating: 1200 · first AC: 2014-08-28 · MS C++ (first AC) · Tags: implementation

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1302.

432B

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1303.

431B

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1304.

433B

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1305.

439B

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1306.

2023A

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1307.

1948C

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1308.

1902C

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1309.

1900C

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1310.

1879C

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1311.

1794C

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1312.

1889A

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1313.

1862D

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1314.

1881D

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

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1315.

1882B

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1316.

1870C

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1317.

1867C

[Salyg1n and the MEX Game](#) · [Tutorial](#)

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structures, games, greedy, interactive

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1318.

1868A

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1319.

1864C

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1320.

117A

[Elevator](#) · [Tutorial](#)

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1321.

1844C

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1322.

1776H

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[Vercingetorix's solution](#)

1323.

1846E1

[Rudolf and Snowflakes \(simple version\)](#) · [Tutorial](#)

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1324.

1839C

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Quality: 13,443 global accepts · Rating: 1300 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Vercingetorix's solution](#)

1325.

1829F

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Quality: 21,854 global accepts · Rating: 1300 · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math

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1326.

1826C

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1327.

123A

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1328.

1823C

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1329.

1821C

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Quality: 16,204 global accepts · Rating: 1300 · first AC: 2023-04-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, strings

[Vercingetorix's solution](#)

1330.

1815A

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Quality: 15,974 global accepts · Rating: 1300 · first AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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1331.

1819A

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[Vercingetorix's solution](#)

1332.

1810C

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

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[Vercingetorix's solution](#)

1333.

1775B

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Quality: 20,737 global accepts · Rating: 1300 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[Vercingetorix's solution](#)

1334.

40A

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[Vercingetorix's solution](#)

1335.

1703F

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1336.

1768C

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[Vercingetorix's solution](#)

1337.

36A

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[Vercingetorix's solution](#)

1338.

70A

[Cookies](#) · [Tutorial](#)

Quality: 3,560 global accepts · Rating: 1300 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: math

[Vercingetorix's solution](#)

1339.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Vercingetorix's solution](#)

1340.

1769C2

[A070010 CD\\$:C ”•](#)

Quality: 1,077 global accepts · Rating: 1300 · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: *special, dp

[Vercingetorix's solution](#)

1341.

1733C

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Quality: 17,102 global accepts · Rating: 1300 · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

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1342.

1753A1

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Quality: 16,453 global accepts · Rating: 1300 · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Vercingetorix's solution](#)

1343.

1736C1

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

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[Vercingetorix's solution](#)

1344.

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Vercingetorix's solution](#)

1345.

1737B

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

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math

[Vercingetorix's solution](#)

1346.

1726C

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1347.

1717C

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Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Vercingetorix's solution](#)

1348.

1698C

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Quality: 19,752 global accepts · Rating: 1300 · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures

[Vercingetorix's solution](#)

1349.

1693A

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Quality: 17,438 global accepts · Rating: 1300 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Vercingetorix's solution](#)

1350.

1407B

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Quality: 18,068 global accepts · Rating: 1300 · first AC: 2022-06-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[Vercingetorix's solution](#)

1351.

1107C

[Brutality](#) · [Tutorial](#)

Quality: 11,018 global accepts · Rating: 1300 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[Vercingetorix's solution](#)

1352.

1675D

[Vertical Paths](#) · [Tutorial](#)

Quality: 14,773 global accepts · Rating: 1300 · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: graphs, implementation, trees

[Vercingetorix's solution](#)

1353.

1661B

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Quality: 20,687 global accepts · Rating: 1300 · first AC: 2022-04-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[Vercingetorix's solution](#)

1354.

1669H

[Maximal AND](#) · [Tutorial](#)

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[Vercingetorix's solution](#)

1355.

1667A

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[Vercingetorix's solution](#)

1356.

1659B

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1357.

957A

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1358.

1152B

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1359.

54A

[Presents](#) · [Tutorial](#)

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1360.

1660C

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1361.

173A

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1362.

485B

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1363.

1335D

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1364.

185A

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1365.

271B

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1366.

221B

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1367.

220A

[Little Elephant and Problem](#) · [Tutorial](#)

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1368.

1647C

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1369.

1650D

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implementation, math

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1370.

227A

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1371.

238A

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1372.

96B

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1373.

1234B2

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1374.

318B

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Quality: 8,301 global accepts · Rating: 1300 · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings, two pointers

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1375.

288A

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[Vercingetorix's solution](#)

1376.

1638C

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

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1377.

1247B2

[TV Subscriptions \(Hard Version\)](#) · [Tutorial](#)

Rating: 1300 · first AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers

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1378.

426B

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1379.

996B

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Quality: 9,899 global accepts · Rating: 1300 · first AC: 2022-02-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[Vercingetorix's solution](#)

1380.

1113B

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Quality: 8,151 global accepts · Rating: 1300 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory

[Vercingetorix's solution](#)

1381.

1493B

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

Quality: 12,568 global accepts · Rating: 1300 · first AC: 2022-01-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Vercingetorix's solution](#)

1382.

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-24 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, sortings

[Vercingetorix's solution](#)

1383.

311A

[The Closest Pair](#) · [Tutorial](#)

Quality: 4,225 global accepts · Rating: 1300 · first AC: 2022-01-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[Vercingetorix's solution](#)

1384.

352B

[Jeff and Periods](#) · [Tutorial](#)

Quality: 18,165 global accepts · Rating: 1300 · first AC: 2022-01-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[Vercingetorix's solution](#)

1385.

330B

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

Quality: 19,387 global accepts · Rating: 1300 · first AC: 2022-01-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs

[Vercingetorix's solution](#)

1386.

347A

[Difference Row](#) · [Tutorial](#)

Quality: 9,798 global accepts · Rating: 1300 · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[Vercingetorix's solution](#)

1387.

1418B

[Negative Prefixes](#) · [Tutorial](#)

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[Vercingetorix's solution](#)

1388.

626B

[Cards](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1300 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math

[Vercingetorix's solution](#)

1389.

1420C1

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

Quality: 18,976 global accepts · Rating: 1300 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Vercingetorix's solution](#)

1390.

1615B

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

Quality: 17,917 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[Vercingetorix's solution](#)

1391.

1216D

[Swords](#) · [Tutorial](#)

Quality: 12,216 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: math

[Vercingetorix's solution](#)

1392.

1055B

[Alice and Hairdresser](#) · [Tutorial](#)

Quality: 5,542 global accepts · Rating: 1300 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: dsu, implementation

[Vercingetorix's solution](#)

1393.

1294C

[Product of Three Numbers](#) · [Tutorial](#)

Quality: 46,276 global accepts · Rating: 1300 · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Vercingetorix's solution](#)

1394.

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, sortings

[Vercingetorix's solution](#)

1395.

1618D

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

Quality: 20,897 global accepts · Rating: 1300 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[Vercingetorix's solution](#)

1396.

956A

[Mystical Mosaic](#) · [Tutorial](#)

Rating: 1300 · first AC: 2021-12-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Vercingetorix's solution](#)

1397.

1591C

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

Rating: 1300 · first AC: 2021-12-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Vercingetorix's solution](#)

1398.

1249C1

[Good Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 16,557 global accepts · Rating: 1300 · first AC: 2021-12-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[Vercingetorix's solution](#)

1399.

1249B2

[Books Exchange \(hard version\)](#) · [Tutorial](#)

Quality: 18,396 global accepts · Rating: 1300 · first AC: 2021-12-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, math

[Vercingetorix's solution](#)

1400.

932B

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

Quality: 9,261 global accepts · Rating: 1300 · first AC: 2021-11-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar

[Vercingetorix's solution](#)

1401.

1311C

[Perform the Combo](#) · [Tutorial](#)

Quality: 16,823 global accepts · Rating: 1300 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Vercingetorix's solution](#)

1402.

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,808 global accepts · Rating: 1300 · first AC: 2021-11-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math
[Vercingetorix's solution](#)

1403.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,835 global accepts · Rating: 1300 · first AC: 2021-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings
[Vercingetorix's solution](#)

1404.

1341B

[Nastya and Door](#) · [Tutorial](#)

Quality: 21,093 global accepts · Rating: 1300 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[Vercingetorix's solution](#)

1405.

1007A

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

Quality: 13,069 global accepts · Rating: 1300 · first AC: 2021-11-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math, sortings, two pointers
[Vercingetorix's solution](#)

1406.

1063A

[Oh Those Palindromes](#) · [Tutorial](#)

Quality: 11,056 global accepts · Rating: 1300 · first AC: 2021-11-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
[Vercingetorix's solution](#)

1407.

1521B

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

Quality: 22,930 global accepts · Rating: 1300 · first AC: 2021-11-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[Vercingetorix's solution](#)

1408.

1459B

[Move and Turn](#) · [Tutorial](#)

Quality: 20,883 global accepts · Rating: 1300 · first AC: 2021-11-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, math
[Vercingetorix's solution](#)

1409.

1607D

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

Quality: 18,124 global accepts · Rating: 1300 · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[Vercingetorix's solution](#)

1410.

1603A

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

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

1411.

1601A

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

Quality: 21,095 global accepts · Rating: 1300 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, number theory
[Vercingetorix's solution](#)

1412.

1443B

[Saving the City](#) · [Tutorial](#)

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2021-10-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, sortings

[Vercingetorix's solution](#)

1413.

1594E1

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

Quality: 12,196 global accepts · Rating: 1300 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Vercingetorix's solution](#)

1414.

1571B

[Epic Novel](#) · [Tutorial](#)

Quality: 759 global accepts · Rating: 1300 · first AC: 2021-10-07 · Kotlin 1.5 (first AC) · Tags: *special, math

[Vercingetorix's solution](#)

1415.

1328B

[K-th Beautiful String](#) · [Tutorial](#)

Quality: 32,046 global accepts · Rating: 1300 · first AC: 2021-09-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[Vercingetorix's solution](#)

1416.

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[Vercingetorix's solution](#)

1417.

1291B

[Array Sharpening](#) · [Tutorial](#)

Quality: 15,359 global accepts · Rating: 1300 · first AC: 2021-09-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Vercingetorix's solution](#)

1418.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, ternary search

[Vercingetorix's solution](#)

1419.

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,349 global accepts · Rating: 1300 · first AC: 2021-09-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[Vercingetorix's solution](#)

1420.

1322A

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

Quality: 12,888 global accepts · Rating: 1300 · first AC: 2021-09-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Vercingetorix's solution](#)

1421.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2021-09-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[Vercingetorix's solution](#)

1422.

1556B

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

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Vercingetorix's solution](#)

1423.

1561C

[Deep Down Below](#) · [Tutorial](#)

Quality: 21,415 global accepts · Rating: 1300 · first AC: 2021-08-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings
[Vercingetorix's solution](#)

1424.

1534C

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

Quality: 13,811 global accepts · Rating: 1300 · first AC: 2021-08-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, graphs, math
[Vercingetorix's solution](#)

1425.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
[Vercingetorix's solution](#)

1426.

1558A

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

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

1427.

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,995 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation, shortest paths
[Vercingetorix's solution](#)

1428.

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 43,002 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[Vercingetorix's solution](#)

1429.

1560D

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

Quality: 19,458 global accepts · Rating: 1300 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings
[Vercingetorix's solution](#)

1430.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,085 global accepts · Rating: 1300 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, implementation
[Vercingetorix's solution](#)

1431.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[Vercingetorix's solution](#)

1432.

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,401 global accepts · Rating: 1300 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, two pointers
[Vercingetorix's solution](#)

1433.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-08-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[Vercingetorix's solution](#)

1434.

1547D

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

Quality: 18,589 global accepts · Rating: 1300 · first AC: 2021-08-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Vercingetorix's solution](#)

1435.

27B

[Tournament](#) · [Tutorial](#)

Quality: 5,888 global accepts · Rating: 1300 · first AC: 2021-03-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, greedy

[Vercingetorix's solution](#)

1436.

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,877 global accepts · Rating: 1300 · first AC: 2021-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Vercingetorix's solution](#)

1437.

4C

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

Quality: 108,152 global accepts · Rating: 1300 · first AC: 2021-03-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation

[Vercingetorix's solution](#)

1438.

1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,106 global accepts · Rating: 1300 · first AC: 2021-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Vercingetorix's solution](#)

1439.

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,637 global accepts · Rating: 1300 · first AC: 2021-03-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[Vercingetorix's solution](#)

1440.

1220C

[Substring Game in the Lesson](#) · [Tutorial](#)

Quality: 10,813 global accepts · Rating: 1300 · first AC: 2021-02-25 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, strings

[Vercingetorix's solution](#)

1441.

1220B

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

Quality: 12,136 global accepts · Rating: 1300 · first AC: 2021-02-25 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Vercingetorix's solution](#)

1442.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,722 global accepts · Rating: 1300 · first AC: 2021-02-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Vercingetorix's solution](#)

1443.

1381A1

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

Quality: 21,723 global accepts · Rating: 1300 · first AC: 2021-02-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, strings

[Vercingetorix's solution](#)

1444.

1326C

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

Quality: 16,401 global accepts · Rating: 1300 · first AC: 2021-02-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[Vercingetorix's solution](#)

1445.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,779 global accepts · Rating: 1300 · first AC: 2021-02-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, two pointers

[Vercingetorix's solution](#)

1446.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,227 global accepts · Rating: 1300 · first AC: 2021-02-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[Vercingetorix's solution](#)

1447.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,678 global accepts · Rating: 1300 · first AC: 2021-02-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[Vercingetorix's solution](#)

1448.

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,836 global accepts · Rating: 1300 · first AC: 2021-01-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Vercingetorix's solution](#)

1449.

1119B

[Alyona and a Narrow Fridge](#) · [Tutorial](#)

Quality: 16,368 global accepts · Rating: 1300 · first AC: 2021-01-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, greedy, sortings

[Vercingetorix's solution](#)

1450.

1470A

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

Quality: 29,389 global accepts · Rating: 1300 · first AC: 2021-01-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[Vercingetorix's solution](#)

1451.

1454D

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

Quality: 22,148 global accepts · Rating: 1300 · first AC: 2020-12-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Vercingetorix's solution](#)

1452.

1372B

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

Quality: 36,393 global accepts · Rating: 1300 · first AC: 2020-12-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[Vercingetorix's solution](#)

1453.

1236C

[Labs](#) · [Tutorial](#)

Quality: 10,553 global accepts · Rating: 1300 · first AC: 2020-11-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Vercingetorix's solution](#)

1454.

1422B

[Nice Matrix](#) · [Tutorial](#)

Quality: 15,071 global accepts · Rating: 1300 · first AC: 2020-11-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[Vercingetorix's solution](#)

1455.

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,845 global accepts · Rating: 1300 · first AC: 2020-07-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[Vercingetorix's solution](#)

1456.

1364B

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

Quality: 26,180 global accepts · Rating: 1300 · first AC: 2020-07-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers
[Vercingetorix's solution](#)

1457.

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,370 global accepts · Rating: 1300 · first AC: 2020-07-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[Vercingetorix's solution](#)

1458.

1077C

[Good Array](#) · [Tutorial](#)

Quality: 25,606 global accepts · Rating: 1300 · first AC: 2018-11-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[Vercingetorix's solution](#)

1459.

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,878 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[Vercingetorix's solution](#)

1460.

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings
[Vercingetorix's solution](#)

1461.

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[Vercingetorix's solution](#)

1462.

922B

[Magic Forest](#) · [Tutorial](#)

Quality: 9,449 global accepts · Rating: 1300 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force
[Vercingetorix's solution](#)

1463.

919C

[Seat Arrangements](#) · [Tutorial](#)

Quality: 9,429 global accepts · Rating: 1300 · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[Vercingetorix's solution](#)

1464.

915B

[Browser](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1300 · first AC: 2018-01-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[Vercingetorix's solution](#)

1465.

303A

[Lucky Permutation Triple](#) · [Tutorial](#)

Quality: 8,571 global accepts · Rating: 1300 · first AC: 2017-12-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[Vercingetorix's solution](#)

1466.

889A

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

Rating: 1300 · first AC: 2017-12-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, trees

[Vercingetorix's solution](#)

1467.

876B

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

Quality: 10,325 global accepts · Rating: 1300 · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[Vercingetorix's solution](#)

1468.

871A

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

Rating: 1300 · first AC: 2017-12-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory

[Vercingetorix's solution](#)

1469.

251A

[Points on Line](#) · [Tutorial](#)

Quality: 21,344 global accepts · Rating: 1300 · first AC: 2017-10-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, two pointers

[Vercingetorix's solution](#)

1470.

844B

[Rectangles](#) · [Tutorial](#)

Quality: 9,047 global accepts · Rating: 1300 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Vercingetorix's solution](#)

1471.

840A

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

Quality: 7,471 global accepts · Rating: 1300 · first AC: 2017-08-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math, number theory, sortings

[Vercingetorix's solution](#)

1472.

828B

[Black Square](#) · [Tutorial](#)

Quality: 6,124 global accepts · Rating: 1300 · first AC: 2017-08-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Vercingetorix's solution](#)

1473.

814B

[An express train to reveries](#) · [Tutorial](#)

Quality: 5,883 global accepts · Rating: 1300 · first AC: 2017-07-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Vercingetorix's solution](#)

1474.

787B

[Not Afraid](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 1300 · first AC: 2017-07-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Vercingetorix's solution](#)

1475.

796B

[Find The Bone](#) · [Tutorial](#)

Quality: 9,735 global accepts · Rating: 1300 · first AC: 2017-04-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Vercingetorix's solution](#)

1476.

755C

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

Quality: 15,005 global accepts · Rating: 1300 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees

[Vercingetorix's solution](#)

1477.

750B

[New Year and North Pole](#) · [Tutorial](#)

Quality: 9,721 global accepts · Rating: 1300 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation

[Vercingetorix's solution](#)

1478.

722A

[Broken Clock](#) · [Tutorial](#)

Quality: 6,961 global accepts · Rating: 1300 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: brute force, implementation

[Vercingetorix's solution](#)

1479.

690C1

[Brain Network \(easy\)](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 1300 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[Vercingetorix's solution](#)

1480.

690F1

[Tree of Life \(easy\)](#) · [Tutorial](#)

Quality: 2,422 global accepts · Rating: 1300 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[Vercingetorix's solution](#)

1481.

681B

[Economy Game](#) · [Tutorial](#)

Quality: 9,436 global accepts · Rating: 1300 · first AC: 2016-06-14 · GNU C++11 (first AC) · Tags: brute force

[Vercingetorix's solution](#)

1482.

611B

[New Year and Old Property](#) · [Tutorial](#)

Quality: 11,065 global accepts · Rating: 1300 · first AC: 2016-06-12 · GNU C++11 (first AC) · Tags: bitmasks, brute force, implementation

[Vercingetorix's solution](#)

1483.

670C

[Cinema](#) · [Tutorial](#)

Quality: 10,000 global accepts · Rating: 1300 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: implementation, sortings

[Vercingetorix's solution](#)

1484.

665C

[Simple Strings](#) · [Tutorial](#)

Quality: 17,242 global accepts · Rating: 1300 · first AC: 2016-04-20 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[Vercingetorix's solution](#)

1485.

416B

[Art Union](#) · [Tutorial](#)

Quality: 9,417 global accepts · Rating: 1300 · first AC: 2016-04-13 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[Vercingetorix's solution](#)

1486.

471B

[MUH and Important Things](#) · [Tutorial](#)

Quality: 6,205 global accepts · Rating: 1300 · first AC: 2016-04-07 · GNU C++11 (first AC) · Tags: implementation, sortings

[Vercingetorix's solution](#)

1487.

478B

[Random Teams](#) · [Tutorial](#)

Quality: 41,263 global accepts · Rating: 1300 · first AC: 2016-04-04 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[Vercingetorix's solution](#)

1488.

659B

[Qualifying Contest](#) · [Tutorial](#)

Quality: 6,624 global accepts · Rating: 1300 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[Vercingetorix's solution](#)

1489.

573A

[Bear and Poker](#) · [Tutorial](#)

Quality: 18,202 global accepts · Rating: 1300 · first AC: 2016-03-27 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[Vercingetorix's solution](#)

1490.

610B

[Vika and Squares](#) · [Tutorial](#)

Quality: 8,333 global accepts · Rating: 1300 · first AC: 2016-03-21 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Vercingetorix's solution](#)

1491.

617B

[Chocolate](#) · [Tutorial](#)

Quality: 20,017 global accepts · Rating: 1300 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: combinatorics

[Vercingetorix's solution](#)

1492.

653B

[Bear and Compressing](#) · [Tutorial](#)

Quality: 5,335 global accepts · Rating: 1300 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dp, strings

[Vercingetorix's solution](#)

1493.

621B

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

Quality: 11,615 global accepts · Rating: 1300 · first AC: 2016-03-15 · GNU C++11 (first AC) · Tags: combinatorics, implementation

[Vercingetorix's solution](#)

1494.

625C

[K-special Tables](#) · [Tutorial](#)

Quality: 7,170 global accepts · Rating: 1300 · first AC: 2016-03-02 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Vercingetorix's solution](#)

1495.

634A

[Island Puzzle](#) · [Tutorial](#)

Quality: 3,454 global accepts · Rating: 1300 · first AC: 2016-02-29 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Vercingetorix's solution](#)

1496.

633B

[A Trivial Problem](#) · [Tutorial](#)

Quality: 7,238 global accepts · Rating: 1300 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Vercingetorix's solution](#)

1497.

628C

[Bear and String Distance](#) · [Tutorial](#)

Quality: 6,522 global accepts · Rating: 1300 · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: greedy, strings

[Vercingetorix's solution](#)

1498.

628B

[New Skateboard](#) · [Tutorial](#)

Quality: 12,059 global accepts · Rating: 1300 · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: dp

[Vercingetorix's solution](#)

1499.

630N

[Forecast](#) · [Tutorial](#)

Quality: 5,225 global accepts · Rating: 1300 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: math

[Vercingetorix's solution](#)

1500.

630F

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

Quality: 8,049 global accepts · Rating: 1300 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: combinatorics, math

[Vercingetorix's solution](#)

1501.

567B

[Berland National Library](#) · [Tutorial](#)

Quality: 8,699 global accepts · Rating: 1300 · first AC: 2015-08-05 · GNU C++11 (first AC) · Tags: implementation

[Vercingetorix's solution](#)

1502.

558B

[Amr and The Large Array](#) · [Tutorial](#)

Quality: 8,359 global accepts · Rating: 1300 · first AC: 2015-08-01 · GNU C++11 (first AC) · Tags: implementation

[Vercingetorix's solution](#)

1503.

493A

[Vasya and Football](#) · [Tutorial](#)

Quality: 6,448 global accepts · Rating: 1300 · first AC: 2015-06-16 · GNU C++11 (first AC) · Tags: implementation

[Vercingetorix's solution](#)

1504.

526A

[King of Thieves](#) · [Tutorial](#)

Quality: 5,008 global accepts · Rating: 1300 · first AC: 2015-06-16 · GNU C++11 (first AC) · Tags: brute force, implementation

[Vercingetorix's solution](#)

1505.

519C

[A and B and Team Training](#) · [Tutorial](#)

Quality: 20,710 global accepts · Rating: 1300 · first AC: 2015-02-28 · GNU C++0x (first AC) · Tags: greedy, implementation, math, number theory

[Vercingetorix's solution](#)

1506.

459B

[Pashmak and Flowers](#) · [Tutorial](#)

Quality: 47,491 global accepts · Rating: 1300 · first AC: 2014-08-28 · MS C++ (first AC) · Tags: combinatorics, implementation, sortings

[Vercingetorix's solution](#)

1507.

429A

[Xor-tree](#) · [Tutorial](#)

Quality: 12,266 global accepts · Rating: 1300 · first AC: 2014-07-26 · MS C++ (first AC) · Tags: dfs and similar, trees

[Vercingetorix's solution](#)

1508.

437A

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

Quality: 9,360 global accepts · Rating: 1300 · first AC: 2014-07-11 · MS C++ (first AC) · Tags: implementation

[Vercingetorix's solution](#)

1509.

2154C1

[No Cost Too Great \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2026-04-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[Vercingetorix's solution](#)

1510.

2066A

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

Quality: 7,173 global accepts · Rating: 1400 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, implementation, interactive

[Vercingetorix's solution](#)

1511.

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,245 global accepts · Rating: 1400 · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers

[Vercingetorix's solution](#)

1512.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,708 global accepts · Rating: 1400 · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

[Vercingetorix's solution](#)

1513.

1967B1

[Reverse Card \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,057 global accepts · Rating: 1400 · first AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Vercingetorix's solution](#)

1514.

1967A

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

Quality: 14,940 global accepts · Rating: 1400 · first AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[Vercingetorix's solution](#)

1515.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Vercingetorix's solution](#)

1516.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,663 global accepts · Rating: 1400 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation, math

[Vercingetorix's solution](#)

1517.

1919C

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

Quality: 28,581 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[Vercingetorix's solution](#)

1518.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[Vercingetorix's solution](#)

1519.

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,547 global accepts · Rating: 1400 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[Vercingetorix's solution](#)

1520.

1907D

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

Quality: 23,571 global accepts · Rating: 1400 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms

[Vercingetorix's solution](#)

1521.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,599 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[Vercingetorix's solution](#)

1522.

1901C

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

Quality: 14,239 global accepts · Rating: 1400 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Vercingetorix's solution](#)

1523.

1893A

[Anonymous Informant](#) · [Tutorial](#)

Quality: 15,082 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Vercingetorix's solution](#)

1524.

1895C

[Torn Lucky Ticket](#) · [Tutorial](#)

Quality: 13,032 global accepts · Rating: 1400 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, hashing, implementation, math

[Vercingetorix's solution](#)

1525.

1887A1

[Dances \(Easy version\)](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[Vercingetorix's solution](#)

1526.

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,965 global accepts · Rating: 1400 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[Vercingetorix's solution](#)

1527.

1866B

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

Quality: 9,181 global accepts · Rating: 1400 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Vercingetorix's solution](#)

1528.

1863D

[Two-Colored Dominoes](#) · [Tutorial](#)

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[Vercingetorix's solution](#)

1529.

1860C

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

Quality: 15,563 global accepts · Rating: 1400 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, greedy
[Vercingetorix's solution](#)

1530.

107A

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

Quality: 5,908 global accepts · Rating: 1400 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs
[Vercingetorix's solution](#)

1531.

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[Vercingetorix's solution](#)

1532.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings
[Vercingetorix's solution](#)

1533.

1847C

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

Quality: 14,762 global accepts · Rating: 1400 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy
[Vercingetorix's solution](#)

1534.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,791 global accepts · Rating: 1400 · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, strings
[Vercingetorix's solution](#)

1535.

1805C

[Place for a Selfie](#) · [Tutorial](#)

Quality: 14,178 global accepts · Rating: 1400 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, geometry, math
[Vercingetorix's solution](#)

1536.

1840D

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

Quality: 16,308 global accepts · Rating: 1400 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings
[Vercingetorix's solution](#)

1537.

1838C

[No Prime Differences](#) · [Tutorial](#)

Quality: 17,320 global accepts · Rating: 1400 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
[Vercingetorix's solution](#)

1538.

1830A

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

Quality: 20,321 global accepts · Rating: 1400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
[Vercingetorix's solution](#)

1539.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,972 global accepts · Rating: 1400 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[Vercingetorix's solution](#)

1540.

1833D

[Flipper](#) · [Tutorial](#)

Quality: 15,084 global accepts · Rating: 1400 · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Vercingetorix's solution](#)

1541.

1824A

[LuoTianyi and the Show](#) · [Tutorial](#)

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Vercingetorix's solution](#)

1542.

124B

[Permutations](#) · [Tutorial](#)

Quality: 4,872 global accepts · Rating: 1400 · first AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, implementation

[Vercingetorix's solution](#)

1543.

1719C

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

Quality: 14,365 global accepts · Rating: 1400 · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[Vercingetorix's solution](#)

1544.

77A

[Heroes](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 1400 · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Vercingetorix's solution](#)

1545.

42A

[Guilty --- to the kitchen!](#) · [Tutorial](#)

Quality: 3,173 global accepts · Rating: 1400 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Vercingetorix's solution](#)

1546.

1772D

[Absolute Sorting](#) · [Tutorial](#)

Quality: 18,508 global accepts · Rating: 1400 · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Vercingetorix's solution](#)

1547.

1771B

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

Quality: 21,333 global accepts · Rating: 1400 · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers

[Vercingetorix's solution](#)

1548.

1758C

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

Quality: 15,261 global accepts · Rating: 1400 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory

[Vercingetorix's solution](#)

1549.

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Vercingetorix's solution](#)

1550.

1769B2

[Ae>008Dl>C\\$0C08CR DC 9C'>C" "•](#)

Quality: 952 global accepts · Rating: 1400 · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: *special, binary search, brute force, math

[Vercingetorix's solution](#)

1551.

1764C

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

Quality: 10,446 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy

[Vercingetorix's solution](#)

1552.

1706C

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

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, greedy, implementation

[Vercingetorix's solution](#)

1553.

1721C

[Min-Max Array Transformation](#) · [Tutorial](#)

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, two pointers

[Vercingetorix's solution](#)

1554.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Vercingetorix's solution](#)

1555.

111A

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

Quality: 5,171 global accepts · Rating: 1400 · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Vercingetorix's solution](#)

1556.

1748B

[Diverse Substrings](#) · [Tutorial](#)

Quality: 16,781 global accepts · Rating: 1400 · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[Vercingetorix's solution](#)

1557.

1750C

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

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[Vercingetorix's solution](#)

1558.

1733D1

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

Quality: 15,031 global accepts · Rating: 1400 · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Vercingetorix's solution](#)

1559.

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,933 global accepts · Rating: 1400 · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings

[Vercingetorix's solution](#)

1560.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,335 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[Vercingetorix's solution](#)

1561.

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,734 global accepts · Rating: 1400 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, games, greedy, implementation

[Vercingetorix's solution](#)

1562.

1728C

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

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[Vercingetorix's solution](#)

1563.

1705C

[Mark and His Unfinished Essay](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Vercingetorix's solution](#)

1564.

1701C

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

Quality: 23,843 global accepts · Rating: 1400 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, two pointers

[Vercingetorix's solution](#)

1565.

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Vercingetorix's solution](#)

1566.

1393B

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

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2022-06-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Vercingetorix's solution](#)

1567.

1697C

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

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

[Vercingetorix's solution](#)

1568.

1691C

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

Quality: 17,221 global accepts · Rating: 1400 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[Vercingetorix's solution](#)

1569.

1670C

[Where is the Pizza?](#) · [Tutorial](#)

Quality: 10,992 global accepts · Rating: 1400 · first AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math

[Vercingetorix's solution](#)

1570.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[Vercingetorix's solution](#)

1571.

1682C

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

Quality: 16,471 global accepts · Rating: 1400 · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Vercingetorix's solution](#)

1572.

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[Vercingetorix's solution](#)

1573.

1184B1

[The Doctor Meets Vader \(Easy\)](#) · [Tutorial](#)

Quality: 6,222 global accepts · Rating: 1400 · first AC: 2022-04-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, sortings

[Vercingetorix's solution](#)

1574.

1316B

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

Quality: 11,723 global accepts · Rating: 1400 · first AC: 2022-04-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings, strings

[Vercingetorix's solution](#)

1575.

1228B

[Filling the Grid](#) · [Tutorial](#)

Quality: 11,890 global accepts · Rating: 1400 · first AC: 2022-04-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Vercingetorix's solution](#)

1576.

485A

[Factory](#) · [Tutorial](#)

Quality: 8,769 global accepts · Rating: 1400 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, matrices

[Vercingetorix's solution](#)

1577.

150A

[Win or Freeze](#) · [Tutorial](#)

Quality: 8,594 global accepts · Rating: 1400 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: games, math, number theory

[Vercingetorix's solution](#)

1578.

1654C

[Alice and the Cake](#) · [Tutorial](#)

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[Vercingetorix's solution](#)

1579.

248B

[Chilly Willy](#) · [Tutorial](#)

Quality: 5,804 global accepts · Rating: 1400 · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Vercingetorix's solution](#)

1580.

131C

[The World is a Theatre](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Vercingetorix's solution](#)

1581.

197B

[Limit](#) · [Tutorial](#)

Quality: 4,917 global accepts · Rating: 1400 · first AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: math

[Vercingetorix's solution](#)

1582.

198B

[Jumping on Walls](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 1400 · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: shortest paths

[Vercingetorix's solution](#)

1583.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,769 global accepts · Rating: 1400 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[Vercingetorix's solution](#)

1584.

233B

[Non-square Equation](#) · [Tutorial](#)

Quality: 8,284 global accepts · Rating: 1400 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[Vercingetorix's solution](#)

1585.

226A

[Flying Saucer Segments](#) · [Tutorial](#)

Quality: 4,352 global accepts · Rating: 1400 · first AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: math

[Vercingetorix's solution](#)

1586.

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2022-02-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Vercingetorix's solution](#)

1587.

261A

[Maxim and Discounts](#) · [Tutorial](#)

Quality: 5,609 global accepts · Rating: 1400 · first AC: 2022-02-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Vercingetorix's solution](#)

1588.

1644C

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

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy,

implementation

[Vercingetorix's solution](#)

1589.

272B

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1590.

289B

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1468C

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1592.

1363B

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1593.

1634B

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1453B

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1595.

334B

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1596.

987C

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1597.

1627C

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1598.

1628A

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1599.

1624D

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1600.

1250A

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1601.

1463B

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1602.

475B

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1603.

1154C

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1604.

981C

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1605.

418A

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1606.

1408B

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1607.

995B

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1608.

1609C

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1609.

1324D

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1610.

1605C

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1611.

1350B

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1612.

1606C

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1613.

1190A

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1614.

1330B

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1615.

1362C

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1616.

1443C

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1617.

1103A

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1618.

1579D

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1619.

1214A

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Quality: 9,492 global accepts · Rating: 1400 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

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1620.

1097C

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1621.

1091C

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1622.

1573B

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1623.

1284B

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1624.

1270C

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1625.

1276A

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[Vercingetorix's solution](#)

1626.

1256B

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1627.

1494B

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Quality: 15,317 global accepts · Rating: 1400 · first AC: 2021-09-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation

[Vercingetorix's solution](#)

1628.

1515C

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[Vercingetorix's solution](#)

1629.

1513B

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Quality: 20,107 global accepts · Rating: 1400 · first AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

[Vercingetorix's solution](#)

1630.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,467 global accepts · Rating: 1400 · first AC: 2021-09-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

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1631.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,725 global accepts · Rating: 1400 · first AC: 2021-08-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[Vercingetorix's solution](#)

1632.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,734 global accepts · Rating: 1400 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[Vercingetorix's solution](#)

1633.

1505C

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Quality: 6,704 global accepts · Rating: 1400 · first AC: 2021-08-25 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[Vercingetorix's solution](#)

1634.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-08-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[Vercingetorix's solution](#)

1635.

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,660 global accepts · Rating: 1400 · first AC: 2021-08-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, sortings

[Vercingetorix's solution](#)

1636.

1506D

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

Quality: 25,536 global accepts · Rating: 1400 · first AC: 2021-08-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Vercingetorix's solution](#)

1637.

1559D1

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Quality: 16,031 global accepts · Rating: 1400 · first AC: 2021-08-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[Vercingetorix's solution](#)

1638.

1520E

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Quality: 28,612 global accepts · Rating: 1400 · first AC: 2021-08-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Vercingetorix's solution](#)

1639.

1540A

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Quality: 14,987 global accepts · Rating: 1400 · first AC: 2021-08-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[Vercingetorix's solution](#)

1640.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

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1641.

1551B2

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Quality: 16,664 global accepts · Rating: 1400 · first AC: 2021-08-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[Vercingetorix's solution](#)

1642.

1490E

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Quality: 20,994 global accepts · Rating: 1400 · first AC: 2021-03-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

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1643.

1427B

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Quality: 11,458 global accepts · Rating: 1400 · first AC: 2021-02-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Vercingetorix's solution](#)

1644.

1292A

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Quality: 13,871 global accepts · Rating: 1400 · first AC: 2021-02-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, implementation

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1645.

1456A

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Rating: 1400 · first AC: 2021-02-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

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1646.

1375C

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1647.

1266C

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1648.

1374D

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Quality: 31,093 global accepts · Rating: 1400 · first AC: 2021-02-02 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings, two pointers

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1649.

1475C

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Quality: 27,206 global accepts · Rating: 1400 · first AC: 2021-01-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, math

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1650.

1110B

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Quality: 16,594 global accepts · Rating: 1400 · first AC: 2021-01-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

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1651.

1462D

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1652.

1421C

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Quality: 13,542 global accepts · Rating: 1400 · first AC: 2020-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

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1653.

1451C

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1654.

1461B

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1655.

1365C

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Quality: 24,983 global accepts · Rating: 1400 · first AC: 2020-07-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

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1656.

1370C

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Quality: 27,142 global accepts · Rating: 1400 · first AC: 2020-07-09 · C++14 (GCC 6-32) (first AC) · Tags: games, math, number theory

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1657.

1369C

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Quality: 20,872 global accepts · Rating: 1400 · first AC: 2020-07-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings, two pointers

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1658.

1061B

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Quality: 7,643 global accepts · Rating: 1400 · first AC: 2018-11-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

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1659.

866A

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Rating: 1400 · first AC: 2018-01-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math

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1660.

868B

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Quality: 3,907 global accepts · Rating: 1400 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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1661.

286A

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Quality: 3,450 global accepts · Rating: 1400 · first AC: 2017-09-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

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1662.

277A

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Quality: 21,579 global accepts · Rating: 1400 · first AC: 2017-09-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu

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1663.

335A

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Quality: 2,846 global accepts · Rating: 1400 · first AC: 2017-09-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy

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1664.

316A2

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1665.

295A

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Quality: 26,009 global accepts · Rating: 1400 · first AC: 2017-09-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Vercingetorix's solution](#)

1666.

331A1

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1667.

851B

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Quality: 5,891 global accepts · Rating: 1400 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

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1668.

843A

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Quality: 5,959 global accepts · Rating: 1400 · first AC: 2017-08-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, implementation, math, sortings

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1669.

799B

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Quality: 10,175 global accepts · Rating: 1400 · first AC: 2017-07-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

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1670.

816B

[Karen and Coffee](#) · [Tutorial](#)

Quality: 27,380 global accepts · Rating: 1400 · first AC: 2017-07-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

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1671.

804B

[Minimum number of steps](#) · [Tutorial](#)

Quality: 10,162 global accepts · Rating: 1400 · first AC: 2017-07-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, implementation, math

[Vercingetorix's solution](#)

1672.

762B

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Quality: 10,578 global accepts · Rating: 1400 · first AC: 2017-01-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, two pointers

[Vercingetorix's solution](#)

1673.

762A

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Quality: 25,798 global accepts · Rating: 1400 · first AC: 2017-01-25 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Vercingetorix's solution](#)

1674.

727C

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Quality: 8,961 global accepts · Rating: 1400 · first AC: 2016-10-15 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math

[Vercingetorix's solution](#)

1675.

713A

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

Quality: 8,865 global accepts · Rating: 1400 · first AC: 2016-09-21 · GNU C++11 (first AC) · Tags: data structures, implementation

[Vercingetorix's solution](#)

1676.

710B

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Quality: 10,593 global accepts · Rating: 1400 · first AC: 2016-08-22 · GNU C++11 (first AC) · Tags: brute force, sortings

[Vercingetorix's solution](#)

1677.

703B

[Mishka and trip](#) · [Tutorial](#)

Quality: 6,057 global accepts · Rating: 1400 · first AC: 2016-08-04 · GNU C++11 (first AC) · Tags: implementation, math

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1678.

698A

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Quality: 37,948 global accepts · Rating: 1400 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: dp

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1679.

689A

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Quality: 5,489 global accepts · Rating: 1400 · first AC: 2016-07-06 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[Vercingetorix's solution](#)

1680.

683D

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Quality: 385 global accepts · Rating: 1400 · first AC: 2016-06-16 · Kotlin 1.4 (first AC) · Tags: *special, math

[Vercingetorix's solution](#)

1681.

679A

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

Quality: 15,449 global accepts · Rating: 1400 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math
[Vercingetorix's solution](#)

1682.

677B

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Quality: 7,920 global accepts · Rating: 1400 · first AC: 2016-06-01 · GNU C++11 (first AC) · Tags: implementation, math
[Vercingetorix's solution](#)

1683.

675B

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Quality: 7,734 global accepts · Rating: 1400 · first AC: 2016-05-20 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math
[Vercingetorix's solution](#)

1684.

670D1

[Magic Powder - 1](#) · [Tutorial](#)

Quality: 23,991 global accepts · Rating: 1400 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation
[Vercingetorix's solution](#)

1685.

668A

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Rating: 1400 · first AC: 2016-05-01 · GNU C++11 (first AC) · Tags: implementation
[Vercingetorix's solution](#)

1686.

665B

[Shopping](#) · [Tutorial](#)

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1687.

416A

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1688.

448B

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1689.

652A

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1690.

650A

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1691.

632B

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1692.

630L

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1693.

630H

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Quality: 5,665 global accepts · Rating: 1400 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: combinatorics, math

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1694.

493B

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1695.

492C

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Quality: 15,466 global accepts · Rating: 1400 · first AC: 2015-06-16 · GNU C++11 (first AC) · Tags: greedy, sortings

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1696.

526B

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Quality: 4,712 global accepts · Rating: 1400 · first AC: 2015-06-16 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, implementation

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1697.

548B

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1698.

507B

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1699.

546C

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1700.

550B

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Quality: 27,450 global accepts · Rating: 1400 · first AC: 2015-06-07 · GNU C++11 (first AC) · Tags: bitmasks, brute force

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1701.

538B

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Quality: 19,334 global accepts · Rating: 1400 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[Vercingetorix's solution](#)

1702.

525B

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Quality: 10,224 global accepts · Rating: 1400 · first AC: 2015-03-26 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, strings

[Vercingetorix's solution](#)

1703.

514B

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[Vercingetorix's solution](#)

1704.

516A

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Rating: 1400 · first AC: 2015-02-19 · MS C++ (first AC) · Tags: dp, greedy, implementation, math

[Vercingetorix's solution](#)

1705.

513B1

[Permutations](#) · [Tutorial](#)

Quality: 3,833 global accepts · Rating: 1400 · first AC: 2015-02-07 · MS C++ (first AC) · Tags: brute force

[Vercingetorix's solution](#)

1706.

479B

[Towers](#) · [Tutorial](#)

Quality: 8,429 global accepts · Rating: 1400 · first AC: 2014-12-30 · GNU C++0x (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[Vercingetorix's solution](#)

1707.

480A

[Exams](#) · [Tutorial](#)

Rating: 1400 · first AC: 2014-12-15 · MS C++ (first AC) · Tags: greedy, sortings

[Vercingetorix's solution](#)

1708.

290D

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Quality: 1,904 global accepts · Rating: 1400 · first AC: 2014-09-11 · MS C++ (first AC) · Tags: *special, implementation

[Vercingetorix's solution](#)

1709.

290A

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

Quality: 3,236 global accepts · Rating: 1400 · first AC: 2014-09-11 · MS C++ (first AC) · Tags: *special, implementation

[Vercingetorix's solution](#)

1710.

388A

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Quality: 11,939 global accepts · Rating: 1400 · first AC: 2014-08-12 · MS C++ (first AC) · Tags: greedy, sortings

[Vercingetorix's solution](#)

1711.

414B

[Mashmikh and ACM](#) · [Tutorial](#)

Quality: 29,185 global accepts · Rating: 1400 · first AC: 2014-07-27 · MS C++ (first AC) · Tags: combinatorics, dp, number theory

[Vercingetorix's solution](#)

1712.

435B

[Pasha Maximizes](#) · [Tutorial](#)

Quality: 7,561 global accepts · Rating: 1400 · first AC: 2014-07-12 · MS C++ (first AC) · Tags: greedy

[Vercingetorix's solution](#)

1713.

437C

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Quality: 14,995 global accepts · Rating: 1400 · first AC: 2014-07-11 · MS C++ (first AC) · Tags: graphs, greedy, sortings

[Vercingetorix's solution](#)

1714.

441B

[Valera and Fruits](#) · [Tutorial](#)

Quality: 7,511 global accepts · Rating: 1400 · first AC: 2014-07-09 · MS C++ (first AC) · Tags: greedy, implementation

[Vercingetorix's solution](#)

1715.

445B

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Quality: 14,762 global accepts · Rating: 1400 · first AC: 2014-07-06 · MS C++ (first AC) · Tags: dfs and similar, dsu, greedy

[Vercingetorix's solution](#)

1716.

2077A

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Quality: 14,582 global accepts · Rating: 1500 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Vercingetorix's solution](#)

1717.

2060E

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Quality: 12,253 global accepts · Rating: 1500 · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy

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1718.

2057C

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Quality: 13,801 global accepts · Rating: 1500 · first AC: 2025-01-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

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1719.

2053C

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1720.

1949B

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Quality: 4,898 global accepts · Rating: 1500 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings

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1721.

1933E

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Quality: 13,625 global accepts · Rating: 1500 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math, ternary search

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1722.

1924A

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1723.

1891C

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Quality: 20,355 global accepts · Rating: 1500 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[Vercingetorix's solution](#)

1724.

91B

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Quality: 7,737 global accepts · Rating: 1500 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

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1725.

91A

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Quality: 3,954 global accepts · Rating: 1500 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

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1726.

1881E

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Quality: 23,690 global accepts · Rating: 1500 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Vercingetorix's solution](#)

1727.

1876B

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[Vercingetorix's solution](#)

1728.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Vercingetorix's solution](#)

1729.

1765K

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Quality: 6,760 global accepts · Rating: 1500 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Vercingetorix's solution](#)

1730.

1765N

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Quality: 5,980 global accepts · Rating: 1500 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Vercingetorix's solution](#)

1731.

1872E

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Quality: 21,379 global accepts · Rating: 1500 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dp

[Vercingetorix's solution](#)

1732.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,028 global accepts · Rating: 1500 · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[Vercingetorix's solution](#)

1733.

74B

[Train](#) · [Tutorial](#)

Quality: 1,785 global accepts · Rating: 1500 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy

[Vercingetorix's solution](#)

1734.

1776L

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Quality: 11,554 global accepts · Rating: 1500 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[Vercingetorix's solution](#)

1735.

103B

[Cthulhu](#) · [Tutorial](#)

Quality: 10,655 global accepts · Rating: 1500 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs

[Vercingetorix's solution](#)

1736.

1842C

[Tenzing and Balls](#) · [Tutorial](#)

Quality: 16,494 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Vercingetorix's solution](#)

1737.

87A

[Trains](#) · [Tutorial](#)

Quality: 5,815 global accepts · Rating: 1500 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Vercingetorix's solution](#)

1738.

1817A

[Almost Increasing Subsequence](#) · [Tutorial](#)

Quality: 12,756 global accepts · Rating: 1500 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy

[Vercingetorix's solution](#)

1739.

1814C

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Quality: 12,470 global accepts · Rating: 1500 · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Vercingetorix's solution](#)

1740.

1789C

[Serval and Toxel's Arrays](#) · [Tutorial](#)

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math

[Vercingetorix's solution](#)

1741.

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,174 global accepts · Rating: 1500 · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Vercingetorix's solution](#)

1742.

1795C

[Tea Tasting](#) · [Tutorial](#)

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[Vercingetorix's solution](#)

1743.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,836 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[Vercingetorix's solution](#)

1744.

18A

[Triangle](#) · [Tutorial](#)

Quality: 6,959 global accepts · Rating: 1500 · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry

[Vercingetorix's solution](#)

1745.

10B

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Quality: 2,054 global accepts · Rating: 1500 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[Vercingetorix's solution](#)

1746.

29B

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Quality: 3,350 global accepts · Rating: 1500 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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1747.

1774B

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1748.

1767D

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Quality: 11,204 global accepts · Rating: 1500 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

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1749.

1760F

[Quests](#) · [Tutorial](#)

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[Vercingetorix's solution](#)

1750.

1722G

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Quality: 14,180 global accepts · Rating: 1500 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Vercingetorix's solution](#)

1751.

115B

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Quality: 2,841 global accepts · Rating: 1500 · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Vercingetorix's solution](#)

1752.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

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1753.

1732D1

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[Vercingetorix's solution](#)

1754.

1753A2

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Quality: 11,608 global accepts · Rating: 1500 · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy
[Vercingetorix's solution](#)

1755.

1744E1

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Quality: 12,651 global accepts · Rating: 1500 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory
[Vercingetorix's solution](#)

1756.

212E

[IT Restaurants · Tutorial](#)

Quality: 2,196 global accepts · Rating: 1500 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees
[Vercingetorix's solution](#)

1757.

1742F

[Smaller · Tutorial](#)

Quality: 14,014 global accepts · Rating: 1500 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings
[Vercingetorix's solution](#)

1758.

1742G

[Orray · Tutorial](#)

Quality: 13,264 global accepts · Rating: 1500 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings
[Vercingetorix's solution](#)

1759.

1738C

[Even Number Addicts · Tutorial](#)

Quality: 12,775 global accepts · Rating: 1500 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy, math
[Vercingetorix's solution](#)

1760.

1737C

[Ela and Crickets · Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, implementation, math
[Vercingetorix's solution](#)

1761.

1710A

[Color the Picture · Tutorial](#)

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[Vercingetorix's solution](#)

1762.

1690E

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Quality: 16,988 global accepts · Rating: 1500 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers
[Vercingetorix's solution](#)

1763.

1675E

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

Quality: 12,087 global accepts · Rating: 1500 · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: dsu, greedy, strings
[Vercingetorix's solution](#)

1764.

1325C

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Quality: 17,157 global accepts · Rating: 1500 · first AC: 2022-05-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Vercingetorix's solution](#)

1765.

1673C

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Quality: 18,011 global accepts · Rating: 1500 · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[Vercingetorix's solution](#)

1766.

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,055 global accepts · Rating: 1500 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math

[Vercingetorix's solution](#)

1767.

1313C1

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

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy

[Vercingetorix's solution](#)

1768.

204B

[Little Elephant and Cards](#) · [Tutorial](#)

Quality: 5,909 global accepts · Rating: 1500 · first AC: 2022-03-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[Vercingetorix's solution](#)

1769.

204A

[Little Elephant and Interval](#) · [Tutorial](#)

Quality: 6,590 global accepts · Rating: 1500 · first AC: 2022-03-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, dp

[Vercingetorix's solution](#)

1770.

191A

[Dynasty Puzzles](#) · [Tutorial](#)

Quality: 4,554 global accepts · Rating: 1500 · first AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Vercingetorix's solution](#)

1771.

271C

[Secret](#) · [Tutorial](#)

Quality: 3,136 global accepts · Rating: 1500 · first AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[Vercingetorix's solution](#)

1772.

256A

[Almost Arithmetical Progression](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, two pointers

[Vercingetorix's solution](#)

1773.

1651C

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

Quality: 11,583 global accepts · Rating: 1500 · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[Vercingetorix's solution](#)

1774.

187A

[Permutations](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 1500 · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Vercingetorix's solution](#)

1775.

229A

[Shifts](#) · [Tutorial](#)

Quality: 3,754 global accepts · Rating: 1500 · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, two pointers

[Vercingetorix's solution](#)

1776.

1646C

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

Quality: 19,517 global accepts · Rating: 1500 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[Vercingetorix's solution](#)

1777.

224B

[Array](#) · [Tutorial](#)

Quality: 7,916 global accepts · Rating: 1500 · first AC: 2022-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, implementation, two pointers

[Vercingetorix's solution](#)

1778.

1234C

[Pipes](#) · [Tutorial](#)

Quality: 13,485 global accepts · Rating: 1500 · first AC: 2022-02-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[Vercingetorix's solution](#)

1779.

288B

[Polo the Penguin and Houses](#) · [Tutorial](#)

Quality: 3,212 global accepts · Rating: 1500 · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics

[Vercingetorix's solution](#)

1780.

273A

[Dima and Staircase](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Vercingetorix's solution](#)

1781.

1400C

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

Quality: 18,505 global accepts · Rating: 1500 · first AC: 2022-02-18 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy

[Vercingetorix's solution](#)

1782.

274A

[k-Multiple Free Set](#) · [Tutorial](#)

Quality: 10,813 global accepts · Rating: 1500 · first AC: 2022-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[Vercingetorix's solution](#)

1783.

1487D

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Quality: 20,591 global accepts · Rating: 1500 · first AC: 2022-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math, number theory

[Vercingetorix's solution](#)

1784.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2022-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[Vercingetorix's solution](#)

1785.

1196C

[Robot Breakout](#) · [Tutorial](#)

Quality: 9,772 global accepts · Rating: 1500 · first AC: 2022-02-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Vercingetorix's solution](#)

1786.

1196D1

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

Quality: 11,131 global accepts · Rating: 1500 · first AC: 2022-02-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Vercingetorix's solution](#)

1787.

1419D2

[Sage's Birthday \(hard version\)](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1500 · first AC: 2022-02-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers

[Vercingetorix's solution](#)

1788.

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2022-02-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[Vercingetorix's solution](#)

1789.

1287B

[Hyperset](#) · [Tutorial](#)

Quality: 9,787 global accepts · Rating: 1500 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[Vercingetorix's solution](#)

1790.

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,536 global accepts · Rating: 1500 · first AC: 2022-01-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Vercingetorix's solution](#)

1791.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,152 global accepts · Rating: 1500 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[Vercingetorix's solution](#)

1792.

1250H

[Happy Birthday](#) · [Tutorial](#)

Quality: 4,290 global accepts · Rating: 1500 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: math

[Vercingetorix's solution](#)

1793.

1250L

[Divide The Students](#) · [Tutorial](#)

Quality: 4,690 global accepts · Rating: 1500 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[Vercingetorix's solution](#)

1794.

341B

[Bubble Sort Graph](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-01-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp

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1795.

1397B

[Power Sequence](#) · [Tutorial](#)

Quality: 15,466 global accepts · Rating: 1500 · first AC: 2022-01-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory, sortings

[Vercingetorix's solution](#)

1796.

293A

[Weird Game](#) · [Tutorial](#)

Quality: 3,197 global accepts · Rating: 1500 · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy

[Vercingetorix's solution](#)

1797.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[Vercingetorix's solution](#)

1798.

1154D

[Walking Robot](#) · [Tutorial](#)

Quality: 10,546 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Vercingetorix's solution](#)

1799.

1418C

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

Quality: 28,137 global accepts · Rating: 1500 · first AC: 2022-01-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, shortest paths

[Vercingetorix's solution](#)

1800.

329B

[Biridian Forest](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 1500 · first AC: 2021-12-31 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, shortest paths

[Vercingetorix's solution](#)

1801.

329A

[Purification](#) · [Tutorial](#)

Quality: 4,805 global accepts · Rating: 1500 · first AC: 2021-12-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Vercingetorix's solution](#)

1802.

1616C

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

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, implementation, math

[Vercingetorix's solution](#)

1803.

425A

[Sereja and Swaps](#) · [Tutorial](#)

Quality: 4,166 global accepts · Rating: 1500 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings

[Vercingetorix's solution](#)

1804.

960B

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

Quality: 12,395 global accepts · Rating: 1500 · first AC: 2021-12-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[Vercingetorix's solution](#)

1805.

1081C

[Colorful Bricks](#) · [Tutorial](#)

Quality: 8,558 global accepts · Rating: 1500 · first AC: 2021-12-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Vercingetorix's solution](#)**1806.**

1081B

[Farewell Party](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 1500 · first AC: 2021-12-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[Vercingetorix's solution](#)**1807.**

494A

[Treasure](#) · [Tutorial](#)

Quality: 6,549 global accepts · Rating: 1500 · first AC: 2021-12-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Vercingetorix's solution](#)**1808.**

1408C

[Discrete Acceleration](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2021-12-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, implementation, math, two pointers

[Vercingetorix's solution](#)**1809.**

2A

[Winner](#) · [Tutorial](#)

Quality: 31,230 global accepts · Rating: 1500 · first AC: 2021-12-12 · C++20 (GCC 11-64) (first AC) · Tags: hashing, implementation

[Vercingetorix's solution](#)**1810.**

1249C2

[Good Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 13,535 global accepts · Rating: 1500 · first AC: 2021-12-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, meet-in-the-middle

[Vercingetorix's solution](#)**1811.**

1614C

[Divan and bitwise operations](#) · [Tutorial](#)

Quality: 11,314 global accepts · Rating: 1500 · first AC: 2021-11-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[Vercingetorix's solution](#)**1812.**

1611D

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

Quality: 11,598 global accepts · Rating: 1500 · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, trees

[Vercingetorix's solution](#)**1813.**

1218F

[Workout plan](#) · [Tutorial](#)

Quality: 3,192 global accepts · Rating: 1500 · first AC: 2021-11-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Vercingetorix's solution](#)**1814.**

1296D

[Fight with Monsters](#) · [Tutorial](#)

Quality: 15,097 global accepts · Rating: 1500 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Vercingetorix's solution](#)

1815.

1296C

[Yet Another Walking Robot](#) · [Tutorial](#)

Quality: 15,725 global accepts · Rating: 1500 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[Vercingetorix's solution](#)

1816.

1473C

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

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-11-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Vercingetorix's solution](#)

1817.

997A

[Convert to Ones](#) · [Tutorial](#)

Quality: 8,663 global accepts · Rating: 1500 · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[Vercingetorix's solution](#)

1818.

1012A

[Photo of The Sky](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 1500 · first AC: 2021-11-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, sortings

[Vercingetorix's solution](#)

1819.

1010A

[Fly](#) · [Tutorial](#)

Quality: 9,004 global accepts · Rating: 1500 · first AC: 2021-11-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Vercingetorix's solution](#)

1820.

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,224 global accepts · Rating: 1500 · first AC: 2021-11-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Vercingetorix's solution](#)

1821.

1323B

[Count Subrectangles](#) · [Tutorial](#)

Quality: 11,767 global accepts · Rating: 1500 · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation

[Vercingetorix's solution](#)

1822.

1084C

[The Fair Nut and String](#) · [Tutorial](#)

Quality: 11,662 global accepts · Rating: 1500 · first AC: 2021-10-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation

[Vercingetorix's solution](#)

1823.

1283C

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

Quality: 14,155 global accepts · Rating: 1500 · first AC: 2021-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, math

[Vercingetorix's solution](#)

1824.

1158A

[The Party and Sweets](#) · [Tutorial](#)

Quality: 8,339 global accepts · Rating: 1500 · first AC: 2021-10-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers

[Vercingetorix's solution](#)

1825.

1161A

[Hide and Seek](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-10-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs

[Vercingetorix's solution](#)

1826.

1484B

[Restore Modulo](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Vercingetorix's solution](#)

1827.

1579C

[Ticks](#) · [Tutorial](#)

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

[Vercingetorix's solution](#)

1828.

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Vercingetorix's solution](#)

1829.

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,860 global accepts · Rating: 1500 · first AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Vercingetorix's solution](#)

1830.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1500 · first AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[Vercingetorix's solution](#)

1831.

1256D

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

Quality: 12,748 global accepts · Rating: 1500 · first AC: 2021-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Vercingetorix's solution](#)

1832.

1340A

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

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2021-09-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[Vercingetorix's solution](#)

1833.

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Vercingetorix's solution](#)

1834.

1515D

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

Quality: 12,821 global accepts · Rating: 1500 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[Vercingetorix's solution](#)

1835.

1499C

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

Quality: 13,420 global accepts · Rating: 1500 · first AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math

[Vercingetorix's solution](#)

1836.

1466D

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

Quality: 14,632 global accepts · Rating: 1500 · first AC: 2021-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, trees

[Vercingetorix's solution](#)

1837.

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,959 global accepts · Rating: 1500 · first AC: 2021-09-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation

[Vercingetorix's solution](#)

1838.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,310 global accepts · Rating: 1500 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Vercingetorix's solution](#)

1839.

1526C1

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

Quality: 27,190 global accepts · Rating: 1500 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy

[Vercingetorix's solution](#)

1840.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, strings

[Vercingetorix's solution](#)

1841.

1399D

[Binary String To Subsequences](#) · [Tutorial](#)

Quality: 19,902 global accepts · Rating: 1500 · first AC: 2021-08-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Vercingetorix's solution](#)

1842.

1506E

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

Quality: 14,195 global accepts · Rating: 1500 · first AC: 2021-08-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Vercingetorix's solution](#)

1843.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-08-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[Vercingetorix's solution](#)

1844.

1444A

[Division](#) · [Tutorial](#)

Quality: 14,409 global accepts · Rating: 1500 · first AC: 2021-08-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Vercingetorix's solution](#)

1845.

1538F

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

Quality: 22,215 global accepts · Rating: 1500 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math, number theory

[Vercingetorix's solution](#)

1846.

1545A

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

Quality: 14,883 global accepts · Rating: 1500 · first AC: 2021-08-08 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[Vercingetorix's solution](#)

1847.

1551C

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

Quality: 14,542 global accepts · Rating: 1500 · first AC: 2021-08-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, strings

[Vercingetorix's solution](#)

1848.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-08-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings, two pointers

[Vercingetorix's solution](#)

1849.

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,374 global accepts · Rating: 1500 · first AC: 2021-08-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

[Vercingetorix's solution](#)

1850.

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,122 global accepts · Rating: 1500 · first AC: 2021-08-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, hashing, number theory

[Vercingetorix's solution](#)

1851.

1542B

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

Quality: 26,538 global accepts · Rating: 1500 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Vercingetorix's solution](#)

1852.

22B

[Bargaining Table](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1500 · first AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[Vercingetorix's solution](#)

1853.

1490F

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

Quality: 18,382 global accepts · Rating: 1500 · first AC: 2021-03-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[Vercingetorix's solution](#)

1854.

1272D

[Remove One Element](#) · [Tutorial](#)

Quality: 19,286 global accepts · Rating: 1500 · first AC: 2021-02-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[Vercingetorix's solution](#)

1855.

1439A1

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

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2021-02-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Vercingetorix's solution](#)

1856.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,496 global accepts · Rating: 1500 · first AC: 2021-02-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Vercingetorix's solution](#)

1857.

1486B

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

Quality: 20,483 global accepts · Rating: 1500 · first AC: 2021-02-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, shortest paths, sortings

[Vercingetorix's solution](#)

1858.

1264A

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

Quality: 10,440 global accepts · Rating: 1500 · first AC: 2021-02-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Vercingetorix's solution](#)

1859.

1299A

[Anu Has a Function](#) · [Tutorial](#)

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[Vercingetorix's solution](#)

1860.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2021-02-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Vercingetorix's solution](#)

1861.

1368B

[Codeforces Subsequences](#) · [Tutorial](#)

Quality: 21,430 global accepts · Rating: 1500 · first AC: 2021-02-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[Vercingetorix's solution](#)

1862.

1326D1

[Prefix-Suffix Palindrome \(Easy version\)](#) · [Tutorial](#)

Quality: 13,295 global accepts · Rating: 1500 · first AC: 2021-02-11 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings

[Vercingetorix's solution](#)

1863.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 1500 · first AC: 2021-02-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Vercingetorix's solution](#)

1864.

1404A

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

Quality: 19,391 global accepts · Rating: 1500 · first AC: 2021-02-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Vercingetorix's solution](#)

1865.

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2021-02-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Vercingetorix's solution](#)

1866.

1409D

[Decrease the Sum of Digits](#) · [Tutorial](#)

Quality: 21,390 global accepts · Rating: 1500 · first AC: 2021-02-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Vercingetorix's solution](#)

1867.

1119C

[Ramesses and Corner Inversion](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2021-01-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Vercingetorix's solution](#)

1868.

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2021-01-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Vercingetorix's solution](#)

1869.

1416A

[k-Amazing Numbers](#) · [Tutorial](#)

Quality: 16,722 global accepts · Rating: 1500 · first AC: 2021-01-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[Vercingetorix's solution](#)

1870.

1462E1

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

Quality: 15,216 global accepts · Rating: 1500 · first AC: 2020-12-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, math, sortings, two pointers

[Vercingetorix's solution](#)

1871.

930A

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

Quality: 8,387 global accepts · Rating: 1500 · first AC: 2020-12-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[Vercingetorix's solution](#)

1872.

1179A

[Valeriy and Deque](#) · [Tutorial](#)

Quality: 11,799 global accepts · Rating: 1500 · first AC: 2020-12-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Vercingetorix's solution](#)

1873.

1372C

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

Quality: 19,091 global accepts · Rating: 1500 · first AC: 2020-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Vercingetorix's solution](#)

1874.

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1500 · first AC: 2020-12-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[Vercingetorix's solution](#)

1875.

1236B

[Alice and the List of Presents](#) · [Tutorial](#)

Quality: 12,055 global accepts · Rating: 1500 · first AC: 2020-11-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Vercingetorix's solution](#)

1876.

1426D

[Non-zero Segments](#) · [Tutorial](#)

Quality: 17,600 global accepts · Rating: 1500 · first AC: 2020-11-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Vercingetorix's solution](#)

1877.

1379A

[Acacius and String](#) · [Tutorial](#)

Quality: 12,328 global accepts · Rating: 1500 · first AC: 2020-11-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Vercingetorix's solution](#)

1878.

1379B

[Dubious Cyprto](#) · [Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2020-11-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, number theory

[Vercingetorix's solution](#)

1879.

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,670 global accepts · Rating: 1500 · first AC: 2020-11-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics

[Vercingetorix's solution](#)

1880.

1066B

[Heaters](#) · [Tutorial](#)

Quality: 9,380 global accepts · Rating: 1500 · first AC: 2018-12-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[Vercingetorix's solution](#)

1881.

1072B

[Curiosity Has No Limits](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Vercingetorix's solution](#)

1882.

1054C

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

Quality: 4,488 global accepts · Rating: 1500 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

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1883.

908C

[New Year and Curling](#) · [Tutorial](#)

Quality: 7,203 global accepts · Rating: 1500 · first AC: 2018-01-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math

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1884.

901A

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Quality: 5,377 global accepts · Rating: 1500 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

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1885.

891A

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Quality: 14,280 global accepts · Rating: 1500 · first AC: 2017-12-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

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1886.

875B

[Sorting the Coins](#) · [Tutorial](#)

Quality: 5,392 global accepts · Rating: 1500 · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: dsu, implementation, sortings, two pointers

[Vercingetorix's solution](#)

1887.

868C

[Qualification Rounds](#) · [Tutorial](#)

Quality: 5,026 global accepts · Rating: 1500 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[Vercingetorix's solution](#)

1888.

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,022 global accepts · Rating: 1500 · first AC: 2017-10-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[Vercingetorix's solution](#)

1889.

316E1

[Summer Homework](#) · [Tutorial](#)

Quality: 1,548 global accepts · Rating: 1500 · first AC: 2017-09-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[Vercingetorix's solution](#)

1890.

316B1

[EKG](#) · [Tutorial](#)

Quality: 1,498 global accepts · Rating: 1500 · first AC: 2017-09-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar

[Vercingetorix's solution](#)

1891.

855B

[Marvolo Gaunt's Ring](#) · [Tutorial](#)

Quality: 9,945 global accepts · Rating: 1500 · first AC: 2017-09-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[Vercingetorix's solution](#)

1892.

331A2

[Oh Sweet Beaverette](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 1500 · first AC: 2017-09-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[Vercingetorix's solution](#)

1893.

325A

[Square and Rectangles](#) · [Tutorial](#)

Quality: 2,301 global accepts · Rating: 1500 · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Vercingetorix's solution](#)

1894.

861B

[Which floor?](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Vercingetorix's solution](#)

1895.

860A

[Did you mean...](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-09-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Vercingetorix's solution](#)

1896.

859C

[Pie Rules](#) · [Tutorial](#)

Quality: 6,076 global accepts · Rating: 1500 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[Vercingetorix's solution](#)

1897.

839C

[Journey](#) · [Tutorial](#)

Quality: 20,097 global accepts · Rating: 1500 · first AC: 2017-09-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees

[Vercingetorix's solution](#)

1898.

837C

[Two Seals](#) · [Tutorial](#)

Quality: 4,561 global accepts · Rating: 1500 · first AC: 2017-09-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Vercingetorix's solution](#)

1899.

853A

[Planning](#) · [Tutorial](#)

Quality: 6,190 global accepts · Rating: 1500 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Vercingetorix's solution](#)

1900.

845C

[Two TVs](#) · [Tutorial](#)

Quality: 13,735 global accepts · Rating: 1500 · first AC: 2017-08-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[Vercingetorix's solution](#)

1901.

790A

[Bear and Different Names](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-08-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Vercingetorix's solution](#)

1902.

812C

[Sagheer and Nubian Market](#) · [Tutorial](#)

Quality: 17,499 global accepts · Rating: 1500 · first AC: 2017-08-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[Vercingetorix's solution](#)

1903.

809A

[Do you want a date?](#) · [Tutorial](#)

Quality: 4,875 global accepts · Rating: 1500 · first AC: 2017-08-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings

[Vercingetorix's solution](#)

1904.

825D

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

Quality: 3,728 global accepts · Rating: 1500 · first AC: 2017-08-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation

[Vercingetorix's solution](#)

1905.

795D

[Lie or Truth](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-04-05 · MS C# (first AC) · Tags: *special, implementation, sortings

[Vercingetorix's solution](#)

1906.

749C

[Voting](#) · [Tutorial](#)

Quality: 6,255 global accepts · Rating: 1500 · first AC: 2016-12-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers
[Vercingetorix's solution](#)

1907.

744A

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

Quality: 9,730 global accepts · Rating: 1500 · first AC: 2016-12-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs
[Vercingetorix's solution](#)

1908.

710C

[Magic Odd Square](#) · [Tutorial](#)

Quality: 5,552 global accepts · Rating: 1500 · first AC: 2016-08-22 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[Vercingetorix's solution](#)

1909.

702C

[Cellular Network](#) · [Tutorial](#)

Quality: 22,891 global accepts · Rating: 1500 · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: binary search, implementation, two pointers
[Vercingetorix's solution](#)

1910.

702B

[Powers of Two](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1500 · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, math
[Vercingetorix's solution](#)

1911.

356A

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

Quality: 16,790 global accepts · Rating: 1500 · first AC: 2016-07-20 · GNU C++11 (first AC) · Tags: data structures, dsu
[Vercingetorix's solution](#)

1912.

696A

[Lorenzo Von Matterhorn](#) · [Tutorial](#)

Quality: 6,458 global accepts · Rating: 1500 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, trees
[Vercingetorix's solution](#)

1913.

690C2

[Brain Network \(medium\)](#) · [Tutorial](#)

Quality: 5,010 global accepts · Rating: 1500 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees
[Vercingetorix's solution](#)

1914.

354A

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,658 global accepts · Rating: 1500 · first AC: 2016-07-08 · GNU C++11 (first AC) · Tags: brute force, greedy, math
[Vercingetorix's solution](#)

1915.

367A

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

Quality: 4,546 global accepts · Rating: 1500 · first AC: 2016-07-01 · GNU C++11 (first AC) · Tags: data structures, implementation
[Vercingetorix's solution](#)

1916.

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,483 global accepts · Rating: 1500 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: dfs and similar, graphs
[Vercingetorix's solution](#)

1917.

611C

[New Year and Domino](#) · [Tutorial](#)

Quality: 9,027 global accepts · Rating: 1500 · first AC: 2016-06-12 · GNU C++11 (first AC) · Tags: dp, implementation

[Vercingetorix's solution](#)

1918.

674A

[Bear and Colors](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-06-09 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[Vercingetorix's solution](#)

1919.

566F

[Clique in the Divisibility Graph](#) · [Tutorial](#)

Quality: 4,301 global accepts · Rating: 1500 · first AC: 2016-06-05 · GNU C++11 (first AC) · Tags: dp, math, number theory

[Vercingetorix's solution](#)

1920.

677C

[Vanya and Label](#) · [Tutorial](#)

Quality: 6,956 global accepts · Rating: 1500 · first AC: 2016-06-01 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, implementation, strings

[Vercingetorix's solution](#)

1921.

676B

[Pyramid of Glasses](#) · [Tutorial](#)

Quality: 5,835 global accepts · Rating: 1500 · first AC: 2016-05-25 · GNU C++11 (first AC) · Tags: implementation, math

[Vercingetorix's solution](#)

1922.

676C

[Vasya and String](#) · [Tutorial](#)

Quality: 22,437 global accepts · Rating: 1500 · first AC: 2016-05-25 · GNU C++11 (first AC) · Tags: binary search, dp, strings, two pointers

[Vercingetorix's solution](#)

1923.

670D2

[Magic Powder - 2](#) · [Tutorial](#)

Quality: 19,392 global accepts · Rating: 1500 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: binary search, implementation

[Vercingetorix's solution](#)

1924.

504A

[Misha and Forest](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-04-06 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, graphs, greedy

[Vercingetorix's solution](#)

1925.

659D

[Bicycle Race](#) · [Tutorial](#)

Quality: 6,710 global accepts · Rating: 1500 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: geometry, implementation, math

[Vercingetorix's solution](#)

1926.

576A

[Vasya and Petya's Game](#) · [Tutorial](#)

Quality: 15,929 global accepts · Rating: 1500 · first AC: 2016-03-24 · GNU C++11 (first AC) · Tags: math, number theory

[Vercingetorix's solution](#)

1927.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,978 global accepts · Rating: 1500 · first AC: 2016-03-21 · GNU C++11 (first AC) · Tags: dp

[Vercingetorix's solution](#)

1928.

587A

[Duff and Weight Lifting](#) · [Tutorial](#)

Quality: 8,326 global accepts · Rating: 1500 · first AC: 2016-03-12 · GNU C++11 (first AC) · Tags: greedy

[Vercingetorix's solution](#)

1929.

630K

[Indivisibility](#) · [Tutorial](#)

Quality: 6,337 global accepts · Rating: 1500 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: math, number theory

[Vercingetorix's solution](#)

1930.

557B

[Pasha and Tea](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1500 · first AC: 2015-07-31 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math, sortings

[Vercingetorix's solution](#)

1931.

555A

[Case of Matryoshkas](#) · [Tutorial](#)

Quality: 6,683 global accepts · Rating: 1500 · first AC: 2015-07-31 · GNU C++11 (first AC) · Tags: implementation

[Vercingetorix's solution](#)

1932.

553A

[Kyoya and Colored Balls](#) · [Tutorial](#)

Quality: 9,831 global accepts · Rating: 1500 · first AC: 2015-07-30 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[Vercingetorix's solution](#)

1933.

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,647 global accepts · Rating: 1500 · first AC: 2015-06-07 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation, strings

[Vercingetorix's solution](#)

1934.

550C

[Divisibility by Eight](#) · [Tutorial](#)

Quality: 32,138 global accepts · Rating: 1500 · first AC: 2015-06-07 · GNU C++11 (first AC) · Tags: brute force, dp, math

[Vercingetorix's solution](#)

1935.

528A

[Glass Carving](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-03-17 · GNU C++0x (first AC) · Tags: data structures, implementation

[Vercingetorix's solution](#)

1936.

521A

[DNA Alignment](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-03-02 · GNU C++0x (first AC) · Tags: greedy, math

[Vercingetorix's solution](#)

1937.

468A

[24 Game](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1500 · first AC: 2015-01-04 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy, math

[Vercingetorix's solution](#)

1938.

497A

[Removing Columns](#) · [Tutorial](#)

Rating: 1500 · first AC: 2014-12-17 · GNU C++ (first AC) · Tags: greedy

[Vercingetorix's solution](#)

1939.

290B

[QR code](#) · [Tutorial](#)

Quality: 2,617 global accepts · Rating: 1500 · first AC: 2014-09-11 · MS C++ (first AC) · Tags: *special, implementation

[Vercingetorix's solution](#)

1940.

403A

[Searching for Graph](#) · [Tutorial](#)

Rating: 1500 · first AC: 2014-08-08 · MS C++ (first AC) · Tags: constructive algorithms, graphs

[Vercingetorix's solution](#)

1941.

414A

[Mashmokh and Numbers](#) · [Tutorial](#)

Quality: 10,565 global accepts · Rating: 1500 · first AC: 2014-07-27 · MS C++ (first AC) · Tags: constructive algorithms, number theory

[Vercingetorix's solution](#)

1942.

437B

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

Quality: 10,449 global accepts · Rating: 1500 · first AC: 2014-07-11 · MS C++ (first AC) · Tags: bitmasks, greedy, implementation, sortings

[Vercingetorix's solution](#)

1943.

441C

[Valera and Tubes](#) · [Tutorial](#)

Quality: 11,922 global accepts · Rating: 1500 · first AC: 2014-07-09 · MS C++ (first AC) · Tags: constructive algorithms, dfs and similar, implementation

[Vercingetorix's solution](#)

1944.

443B

[Kolya and Tandem Repeat](#) · [Tutorial](#)

Quality: 4,275 global accepts · Rating: 1500 · first AC: 2014-07-08 · MS C++ (first AC) · Tags: brute force, implementation, strings

[Vercingetorix's solution](#)

1945.

2061D

[Kevin and Numbers](#) · [Tutorial](#)

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[Vercingetorix's solution](#)

1946.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,960 global accepts · Rating: 1600 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, combinatorics, dp

[Vercingetorix's solution](#)

1947.

2051E

[Best Price](#) · [Tutorial](#)

Quality: 11,957 global accepts · Rating: 1600 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[Vercingetorix's solution](#)

1948.

2046B

[Move Back at a Cost](#) · [Tutorial](#)

Quality: 10,868 global accepts · Rating: 1600 · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[Vercingetorix's solution](#)

1949.

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1600 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[Vercingetorix's solution](#)

1950.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,718 global accepts · Rating: 1600 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[Vercingetorix's solution](#)

1951.

1904D1

[Set To Max \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,621 global accepts · Rating: 1600 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Vercingetorix's solution](#)

1952.

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,797 global accepts · Rating: 1600 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, number theory

[Vercingetorix's solution](#)

1953.

1862E

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

Quality: 12,784 global accepts · Rating: 1600 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Vercingetorix's solution](#)

1954.

1886C

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

Quality: 16,606 global accepts · Rating: 1600 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Vercingetorix's solution](#)

1955.

1878D

[Reverse Madness](#) · [Tutorial](#)

Quality: 10,108 global accepts · Rating: 1600 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Vercingetorix's solution](#)

1956.

1861C

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

Quality: 12,315 global accepts · Rating: 1600 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[Vercingetorix's solution](#)

1957.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,331 global accepts · Rating: 1600 · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp

[Vercingetorix's solution](#)

1958.

107B

[Basketball Team](#) · [Tutorial](#)

Quality: 4,273 global accepts · Rating: 1600 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Vercingetorix's solution](#)

1959.

1849C

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

Quality: 12,532 global accepts · Rating: 1600 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[Vercingetorix's solution](#)

1960.

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,130 global accepts · Rating: 1600 · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, math

[Vercingetorix's solution](#)

1961.

1840E

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

Quality: 9,308 global accepts · Rating: 1600 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, implementation

[Vercingetorix's solution](#)

1962.

1833E

[Round Dance](#) · [Tutorial](#)

Quality: 18,412 global accepts · Rating: 1600 · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths

[Vercingetorix's solution](#)

1963.

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,930 global accepts · Rating: 1600 · first AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive

[Vercingetorix's solution](#)

1964.

55B

[Smallest number](#) · [Tutorial](#)

Quality: 3,447 global accepts · Rating: 1600 · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[Vercingetorix's solution](#)

1965.

1822E

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

Quality: 12,357 global accepts · Rating: 1600 · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, strings

[Vercingetorix's solution](#)

1966.

1798D

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

Quality: 14,078 global accepts · Rating: 1600 · first AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Vercingetorix's solution](#)

1967.

1795D

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

Quality: 13,071 global accepts · Rating: 1600 · first AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Vercingetorix's solution](#)

1968.

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,651 global accepts · Rating: 1600 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[Vercingetorix's solution](#)

1969.

1801A

[The Very Beautiful Blanket](#) · [Tutorial](#)

Quality: 9,748 global accepts · Rating: 1600 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[Vercingetorix's solution](#)

1970.

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[Vercingetorix's solution](#)

1971.

1781C

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

Quality: 10,460 global accepts · Rating: 1600 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[Vercingetorix's solution](#)

1972.

1775C

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

Quality: 14,209 global accepts · Rating: 1600 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[Vercingetorix's solution](#)

1973.

73A

[The Elder Trolls IV: Oblivon](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 1600 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Vercingetorix's solution](#)

1974.

40B

[Repaintings](#) · [Tutorial](#)

Quality: 1,397 global accepts · Rating: 1600 · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: math

[Vercingetorix's solution](#)

1975.

1703G

[Good Key, Bad Key](#) · [Tutorial](#)

Quality: 12,746 global accepts · Rating: 1600 · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[Vercingetorix's solution](#)

1976.

36B

[Fractal](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 1600 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Vercingetorix's solution](#)

1977.

70B

[Text Messaging](#) · [Tutorial](#)

Quality: 2,102 global accepts · Rating: 1600 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: expression parsing, greedy, strings

[Vercingetorix's solution](#)

1978.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,389 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Vercingetorix's solution](#)

1979.

113A

[Grammar Lessons](#) · [Tutorial](#)

Quality: 2,603 global accepts · Rating: 1600 · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Vercingetorix's solution](#)

1980.

1771C

[Hossam and Trainees](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 1600 · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Vercingetorix's solution](#)

1981.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,226 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[Vercingetorix's solution](#)

1982.

1722E

[Counting Rectangles](#) · [Tutorial](#)

Quality: 13,368 global accepts · Rating: 1600 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, implementation

[Vercingetorix's solution](#)

1983.

1748C

[Zero-Sum Prefixes](#) · [Tutorial](#)

Quality: 13,009 global accepts · Rating: 1600 · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Vercingetorix's solution](#)

1984.

1753B

[Factorial Divisibility](#) · [Tutorial](#)

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Vercingetorix's solution](#)

1985.

1730B

[Meeting on the Line](#) · [Tutorial](#)

Quality: 17,261 global accepts · Rating: 1600 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[Vercingetorix's solution](#)

1986.

763A

[Timofey and a tree](#) · [Tutorial](#)

Quality: 11,868 global accepts · Rating: 1600 · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[Vercingetorix's solution](#)

1987.

1175C

[Electrification](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1600 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy

[Vercingetorix's solution](#)

1988.

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,432 global accepts · Rating: 1600 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, expression parsing, implementation

[Vercingetorix's solution](#)

1989.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,446 global accepts · Rating: 1600 · first AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive

algorithms, greedy, implementation

[Vercingetorix's solution](#)

1990.

1698D

[Fixed Point Guessing](#) · [Tutorial](#)

Quality: 12,086 global accepts · Rating: 1600 · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[Vercingetorix's solution](#)

1991.

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,475 global accepts · Rating: 1600 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[Vercingetorix's solution](#)

1992.

138A

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

Quality: 2,590 global accepts · Rating: 1600 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Vercingetorix's solution](#)

1993.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,802 global accepts · Rating: 1600 · first AC: 2022-06-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[Vercingetorix's solution](#)

1994.

1437D

[Minimal Height Tree](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2022-06-06 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths, trees

[Vercingetorix's solution](#)

1995.

1687A

[The Enchanted Forest](#) · [Tutorial](#)

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Vercingetorix's solution](#)

1996.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,129 global accepts · Rating: 1600 · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, strings, two pointers

[Vercingetorix's solution](#)

1997.

1677A

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

Quality: 9,355 global accepts · Rating: 1600 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp

[Vercingetorix's solution](#)

1998.

1184D1

[Parallel Universes \(Easy\)](#) · [Tutorial](#)

Quality: 2,789 global accepts · Rating: 1600 · first AC: 2022-04-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Vercingetorix's solution](#)

1999.

1184C1

[Heidi and the Turing Test \(Easy\)](#) · [Tutorial](#)

Quality: 2,938 global accepts · Rating: 1600 · first AC: 2022-04-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Vercingetorix's solution](#)

2000.

1671D

[Insert a Progression](#) · [Tutorial](#)

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Vercingetorix's solution](#)

2001.

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-04-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, trees

[Vercingetorix's solution](#)

2002.

1660D

[Maximum Product Strikes Back](#) · [Tutorial](#)

Quality: 11,498 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, two pointers

[Vercingetorix's solution](#)

2003.

1660E

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

Quality: 8,088 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Vercingetorix's solution](#)

2004.

1514C

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

Quality: 18,290 global accepts · Rating: 1600 · first AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory

[Vercingetorix's solution](#)

2005.

1658D1

[388535 \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[Vercingetorix's solution](#)

2006.

142A

[Help Farmer](#) · [Tutorial](#)

Quality: 2,844 global accepts · Rating: 1600 · first AC: 2022-03-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Vercingetorix's solution](#)

2007.

150B

[Quantity of Strings](#) · [Tutorial](#)

Quality: 5,316 global accepts · Rating: 1600 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[Vercingetorix's solution](#)

2008.

156B

[Suspects](#) · [Tutorial](#)

Quality: 2,449 global accepts · Rating: 1600 · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, implementation

[Vercingetorix's solution](#)

2009.

244B

[Undoubtedly Lucky Numbers](#) · [Tutorial](#)

Quality: 4,931 global accepts · Rating: 1600 · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar

[Vercingetorix's solution](#)

2010.

214B

[Homework](#) · [Tutorial](#)

Quality: 5,352 global accepts · Rating: 1600 · first AC: 2022-03-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Vercingetorix's solution](#)

2011.

131D

[Subway](#) · [Tutorial](#)

Quality: 5,265 global accepts · Rating: 1600 · first AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[Vercingetorix's solution](#)

2012.

197A

[Plate Game](#) · [Tutorial](#)

Quality: 6,845 global accepts · Rating: 1600 · first AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, math

[Vercingetorix's solution](#)

2013.

240C

[Practice](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[Vercingetorix's solution](#)

2014.

240A

[Cinema](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Vercingetorix's solution](#)

2015.

235A

[LCM Challenge](#) · [Tutorial](#)

Quality: 20,983 global accepts · Rating: 1600 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: number theory

[Vercingetorix's solution](#)

2016.

243A

[The Brand New Function](#) · [Tutorial](#)

Quality: 4,466 global accepts · Rating: 1600 · first AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks

[Vercingetorix's solution](#)

2017.

96C

[Hockey](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-03-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Vercingetorix's solution](#)

2018.

1234D

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

Quality: 18,590 global accepts · Rating: 1600 · first AC: 2022-02-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Vercingetorix's solution](#)

2019.

167A

[Wizards and Trolleybuses](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 1600 · first AC: 2022-02-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Vercingetorix's solution](#)

2020.

154B

[Colliders](#) · [Tutorial](#)

Quality: 6,125 global accepts · Rating: 1600 · first AC: 2022-02-26 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Vercingetorix's solution](#)

2021.

154A

[Homework](#) · [Tutorial](#)

Quality: 4,327 global accepts · Rating: 1600 · first AC: 2022-02-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Vercingetorix's solution](#)

2022.

314A

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

Quality: 2,172 global accepts · Rating: 1600 · first AC: 2022-02-24 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Vercingetorix's solution](#)

2023.

297B

[Fish Weight](#) · [Tutorial](#)

Quality: 3,766 global accepts · Rating: 1600 · first AC: 2022-02-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Vercingetorix's solution](#)

2024.

317A

[Perfect Pair](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1600 · first AC: 2022-02-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[Vercingetorix's solution](#)

2025.

273B

[Dima and Two Sequences](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics

[Vercingetorix's solution](#)

2026.

1468K

[The Robot](#) · [Tutorial](#)

Quality: 5,604 global accepts · Rating: 1600 · first AC: 2022-02-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Vercingetorix's solution](#)

2027.

1455D

[Sequence and Swaps](#) · [Tutorial](#)

Quality: 13,204 global accepts · Rating: 1600 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[Vercingetorix's solution](#)

2028.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,611 global accepts · Rating: 1600 · first AC: 2022-02-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math

[Vercingetorix's solution](#)

2029.

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,079 global accepts · Rating: 1600 · first AC: 2022-02-10 · C++14 (GCC 6-32) (first AC) · Tags: games, trees

[Vercingetorix's solution](#)

2030.

1196D2

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

Quality: 10,436 global accepts · Rating: 1600 · first AC: 2022-02-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, two pointers

[Vercingetorix's solution](#)

2031.

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,401 global accepts · Rating: 1600 · first AC: 2022-02-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Vercingetorix's solution](#)

2032.

333A

[Secrets](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1600 · first AC: 2022-02-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Vercingetorix's solution](#)

2033.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,698 global accepts · Rating: 1600 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Vercingetorix's solution](#)

2034.

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,073 global accepts · Rating: 1600 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[Vercingetorix's solution](#)

2035.

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,681 global accepts · Rating: 1600 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, two pointers

[Vercingetorix's solution](#)

2036.

322B

[Ciel and Flowers](#) · [Tutorial](#)

Quality: 13,199 global accepts · Rating: 1600 · first AC: 2022-01-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Vercingetorix's solution](#)

2037.

269A

[Magical Boxes](#) · [Tutorial](#)

Quality: 3,699 global accepts · Rating: 1600 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Vercingetorix's solution](#)

2038.

232A

[Cycles](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: 1600 · first AC: 2022-01-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy

[Vercingetorix's solution](#)

2039.

341A

[Tourist Problem](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-01-08 · C++20 (GCC 11-64) (first AC) · Tags: math

[Vercingetorix's solution](#)

2040.

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2022-01-07 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Vercingetorix's solution](#)

2041.

343B

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

Quality: 17,294 global accepts · Rating: 1600 · first AC: 2021-12-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[Vercingetorix's solution](#)

2042.

343A

[Rational Resistance](#) · [Tutorial](#)

Quality: 10,082 global accepts · Rating: 1600 · first AC: 2021-12-30 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Vercingetorix's solution](#)

2043.

1623C

[Balanced Stone Heaps](#) · [Tutorial](#)

Quality: 14,313 global accepts · Rating: 1600 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[Vercingetorix's solution](#)

2044.

626C

[Block Towers](#) · [Tutorial](#)

Quality: 4,616 global accepts · Rating: 1600 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[Vercingetorix's solution](#)

2045.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,541 global accepts · Rating: 1600 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[Vercingetorix's solution](#)

2046.

949A

[Zebras](#) · [Tutorial](#)

Quality: 5,656 global accepts · Rating: 1600 · first AC: 2021-12-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Vercingetorix's solution](#)

2047.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, greedy, math

[Vercingetorix's solution](#)

2048.

1056D

[Decorate Apple Tree](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1600 · first AC: 2021-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, sortings, trees

[Vercingetorix's solution](#)

2049.

1056B

[Divide Candies](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 1600 · first AC: 2021-12-23 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Vercingetorix's solution](#)

2050.

1294D

[MEX maximizing](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 1600 · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, math

[Vercingetorix's solution](#)

2051.

605A

[Sorting Railway Cars](#) · [Tutorial](#)

Quality: 7,587 global accepts · Rating: 1600 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Vercingetorix's solution](#)

2052.

1033C

[Permutation Game](#) · [Tutorial](#)

Quality: 6,217 global accepts · Rating: 1600 · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, games

[Vercingetorix's solution](#)

2053.

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Vercingetorix's solution](#)

2054.

956B

[Three-level Laser](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-12-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, two pointers

[Vercingetorix's solution](#)

2055.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,316 global accepts · Rating: 1600 · first AC: 2021-12-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Vercingetorix's solution](#)

2056.

966A

[Stairs and Elevators](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-12-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy

[Vercingetorix's solution](#)

2057.

993A

[Two Squares](#) · [Tutorial](#)

Quality: 4,461 global accepts · Rating: 1600 · first AC: 2021-12-08 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation

[Vercingetorix's solution](#)

2058.

1395C

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

Quality: 15,210 global accepts · Rating: 1600 · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Vercingetorix's solution](#)

2059.

932C

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

Quality: 4,239 global accepts · Rating: 1600 · first AC: 2021-11-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

[Vercingetorix's solution](#)

2060.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[Vercingetorix's solution](#)

2061.

947B

[Producing Snow](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-11-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation

[Vercingetorix's solution](#)

2062.

1610C

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

Quality: 15,623 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[Vercingetorix's solution](#)

2063.

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,263 global accepts · Rating: 1600 · first AC: 2021-11-22 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Vercingetorix's solution](#)**2064.**

986A

[Fair](#) · [Tutorial](#)

Quality: 8,332 global accepts · Rating: 1600 · first AC: 2021-11-18 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, number theory, shortest paths

[Vercingetorix's solution](#)**2065.**

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2021-11-18 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, sortings

[Vercingetorix's solution](#)**2066.**

1423K

[Lonely Numbers](#) · [Tutorial](#)

Quality: 5,451 global accepts · Rating: 1600 · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory, two pointers

[Vercingetorix's solution](#)**2067.**

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

[Vercingetorix's solution](#)**2068.**

1086A

[Connect Three](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-11-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Vercingetorix's solution](#)**2069.**

1603B

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

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Vercingetorix's solution](#)**2070.**

1321C

[Remove Adjacent](#) · [Tutorial](#)

Quality: 10,525 global accepts · Rating: 1600 · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[Vercingetorix's solution](#)**2071.**

1025C

[Plasticine zebra](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2021-10-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Vercingetorix's solution](#)**2072.**

1025B

[Weakened Common Divisor](#) · [Tutorial](#)

Quality: 8,509 global accepts · Rating: 1600 · first AC: 2021-10-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, number theory

[Vercingetorix's solution](#)

2073.

1582D

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

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[Vercingetorix's solution](#)

2074.

1593E

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

Quality: 14,728 global accepts · Rating: 1600 · first AC: 2021-10-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees
[Vercingetorix's solution](#)

2075.

1098A

[Sum in the tree](#) · [Tutorial](#)

Quality: 9,547 global accepts · Rating: 1600 · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
[Vercingetorix's solution](#)

2076.

1109A

[Sasha and a Bit of Relax](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2021-10-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
[Vercingetorix's solution](#)

2077.

1060C

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

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers
[Vercingetorix's solution](#)

2078.

1527C

[Sequence Pair Weight](#) · [Tutorial](#)

Quality: 14,980 global accepts · Rating: 1600 · first AC: 2021-09-27 · PyPy 3 (first AC) · Tags: hashing, implementation, math
[Vercingetorix's solution](#)

2079.

1188A1

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2080.

1137A

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2081.

1137B

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2082.

1290A

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2083.

1240A

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2084.

1284C

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2085.

1261B1

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2086.

1498C

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2087.

1305C

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2088.

1246A

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2089.

1566D2

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2090.

1497C2

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2091.

1513C

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2092.

1336A

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2093.

1511D

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2094.

1567C

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2095.

1519D

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2096.

1349A

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2097.

1526C2

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2098.

1530D

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2099.

1537E1

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[Vercingetorix's solution](#)

2100.

1555D

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Quality: 15,469 global accepts · Rating: 1600 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[Vercingetorix's solution](#)

2101.

1512E

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Quality: 11,383 global accepts · Rating: 1600 · first AC: 2021-08-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Vercingetorix's solution](#)

2102.

1520F1

[Guess the K-th Zero \(Easy version\)](#) · [Tutorial](#)

Quality: 14,394 global accepts · Rating: 1600 · first AC: 2021-08-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[Vercingetorix's solution](#)

2103.

1523C

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implementation, trees

[Vercingetorix's solution](#)

2104.

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-08-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Vercingetorix's solution](#)

2105.

1528A

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

Quality: 18,990 global accepts · Rating: 1600 · first AC: 2021-08-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[Vercingetorix's solution](#)

2106.

1503A

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Quality: 14,607 global accepts · Rating: 1600 · first AC: 2021-08-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Vercingetorix's solution](#)

2107.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Vercingetorix's solution](#)

2108.

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,724 global accepts · Rating: 1600 · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers

[Vercingetorix's solution](#)

2109.

1476C

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

Quality: 12,300 global accepts · Rating: 1600 · first AC: 2021-03-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy

[Vercingetorix's solution](#)

2110.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2021-02-21 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory, sortings

[Vercingetorix's solution](#)

2111.

1486C1

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

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-02-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[Vercingetorix's solution](#)

2112.

1198B

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Quality: 9,988 global accepts · Rating: 1600 · first AC: 2021-02-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, sortings

[Vercingetorix's solution](#)

2113.

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,133 global accepts · Rating: 1600 · first AC: 2021-02-17 · C++14 (GCC 6-32) (first AC) · Tags: sortings, two pointers

[Vercingetorix's solution](#)

2114.

1353D

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Quality: 20,280 global accepts · Rating: 1600 · first AC: 2021-02-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, sortings

[Vercingetorix's solution](#)

2115.

1396A

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Quality: 16,684 global accepts · Rating: 1600 · first AC: 2021-02-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[Vercingetorix's solution](#)

2116.

1374E1

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Quality: 14,977 global accepts · Rating: 1600 · first AC: 2021-02-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[Vercingetorix's solution](#)

2117.

1148B

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Quality: 7,940 global accepts · Rating: 1600 · first AC: 2021-02-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, two pointers

[Vercingetorix's solution](#)

2118.

1475E

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

Quality: 17,671 global accepts · Rating: 1600 · first AC: 2021-01-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, sortings

[Vercingetorix's solution](#)

2119.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,295 global accepts · Rating: 1600 · first AC: 2021-01-21 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Vercingetorix's solution](#)

2120.

930B

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Quality: 3,113 global accepts · Rating: 1600 · first AC: 2020-12-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, probabilities, strings

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2121.

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,345 global accepts · Rating: 1600 · first AC: 2020-12-16 · C++14 (GCC 6-32) (first AC) · Tags: math

[Vercingetorix's solution](#)

2122.

1461D

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Quality: 10,284 global accepts · Rating: 1600 · first AC: 2020-12-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings

[Vercingetorix's solution](#)

2123.

1364C

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

Quality: 14,359 global accepts · Rating: 1600 · first AC: 2020-07-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[Vercingetorix's solution](#)

2124.

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,708 global accepts · Rating: 1600 · first AC: 2020-07-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Vercingetorix's solution](#)

2125.

1077D

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Quality: 10,475 global accepts · Rating: 1600 · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[Vercingetorix's solution](#)

2126.

1072C

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Rating: 1600 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Vercingetorix's solution](#)

2127.

922C

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Quality: 7,567 global accepts · Rating: 1600 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory

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2128.

913C

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Quality: 8,463 global accepts · Rating: 1600 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

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2129.

906A

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2130.

878A

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Quality: 5,991 global accepts · Rating: 1600 · first AC: 2017-12-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

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2131.

316B2

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Quality: 1,780 global accepts · Rating: 1600 · first AC: 2017-09-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp

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2132.

283A

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Quality: 6,873 global accepts · Rating: 1600 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, implementation

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2133.

849B

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Quality: 3,996 global accepts · Rating: 1600 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry

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2134.

860B

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Rating: 1600 · first AC: 2017-09-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, implementation, strings

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2135.

837B

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2136.

856A

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2137.

781A

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2138.

768B

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2139.

848A

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Quality: 5,346 global accepts · Rating: 1600 · first AC: 2017-09-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

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2140.

845B

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Quality: 5,540 global accepts · Rating: 1600 · first AC: 2017-08-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

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2141.

812B

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Quality: 5,522 global accepts · Rating: 1600 · first AC: 2017-08-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

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2142.

830B

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Quality: 3,055 global accepts · Rating: 1600 · first AC: 2017-08-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

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2143.

825C

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Quality: 4,886 global accepts · Rating: 1600 · first AC: 2017-08-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

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2144.

825B

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Quality: 4,784 global accepts · Rating: 1600 · first AC: 2017-08-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

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2145.

835C

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2146.

814C

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2147.

822C

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Quality: 4,938 global accepts · Rating: 1600 · first AC: 2017-07-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, sortings

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2148.

832B

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Quality: 4,682 global accepts · Rating: 1600 · first AC: 2017-07-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

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2149.

793B

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Quality: 4,829 global accepts · Rating: 1600 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

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2150.

795K

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Rating: 1600 · first AC: 2017-04-05 · PHP (first AC) · Tags: *special, implementation, strings

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2151.

788A

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Quality: 10,205 global accepts · Rating: 1600 · first AC: 2017-03-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, two pointers

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2152.

756B

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2153.

750C

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Quality: 6,991 global accepts · Rating: 1600 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

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2154.

346A

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2155.

364A

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implementation

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2156.

338A

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2157.

741B

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2158.

741A

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2159.

736B

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Rating: 1600 · first AC: 2016-12-02 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Vercingetorix's solution](#)

2160.

736A

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Rating: 1600 · first AC: 2016-12-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dp, math

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2161.

725C

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Quality: 2,885 global accepts · Rating: 1600 · first AC: 2016-10-22 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, strings

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2162.

727B

[Bill Total Value](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 1600 · first AC: 2016-10-15 · GNU C++11 (first AC) · Tags: expression parsing, implementation, strings

[Vercingetorix's solution](#)

2163.

723D

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Quality: 7,505 global accepts · Rating: 1600 · first AC: 2016-10-03 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[Vercingetorix's solution](#)

2164.

723C

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Quality: 5,216 global accepts · Rating: 1600 · first AC: 2016-10-03 · GNU C++11 (first AC) · Tags: greedy

[Vercingetorix's solution](#)

2165.

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,472 global accepts · Rating: 1600 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: data structures, dsu

[Vercingetorix's solution](#)

2166.

715A

[Plus and Square Root](#) · [Tutorial](#)

Quality: 5,866 global accepts · Rating: 1600 · first AC: 2016-09-22 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[Vercingetorix's solution](#)

2167.

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,364 global accepts · Rating: 1600 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: dp, strings
[Vercingetorix's solution](#)

2168.

704A

[Thor](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2016-08-08 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation
[Vercingetorix's solution](#)

2169.

348A

[Mafia](#) · [Tutorial](#)

Quality: 14,683 global accepts · Rating: 1600 · first AC: 2016-07-18 · GNU C++11 (first AC) · Tags: binary search, math, sortings
[Vercingetorix's solution](#)

2170.

691B

[s-palindrome](#) · [Tutorial](#)

Quality: 8,210 global accepts · Rating: 1600 · first AC: 2016-07-13 · GNU C++11 (first AC) · Tags: implementation, strings
[Vercingetorix's solution](#)

2171.

689B

[Mike and Shortcuts](#) · [Tutorial](#)

Quality: 6,611 global accepts · Rating: 1600 · first AC: 2016-07-06 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths
[Vercingetorix's solution](#)

2172.

593B

[Anton and Lines](#) · [Tutorial](#)

Quality: 4,207 global accepts · Rating: 1600 · first AC: 2016-07-03 · GNU C++11 (first AC) · Tags: geometry, sortings
[Vercingetorix's solution](#)

2173.

372A

[Counting Kangaroos is Fun](#) · [Tutorial](#)

Quality: 15,594 global accepts · Rating: 1600 · first AC: 2016-06-25 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings, two pointers
[Vercingetorix's solution](#)

2174.

682C

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

Quality: 8,083 global accepts · Rating: 1600 · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees
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2175.

683B

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Quality: 337 global accepts · Rating: 1600 · first AC: 2016-06-16 · Kotlin 1.4 (first AC) · Tags: *special
[Vercingetorix's solution](#)

2176.

683C

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Quality: 335 global accepts · Rating: 1600 · first AC: 2016-06-16 · Kotlin 1.4 (first AC) · Tags: *special
[Vercingetorix's solution](#)

2177.

681C

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Quality: 9,826 global accepts · Rating: 1600 · first AC: 2016-06-14 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy

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2178.

678B

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2179.

678C

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2180.

674B

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Rating: 1600 · first AC: 2016-06-09 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

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2181.

375B

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2182.

375A

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2183.

665A

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2184.

380A

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416C

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2186.

660C

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2187.

568A

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2188.

615B

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2189.

659E

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2190.

657A

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2191.

573B

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2192.

617C

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[Vercingetorix's solution](#)

2193.

645C

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Quality: 4,303 global accepts · Rating: 1600 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: binary search, two pointers

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2194.

603A

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2195.

618C

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Quality: 4,664 global accepts · Rating: 1600 · first AC: 2016-03-12 · GNU C++11 (first AC) · Tags: geometry, implementation

[Vercingetorix's solution](#)

2196.

607A

[Chain Reaction](#) · [Tutorial](#)

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2197.

377A

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Quality: 27,053 global accepts · Rating: 1600 · first AC: 2016-03-10 · GNU C++11 (first AC) · Tags: dfs and similar

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2198.

601A

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2199.

630G

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Quality: 3,301 global accepts · Rating: 1600 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: combinatorics, math

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2200.

559A

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493C

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2202.

538C

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2203.

525C

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2204.

512A

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2205.

477A

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2206.

500C

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2207.

500B

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2208.

383A

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2209.

406A

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2210.

407B

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2211.

407A

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2212.

453A

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2213.

429B

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2214.

447C

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2215.

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445C

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2217.

2018C

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2218.

2006A

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2219.

2039D

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2220.

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1948D

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1930C

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2225.

1896D

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2227.

1879D

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1893B

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2229.

1889B

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2230.

1884C

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1881F

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2232.

1765D

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2233.

1868B1

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1849D

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2236.

1776F

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2237.

1835A

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2238.

1829H

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2239.

1833F

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2240.

126B

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2241.

1826D

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2242.

1822G1

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1822F

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1814B

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1810D

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2246.

1798C

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2247.

1799C

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18B

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2249.

1783C

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2250.

29C

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2251.

42B

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2252.

98A

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2253.

1779D

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2254.

1772E

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2255.

1770C

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2256.

1731D

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1731C

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2258.

1706D1

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2259.

1760G

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2260.

1722F

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2261.

1709D

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2262.

1735D

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2263.

1743D

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2264.

439D

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2265.

1267E

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2266.

1715C

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2267.

1699C

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2268.

1700C

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2269.

1695C

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2270.

1333C

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2271.

1693B

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2272.

1393C

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2273.

1690F

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[Vercingetorix's solution](#)

2274.

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,298 global accepts · Rating: 1700 · first AC: 2022-06-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[Vercingetorix's solution](#)

2275.

1688C

[Manipulating History](#) · [Tutorial](#)

Quality: 8,742 global accepts · Rating: 1700 · first AC: 2022-06-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Vercingetorix's solution](#)

2276.

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[Vercingetorix's solution](#)

2277.

1670D

[Very Suspicious](#) · [Tutorial](#)

Quality: 5,656 global accepts · Rating: 1700 · first AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, geometry, greedy, implementation, math

[Vercingetorix's solution](#)

2278.

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,754 global accepts · Rating: 1700 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[Vercingetorix's solution](#)

2279.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Vercingetorix's solution](#)

2280.

1204C

[Anna, Svyatoslav and Maps](#) · [Tutorial](#)

Quality: 7,209 global accepts · Rating: 1700 · first AC: 2022-05-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, shortest paths

[Vercingetorix's solution](#)

2281.

1677B

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

Quality: 4,550 global accepts · Rating: 1700 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math

[Vercingetorix's solution](#)

2282.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2022-05-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[Vercingetorix's solution](#)

2283.

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,540 global accepts · Rating: 1700 · first AC: 2022-04-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[Vercingetorix's solution](#)

2284.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,939 global accepts · Rating: 1700 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[Vercingetorix's solution](#)

2285.

1228C

[Primes and Multiplication](#) · [Tutorial](#)

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2022-04-03 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Vercingetorix's solution](#)

2286.

183B

[Zoo](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 1700 · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry

[Vercingetorix's solution](#)

2287.

183A

[Headquarters](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 1700 · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Vercingetorix's solution](#)

2288.

1660F1

[Promising String \(easy version\)](#) · [Tutorial](#)

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, strings

[Vercingetorix's solution](#)

2289.

1230C

[Anadi and Domino](#) · [Tutorial](#)

Quality: 1700 · first AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs

[Vercingetorix's solution](#)

2290.

163A

[Substring and Subsequence](#) · [Tutorial](#)

Quality: 2,995 global accepts · Rating: 1700 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Vercingetorix's solution](#)

2291.

1658C

[Shinju and the Lost Permutation](#) · [Tutorial](#)

Quality: 9,945 global accepts · Rating: 1700 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Vercingetorix's solution](#)

2292.

1313B

[Different Rules](#) · [Tutorial](#)

Quality: 7,009 global accepts · Rating: 1700 · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Vercingetorix's solution](#)

2293.

1335E1

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

Quality: 11,747 global accepts · Rating: 1700 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Vercingetorix's solution](#)

2294.

140A

[New Year Table](#) · [Tutorial](#)

Quality: 4,368 global accepts · Rating: 1700 · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[Vercingetorix's solution](#)

2295.

156A

[Message](#) · [Tutorial](#)

Quality: 3,271 global accepts · Rating: 1700 · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[Vercingetorix's solution](#)

2296.

164A

[Variable, or There and Back Again](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 1700 · first AC: 2022-03-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[Vercingetorix's solution](#)

2297.

213A

[Game](#) · [Tutorial](#)

Quality: 1,889 global accepts · Rating: 1700 · first AC: 2022-03-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy

[Vercingetorix's solution](#)

2298.

131E

[Yet Another Task with Queens](#) · [Tutorial](#)

Quality: 2,090 global accepts · Rating: 1700 · first AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[Vercingetorix's solution](#)

2299.

191B

[Demonstration](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: 1700 · first AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Vercingetorix's solution](#)

2300.

202B

[Brand New Easy Problem](#) · [Tutorial](#)

Quality: 857 global accepts · Rating: 1700 · first AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[Vercingetorix's solution](#)

2301.

193A

[Cutting Figure](#) · [Tutorial](#)

Quality: 4,681 global accepts · Rating: 1700 · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, trees

[Vercingetorix's solution](#)

2302.

198A

[About Bacteria](#) · [Tutorial](#)

Quality: 3,329 global accepts · Rating: 1700 · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Vercingetorix's solution](#)

2303.

229B

[Planets](#) · [Tutorial](#)

Quality: 5,785 global accepts · Rating: 1700 · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, graphs, shortest paths

[Vercingetorix's solution](#)

2304.

223A

[Bracket Sequence](#) · [Tutorial](#)

Quality: 2,807 global accepts · Rating: 1700 · first AC: 2022-02-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, expression parsing, implementation

[Vercingetorix's solution](#)

2305.

297A

[Parity Game](#) · [Tutorial](#)

Quality: 3,860 global accepts · Rating: 1700 · first AC: 2022-02-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Vercingetorix's solution](#)

2306.

288C

[Polo the Penguin and XOR operation](#) · [Tutorial](#)

Quality: 2,457 global accepts · Rating: 1700 · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Vercingetorix's solution](#)

2307.

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,697 global accepts · Rating: 1700 · first AC: 2022-02-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Vercingetorix's solution](#)

2308.

1468D

[Firecrackers](#) · [Tutorial](#)

Quality: 5,274 global accepts · Rating: 1700 · first AC: 2022-02-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, sortings

[Vercingetorix's solution](#)

2309.

1468F

[Full Turn](#) · [Tutorial](#)

Quality: 4,222 global accepts · Rating: 1700 · first AC: 2022-02-18 · C++20 (GCC 11-64) (first AC) · Tags: geometry, hashing, number theory

[Vercingetorix's solution](#)

2310.

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,310 global accepts · Rating: 1700 · first AC: 2022-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Vercingetorix's solution](#)

2311.

1453C

[Triangles](#) · [Tutorial](#)

Quality: 6,260 global accepts · Rating: 1700 · first AC: 2022-02-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Vercingetorix's solution](#)

2312.

1467B

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

Quality: 11,544 global accepts · Rating: 1700 · first AC: 2022-02-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Vercingetorix's solution](#)

2313.

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,209 global accepts · Rating: 1700 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Vercingetorix's solution](#)

2314.

1516C

[Baby Ehab Partitions Again](#) · [Tutorial](#)

Quality: 14,111 global accepts · Rating: 1700 · first AC: 2022-01-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[Vercingetorix's solution](#)

2315.

148C

[Terse princess](#) · [Tutorial](#)

Quality: 3,381 global accepts · Rating: 1700 · first AC: 2022-01-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Vercingetorix's solution](#)

2316.

1628B

[Peculiar Movie Preferences](#) · [Tutorial](#)

Quality: 12,715 global accepts · Rating: 1700 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Vercingetorix's solution](#)

2317.

1626C

[Monsters And Spells](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1700 · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[Vercingetorix's solution](#)

2318.

349B

[Color the Fence](#) · [Tutorial](#)

Quality: 15,119 global accepts · Rating: 1700 · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, implementation

[Vercingetorix's solution](#)

2319.

269B

[Greenhouse Effect](#) · [Tutorial](#)

Quality: 6,991 global accepts · Rating: 1700 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Vercingetorix's solution](#)

2320.

201A

[Clear Symmetry](#) · [Tutorial](#)

Quality: 3,246 global accepts · Rating: 1700 · first AC: 2022-01-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math

[Vercingetorix's solution](#)

2321.

1625C

[Road Optimization](#) · [Tutorial](#)

Quality: 13,288 global accepts · Rating: 1700 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Vercingetorix's solution](#)

2322.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, interactive, math

[Vercingetorix's solution](#)

2323.

321A

[Ciel and Robot](#) · [Tutorial](#)

Quality: 3,901 global accepts · Rating: 1700 · first AC: 2022-01-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math

[Vercingetorix's solution](#)

2324.

467C

[George and Job](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1700 · first AC: 2022-01-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[Vercingetorix's solution](#)

2325.

281B

[Nearest Fraction](#) · [Tutorial](#)

Quality: 3,413 global accepts · Rating: 1700 · first AC: 2022-01-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, two pointers

[Vercingetorix's solution](#)

2326.

949B

[A Leapfrog in the Array](#) · [Tutorial](#)

Quality: 3,834 global accepts · Rating: 1700 · first AC: 2021-12-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Vercingetorix's solution](#)

2327.

1216C

[White Sheet](#) · [Tutorial](#)

Quality: 10,362 global accepts · Rating: 1700 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[Vercingetorix's solution](#)

2328.

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 1700 · first AC: 2021-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, graphs, interactive

[Vercingetorix's solution](#)

2329.

1056C

[Pick Heroes](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 1700 · first AC: 2021-12-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, interactive, sortings

[Vercingetorix's solution](#)

2330.

960C

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

Quality: 4,108 global accepts · Rating: 1700 · first AC: 2021-12-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[Vercingetorix's solution](#)

2331.

1619E

[MEX and Increments](#) · [Tutorial](#)

Quality: 10,207 global accepts · Rating: 1700 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation, math, sortings

[Vercingetorix's solution](#)

2332.

605B

[Lazy Student](#) · [Tutorial](#)

Quality: 3,849 global accepts · Rating: 1700 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs

[Vercingetorix's solution](#)

2333.

578B

["Or" Game](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 1700 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Vercingetorix's solution](#)

2334.

578A

[A Problem about Polyline](#) · [Tutorial](#)

Quality: 4,955 global accepts · Rating: 1700 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[Vercingetorix's solution](#)

2335.

1618E

[Singers' Tour](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Vercingetorix's solution](#)

2336.

956C

[Riverside Curio](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-12-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, implementation

[Vercingetorix's solution](#)

2337.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2021-12-11 · last AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[Vercingetorix's solution](#)

2338.

966B

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

Rating: 1700 · first AC: 2021-12-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Vercingetorix's solution](#)

2339.

585B

[Phillip and Trains](#) · [Tutorial](#)

Quality: 3,810 global accepts · Rating: 1700 · first AC: 2021-12-09 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Vercingetorix's solution](#)

2340.

1249E

[By Elevator or Stairs?](#) · [Tutorial](#)

Quality: 11,003 global accepts · Rating: 1700 · first AC: 2021-12-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, shortest paths

[Vercingetorix's solution](#)

2341.

1406C

[Link Cut Centroids](#) · [Tutorial](#)

Quality: 11,779 global accepts · Rating: 1700 · first AC: 2021-12-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Vercingetorix's solution](#)

2342.

1074A

[The Tower is Going Home](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: sortings, two pointers

[Vercingetorix's solution](#)

2343.

1019A

[Elections](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 1700 · first AC: 2021-11-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Vercingetorix's solution](#)

2344.

1611E1

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

Quality: 8,376 global accepts · Rating: 1700 · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers

[Vercingetorix's solution](#)

2345.

947A

[Primal Sport](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-11-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Vercingetorix's solution](#)

2346.

1473D

[Program](#) · [Tutorial](#)

Quality: 10,968 global accepts · Rating: 1700 · first AC: 2021-11-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, strings

[Vercingetorix's solution](#)

2347.

1324E

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

Quality: 17,013 global accepts · Rating: 1700 · first AC: 2021-11-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[Vercingetorix's solution](#)

2348.

983A

[Finite or not?](#) · [Tutorial](#)

Quality: 4,780 global accepts · Rating: 1700 · first AC: 2021-11-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Vercingetorix's solution](#)

2349.

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1700 · first AC: 2021-11-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers

[Vercingetorix's solution](#)

2350.

1086B

[Minimum Diameter Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-11-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, trees

[Vercingetorix's solution](#)

2351.

1168A

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

Quality: 7,596 global accepts · Rating: 1700 · first AC: 2021-10-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Vercingetorix's solution](#)

2352.

1586C

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

Rating: 1700 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[Vercingetorix's solution](#)

2353.

1129A1

[Toy Train \(Simplified\)](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2021-10-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Vercingetorix's solution](#)

2354.

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

[Vercingetorix's solution](#)

2355.

1594D

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

Quality: 9,398 global accepts · Rating: 1700 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[Vercingetorix's solution](#)

2356.

1571E

[Fix the String](#) · [Tutorial](#)

Quality: 374 global accepts · Rating: 1700 · first AC: 2021-10-07 · Kotlin 1.5 (first AC) · Tags: *special, bitmasks, dp, greedy

[Vercingetorix's solution](#)

2357.

1592C

[Bakry and Partitioning](#) · [Tutorial](#)

Quality: 9,134 global accepts · Rating: 1700 · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees

[Vercingetorix's solution](#)

2358.

1578H

[Higher Order Functions](#) · [Tutorial](#)

Quality: 2,170 global accepts · Rating: 1700 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Vercingetorix's solution](#)

2359.

1142A

[The Beatles](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1700 · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Vercingetorix's solution](#)

2360.

1579F

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

Quality: 5,363 global accepts · Rating: 1700 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths

[Vercingetorix's solution](#)

2361.

1579E2

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

Quality: 7,368 global accepts · Rating: 1700 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Vercingetorix's solution](#)

2362.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1700 · first AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs
[Vercingetorix's solution](#)

2363.

1091D

[New Year and the Permutation Concatenation](#) · [Tutorial](#)

Quality: 7,476 global accepts · Rating: 1700 · first AC: 2021-09-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[Vercingetorix's solution](#)

2364.

1314A

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[Vercingetorix's solution](#)

2365.

1229A

[Marcin and Training Camp](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy
[Vercingetorix's solution](#)

2366.

1261A

[Messy](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-09-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
[Vercingetorix's solution](#)

2367.

1256C

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

Quality: 7,320 global accepts · Rating: 1700 · first AC: 2021-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[Vercingetorix's solution](#)

2368.

1497E1

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

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2021-09-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers
[Vercingetorix's solution](#)

2369.

1340B

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

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2021-09-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, greedy
[Vercingetorix's solution](#)

2370.

1336B

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

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, two pointers
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2371.

1343D

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

Quality: 13,540 global accepts · Rating: 1700 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, two pointers
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2372.

1254A

[Feeding Chicken](#) · [Tutorial](#)

Quality: 5,515 global accepts · Rating: 1700 · first AC: 2021-09-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Vercingetorix's solution](#)

2373.

1361A

[Johnny and Contribution](#) · [Tutorial](#)

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2021-08-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

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2374.

1561D1

[Up the Strip \(simplified version\)](#) · [Tutorial](#)

Quality: 6,113 global accepts · Rating: 1700 · first AC: 2021-08-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, math, number theory

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2375.

1562D1

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

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

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2376.

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,519 global accepts · Rating: 1700 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

[Vercingetorix's solution](#)

2377.

1320B

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Quality: 6,439 global accepts · Rating: 1700 · first AC: 2021-08-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

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2378.

1537D

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Quality: 13,613 global accepts · Rating: 1700 · first AC: 2021-08-21 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory

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2379.

1550C

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Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-08-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, implementation

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2380.

1512G

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Quality: 9,391 global accepts · Rating: 1700 · first AC: 2021-08-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[Vercingetorix's solution](#)

2381.

1528B

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Quality: 10,666 global accepts · Rating: 1700 · first AC: 2021-08-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Vercingetorix's solution](#)

2382.

1557C

[Moamen and XOR](#) · [Tutorial](#)

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

matrices

[Vercingetorix's solution](#)

2383.

1538D

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

Quality: 15,269 global accepts · Rating: 1700 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Vercingetorix's solution](#)

2384.

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2021-08-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Vercingetorix's solution](#)

2385.

1474C

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

Quality: 14,161 global accepts · Rating: 1700 · first AC: 2021-08-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[Vercingetorix's solution](#)

2386.

1543D1

[RPD and Rap Sheet \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,000 global accepts · Rating: 1700 · first AC: 2021-08-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Vercingetorix's solution](#)

2387.

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1700 · first AC: 2021-08-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive

[Vercingetorix's solution](#)

2388.

1554B

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Quality: 13,798 global accepts · Rating: 1700 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, math

[Vercingetorix's solution](#)

2389.

22C

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

Quality: 3,809 global accepts · Rating: 1700 · first AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[Vercingetorix's solution](#)

2390.

14C

[Four Segments](#) · [Tutorial](#)

Quality: 3,858 global accepts · Rating: 1700 · first AC: 2021-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, implementation, math

[Vercingetorix's solution](#)

2391.

4D

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

Quality: 12,113 global accepts · Rating: 1700 · first AC: 2021-03-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

[Vercingetorix's solution](#)

2392.

1491C

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

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp,

greedy, implementation

[Vercingetorix's solution](#)

2393.

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,238 global accepts · Rating: 1700 · first AC: 2021-03-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, implementation

[Vercingetorix's solution](#)

2394.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,005 global accepts · Rating: 1700 · first AC: 2021-02-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, number theory

[Vercingetorix's solution](#)

2395.

1464A

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-02-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[Vercingetorix's solution](#)

2396.

1268A

[Long Beautiful Integer](#) · [Tutorial](#)

Quality: 9,069 global accepts · Rating: 1700 · first AC: 2021-02-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Vercingetorix's solution](#)

2397.

1239A

[Ivan the Fool and the Probability Theory](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2021-02-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Vercingetorix's solution](#)

2398.

1280A

[Cut and Paste](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1700 · first AC: 2021-02-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Vercingetorix's solution](#)

2399.

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1700 · first AC: 2021-02-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[Vercingetorix's solution](#)

2400.

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2021-02-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Vercingetorix's solution](#)

2401.

1381A2

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

Quality: 14,326 global accepts · Rating: 1700 · first AC: 2021-02-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[Vercingetorix's solution](#)

2402.

1434B

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-02-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[Vercingetorix's solution](#)

2403.

1479A

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

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, ternary search

[Vercingetorix's solution](#)

2404.

1329B

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

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2021-02-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, math

[Vercingetorix's solution](#)

2405.

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,662 global accepts · Rating: 1700 · first AC: 2021-02-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[Vercingetorix's solution](#)

2406.

1237C1

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

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2021-02-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy

[Vercingetorix's solution](#)

2407.

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2021-02-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[Vercingetorix's solution](#)

2408.

1383A

[String Transformation 1](#) · [Tutorial](#)

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2021-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[Vercingetorix's solution](#)

2409.

1472E

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

Quality: 8,851 global accepts · Rating: 1700 · first AC: 2021-01-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[Vercingetorix's solution](#)

2410.

1462E2

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

Quality: 11,367 global accepts · Rating: 1700 · first AC: 2020-12-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers

[Vercingetorix's solution](#)

2411.

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2020-12-15 · C++14 (GCC 6-32) (first AC) · Tags: games, geometry, math

[Vercingetorix's solution](#)

2412.

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2020-11-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Vercingetorix's solution](#)

2413.

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,820 global accepts · Rating: 1700 · first AC: 2020-07-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[Vercingetorix's solution](#)**2414.**

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2018-11-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math, number theory

[Vercingetorix's solution](#)**2415.**

1073D

[Berland Fair](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1700 · first AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, greedy

[Vercingetorix's solution](#)**2416.**

936A

[Save Energy!](#) · [Tutorial](#)

Quality: 4,639 global accepts · Rating: 1700 · first AC: 2018-09-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math

[Vercingetorix's solution](#)**2417.**

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,101 global accepts · Rating: 1700 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[Vercingetorix's solution](#)**2418.**

1023D

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

Quality: 4,282 global accepts · Rating: 1700 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures

[Vercingetorix's solution](#)**2419.**

919D

[Substring](#) · [Tutorial](#)

Quality: 12,252 global accepts · Rating: 1700 · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs

[Vercingetorix's solution](#)**2420.**

917B

[MADMAX](#) · [Tutorial](#)

Quality: 4,003 global accepts · Rating: 1700 · first AC: 2018-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, graphs

[Vercingetorix's solution](#)**2421.**

915C

[Permute Digits](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1700 · first AC: 2018-01-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Vercingetorix's solution](#)**2422.**

303B

[Rectangle Puzzle II](#) · [Tutorial](#)

Quality: 1,424 global accepts · Rating: 1700 · first AC: 2017-12-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Vercingetorix's solution](#)

2423.

316G1

[Good Substrings](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 1700 · first AC: 2017-09-27 · C++14 (GCC 6-32) (first AC) · Tags: hashing, strings

[Vercingetorix's solution](#)

2424.

295B

[Greg and Graph](#) · [Tutorial](#)

Quality: 17,660 global accepts · Rating: 1700 · first AC: 2017-09-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[Vercingetorix's solution](#)

2425.

283B

[Cow Program](#) · [Tutorial](#)

Quality: 3,932 global accepts · Rating: 1700 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs

[Vercingetorix's solution](#)

2426.

331B1

[Shave Beaver!](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 1700 · first AC: 2017-09-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Vercingetorix's solution](#)

2427.

806A

[Success Rate](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-09-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[Vercingetorix's solution](#)

2428.

765D

[Artsem and Saunders](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 1700 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, math

[Vercingetorix's solution](#)

2429.

850A

[Five Dimensional Points](#) · [Tutorial](#)

Quality: 3,381 global accepts · Rating: 1700 · first AC: 2017-09-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math

[Vercingetorix's solution](#)

2430.

813C

[The Tag Game](#) · [Tutorial](#)

Quality: 8,143 global accepts · Rating: 1700 · first AC: 2017-08-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[Vercingetorix's solution](#)

2431.

831C

[Jury Marks](#) · [Tutorial](#)

Quality: 5,511 global accepts · Rating: 1700 · first AC: 2017-08-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[Vercingetorix's solution](#)

2432.

827A

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

Quality: 4,332 global accepts · Rating: 1700 · first AC: 2017-08-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings, strings

[Vercingetorix's solution](#)

2433.

789B

[Masha and geometric depression](#) · [Tutorial](#)

Quality: 4,927 global accepts · Rating: 1700 · first AC: 2017-08-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[Vercingetorix's solution](#)

2434.

833A

[The Meaningless Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2017-08-01 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Vercingetorix's solution](#)

2435.

815A

[Karen and Game](#) · [Tutorial](#)

Quality: 5,888 global accepts · Rating: 1700 · first AC: 2017-07-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[Vercingetorix's solution](#)

2436.

778A

[String Game](#) · [Tutorial](#)

Quality: 12,831 global accepts · Rating: 1700 · first AC: 2017-07-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, strings

[Vercingetorix's solution](#)

2437.

766C

[Mahmoud and a Message](#) · [Tutorial](#)

Quality: 4,941 global accepts · Rating: 1700 · first AC: 2017-07-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, strings

[Vercingetorix's solution](#)

2438.

756A

[Pavel and barbecue](#) · [Tutorial](#)

Quality: 3,217 global accepts · Rating: 1700 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar

[Vercingetorix's solution](#)

2439.

758C

[Unfair Poll](#) · [Tutorial](#)

Quality: 4,053 global accepts · Rating: 1700 · first AC: 2017-01-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, implementation, math

[Vercingetorix's solution](#)

2440.

737B

[Sea Battle](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-12-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Vercingetorix's solution](#)

2441.

737A

[Road to Cinema](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-12-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[Vercingetorix's solution](#)

2442.

739A

[Alyona and mex](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1700 · first AC: 2016-11-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Vercingetorix's solution](#)

2443.

732D

[Exams](#) · [Tutorial](#)

Quality: 5,922 global accepts · Rating: 1700 · first AC: 2016-10-17 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings

[Vercingetorix's solution](#)

2444.

718A

[Efim and Strange Grade](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1700 · first AC: 2016-09-23 · GNU C++11 (first AC) · Tags: dp, implementation, math

[Vercingetorix's solution](#)

2445.

698B

[Fix a Tree](#) · [Tutorial](#)

Quality: 6,183 global accepts · Rating: 1700 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees

[Vercingetorix's solution](#)

2446.

696B

[Puzzles](#) · [Tutorial](#)

Quality: 3,801 global accepts · Rating: 1700 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: dfs and similar, math, probabilities, trees

[Vercingetorix's solution](#)

2447.

691D

[Swaps in Permutation](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1700 · first AC: 2016-07-13 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, math

[Vercingetorix's solution](#)

2448.

690B1

[Recover Polygon \(easy\)](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 1700 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[Vercingetorix's solution](#)

2449.

689C

[Mike and Chocolate Thieves](#) · [Tutorial](#)

Quality: 6,174 global accepts · Rating: 1700 · first AC: 2016-07-06 · GNU C++11 (first AC) · Tags: binary search, combinatorics, math

[Vercingetorix's solution](#)

2450.

685A

[Robbers' watch](#) · [Tutorial](#)

Quality: 4,502 global accepts · Rating: 1700 · first AC: 2016-06-23 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, math

[Vercingetorix's solution](#)

2451.

678D

[Iterated Linear Function](#) · [Tutorial](#)

Quality: 5,404 global accepts · Rating: 1700 · first AC: 2016-06-13 · GNU C++11 (first AC) · Tags: math, number theory

[Vercingetorix's solution](#)

2452.

360A

[Levko and Array Recovery](#) · [Tutorial](#)

Quality: 2,140 global accepts · Rating: 1700 · first AC: 2016-06-07 · GNU C++11 (first AC) · Tags: greedy, implementation

[Vercingetorix's solution](#)

2453.

670E

[Correct Bracket Sequence Editor](#) · [Tutorial](#)

Quality: 3,464 global accepts · Rating: 1700 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: data structures, dsu, strings

[Vercingetorix's solution](#)

2454.

471C

[MUH and House of Cards](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 1700 · first AC: 2016-04-07 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, math

[Vercingetorix's solution](#)

2455.

464A

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

Quality: 6,235 global accepts · Rating: 1700 · first AC: 2016-04-03 · GNU C++11 (first AC) · Tags: greedy, strings

[Vercingetorix's solution](#)

2456.

656B

[Scrambled](#) · [Tutorial](#)

Quality: 1,768 global accepts · Rating: 1700 · first AC: 2016-04-01 · GNU C++11 (first AC) · Tags: *special, implementation

[Vercingetorix's solution](#)

2457.

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,903 global accepts · Rating: 1700 · first AC: 2016-03-23 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, two pointers

[Vercingetorix's solution](#)

2458.

617D

[Polyline](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1700 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Vercingetorix's solution](#)

2459.

582A

[GCD Table](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1700 · first AC: 2016-03-16 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, number theory

[Vercingetorix's solution](#)

2460.

644B

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

Quality: 2,845 global accepts · Rating: 1700 · first AC: 2016-03-16 · GNU C++11 (first AC) · Tags: *special, constructive algorithms, data structures, two pointers

[Vercingetorix's solution](#)

2461.

621C

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

Quality: 6,240 global accepts · Rating: 1700 · first AC: 2016-03-15 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory, probabilities

[Vercingetorix's solution](#)

2462.

631C

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Quality: 4,443 global accepts · Rating: 1700 · first AC: 2016-03-03 · GNU C++11 (first AC) · Tags: data structures, sortings

[Vercingetorix's solution](#)

2463.

625A

[Guest From the Past](#) · [Tutorial](#)

Quality: 5,664 global accepts · Rating: 1700 · first AC: 2016-03-02 · GNU C++11 (first AC) · Tags: implementation, math

[Vercingetorix's solution](#)

2464.

634B

[XOR Equation](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-03-01 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, implementation, math

[Vercingetorix's solution](#)

2465.

630Q

[Pyramids](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 1700 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: geometry, math

[Vercingetorix's solution](#)

2466.

630I

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Quality: 8,263 global accepts · Rating: 1700 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: combinatorics, math

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2467.

622C

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Quality: 7,524 global accepts · Rating: 1700 · first AC: 2016-02-10 · GNU C++11 (first AC) · Tags: data structures, implementation

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2468.

590A

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Quality: 4,283 global accepts · Rating: 1700 · first AC: 2015-12-12 · GNU C++11 (first AC) · Tags: implementation

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2469.

567D

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Quality: 5,245 global accepts · Rating: 1700 · first AC: 2015-08-05 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, sortings

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2470.

567C

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Quality: 10,433 global accepts · Rating: 1700 · first AC: 2015-08-05 · GNU C++11 (first AC) · Tags: binary search, data structures, dp

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2471.

559B

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Quality: 11,674 global accepts · Rating: 1700 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: divide and conquer, hashing, sortings, strings

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2472.

493D

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Quality: 10,202 global accepts · Rating: 1700 · first AC: 2015-06-16 · GNU C++11 (first AC) · Tags: constructive algorithms, games, math

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2473.

507C

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Quality: 4,560 global accepts · Rating: 1700 · first AC: 2015-06-09 · GNU C++11 (first AC) · Tags: implementation, math, trees

[Vercingetorix's solution](#)

2474.

540B

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Quality: 4,980 global accepts · Rating: 1700 · first AC: 2015-06-08 · GNU C++11 (first AC) · Tags: greedy, implementation

[Vercingetorix's solution](#)

2475.

546D

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

Quality: 13,770 global accepts · Rating: 1700 · first AC: 2015-06-08 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, math, number theory

[Vercingetorix's solution](#)

2476.

498A

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Quality: 6,876 global accepts · Rating: 1700 · first AC: 2015-06-04 · GNU C++11 (first AC) · Tags: geometry

[Vercingetorix's solution](#)

2477.

484A

[Bits](#) · [Tutorial](#)

Quality: 13,398 global accepts · Rating: 1700 · first AC: 2015-01-05 · GNU C++0x (first AC) · Tags: bitmasks, constructive algorithms

[Vercingetorix's solution](#)

2478.

480B

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Rating: 1700 · first AC: 2014-12-15 · MS C++ (first AC) · Tags: binary search, greedy, hashing, implementation, sortings

[Vercingetorix's solution](#)

2479.

290C

[WTF?](#) · [Tutorial](#)

Quality: 1,673 global accepts · Rating: 1700 · first AC: 2014-09-11 · MS C++ (first AC) · Tags: *special, graph matchings, implementation, trees

[Vercingetorix's solution](#)

2480.

409D

[Big Data](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 1700 · first AC: 2014-08-12 · MS C++ (first AC) · Tags: *special

[Vercingetorix's solution](#)

2481.

409A

[The Great Game](#) · [Tutorial](#)

Quality: 2,626 global accepts · Rating: 1700 · first AC: 2014-08-12 · MS C++ (first AC) · Tags: *special

[Vercingetorix's solution](#)

2482.

409C

[Magnum Opus](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2014-08-12 · MS C++ (first AC) · Tags: *special

[Vercingetorix's solution](#)

2483.

458A

[Golden System](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-08-10 · MS C++ (first AC) · Tags: math

[Vercingetorix's solution](#)

2484.

406B

[Toy Sum](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-08-05 · MS C++ (first AC) · Tags: constructive algorithms, greedy

[Vercingetorix's solution](#)

2485.

449A

[Jzzhu and Chocolate](#) · [Tutorial](#)

Quality: 4,126 global accepts · Rating: 1700 · first AC: 2014-07-22 · MS C++ (first AC) · Tags: greedy, math

[Vercingetorix's solution](#)

2486.

439C

[Devu and Partitioning of the Array](#) · [Tutorial](#)

Quality: 4,170 global accepts · Rating: 1700 · first AC: 2014-07-10 · MS C++ (first AC) · Tags: brute force, constructive algorithms, implementation, number theory

[Vercingetorix's solution](#)

2487.

443C

[Borya and Hanabi](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-07-08 · MS C++ (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[Vercingetorix's solution](#)

2488.

2006B

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

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[Vercingetorix's solution](#)

2489.

1965B

[Missing Subsequence Sum](#) · [Tutorial](#)

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[Vercingetorix's solution](#)

2490.

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

[Vercingetorix's solution](#)

2491.

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,854 global accepts · Rating: 1800 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[Vercingetorix's solution](#)

2492.

1904D2

[Set To Max \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,704 global accepts · Rating: 1800 · first AC: 2023-12-09 · last AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings

[Vercingetorix's solution](#)

2493.

1907F

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

Quality: 5,996 global accepts · Rating: 1800 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Vercingetorix's solution](#)

2494.

1862F

[Magic Will Save the World](#) · [Tutorial](#)

Quality: 7,617 global accepts · Rating: 1800 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp

[Vercingetorix's solution](#)

2495.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Vercingetorix's solution](#)

2496.

1867D

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

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[Vercingetorix's solution](#)

2497.

1872F

[Selling a Menagerie](#) · [Tutorial](#)

Quality: 7,536 global accepts · Rating: 1800 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation, math

[Vercingetorix's solution](#)

2498.

1861D

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Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Vercingetorix's solution](#)

2499.

1859D

[Andrey and Escape from Copygrad](#) · [Tutorial](#)

Quality: 7,996 global accepts · Rating: 1800 · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[Vercingetorix's solution](#)

2500.

1856E1

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

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

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2501.

117B

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Quality: 1,743 global accepts · Rating: 1800 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, number theory

[Vercingetorix's solution](#)

2502.

1852B

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[Vercingetorix's solution](#)

2503.

1852A

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Quality: 9,240 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory

[Vercingetorix's solution](#)

2504.

1848C

[Vika and Price Tags](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Vercingetorix's solution](#)

2505.

1846F

[Rudolph and Mimic](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 1800 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[Vercingetorix's solution](#)

2506.

1846E2

[Rudolf and Snowflakes \(hard version\)](#) · [Tutorial](#)

Quality: 8,508 global accepts · Rating: 1800 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation, math

[Vercingetorix's solution](#)

2507.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,012 global accepts · Rating: 1800 · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[Vercingetorix's solution](#)

2508.

87B

[Vasya and Types](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 1800 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Vercingetorix's solution](#)

2509.

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, strings

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2510.

1805D

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Quality: 9,003 global accepts · Rating: 1800 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

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2511.

1833G

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

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2512.

1824B1

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2513.

123B

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2514.

37B

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Quality: 1,095 global accepts · Rating: 1800 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Vercingetorix's solution](#)

2515.

1809D

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Quality: 7,279 global accepts · Rating: 1800 · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Vercingetorix's solution](#)

2516.

1780D

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Quality: 5,833 global accepts · Rating: 1800 · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Vercingetorix's solution](#)

2517.

1801B

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Quality: 7,548 global accepts · Rating: 1800 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[Vercingetorix's solution](#)

2518.

1793D

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Quality: 7,134 global accepts · Rating: 1800 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers

[Vercingetorix's solution](#)

2519.

1781D

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

Quality: 6,305 global accepts · Rating: 1800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Vercingetorix's solution](#)

2520.

77B

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Quality: 2,867 global accepts · Rating: 1800 · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: math, probabilities

[Vercingetorix's solution](#)

2521.

1775D

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Quality: 8,474 global accepts · Rating: 1800 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

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2522.

73C

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Quality: 2,488 global accepts · Rating: 1800 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: dp

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2523.

1768D

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Quality: 9,006 global accepts · Rating: 1800 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

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2524.

1758D

[Range = " Sum](#) [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[Vercingetorix's solution](#)

2525.

1769D1

[A,3D0C! CT2D6BCaC I](#)

Quality: 421 global accepts · Rating: 1800 · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, dp

[Vercingetorix's solution](#)

2526.

1721D

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Quality: 7,680 global accepts · Rating: 1800 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

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2527.

1709C

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Quality: 10,274 global accepts · Rating: 1800 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Vercingetorix's solution](#)

2528.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,365 global accepts · Rating: 1800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

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2529.

1740E

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Quality: 5,075 global accepts · Rating: 1800 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

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2530.

1732C1

[Sheikh \(Easy version\)](#) · [Tutorial](#)

Quality: 7,574 global accepts · Rating: 1800 · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[Vercingetorix's solution](#)

2531.

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, two pointers

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2532.

432C

[Prime Swaps](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 1800 · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Vercingetorix's solution](#)

2533.

1267J

[Just Arrange the Icons](#) · [Tutorial](#)

Quality: 3,057 global accepts · Rating: 1800 · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[Vercingetorix's solution](#)

2534.

1267L

[Lexicography](#) · [Tutorial](#)

Quality: 3,358 global accepts · Rating: 1800 · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[Vercingetorix's solution](#)

2535.

1729E

[Guess the Cycle Size](#) · [Tutorial](#)

Quality: 7,916 global accepts · Rating: 1800 · first AC: 2022-09-12 · last AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: interactive, probabilities

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2536.

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[Vercingetorix's solution](#)

2537.

1666C

[Connect the Points](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry

[Vercingetorix's solution](#)

2538.

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,243 global accepts · Rating: 1800 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[Vercingetorix's solution](#)

2539.

1720D1

[Xor-Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 6,710 global accepts · Rating: 1800 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[Vercingetorix's solution](#)

2540.

1718A1

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

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Vercingetorix's solution](#)

2541.

1705D

[Mark and Lightbulbs](#) · [Tutorial](#)

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[Vercingetorix's solution](#)

2542.

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,186 global accepts · Rating: 1800 · first AC: 2022-06-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[Vercingetorix's solution](#)

2543.

145B

[Lucky Number 2](#) · [Tutorial](#)

Quality: 2,422 global accepts · Rating: 1800 · first AC: 2022-06-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Vercingetorix's solution](#)

2544.

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1800 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[Vercingetorix's solution](#)

2545.

1675F

[Vlad and Unfinished Business](#) · [Tutorial](#)

Quality: 6,269 global accepts · Rating: 1800 · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Vercingetorix's solution](#)

2546.

1674F

[Desktop Rearrangement](#) · [Tutorial](#)

Quality: 5,680 global accepts · Rating: 1800 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

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2547.

1316C

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Quality: 7,592 global accepts · Rating: 1800 · first AC: 2022-04-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, ternary search

[Vercingetorix's solution](#)

2548.

1152C

[Neko does Maths](#) · [Tutorial](#)

Quality: 7,084 global accepts · Rating: 1800 · first AC: 2022-04-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Vercingetorix's solution](#)

2549.

54B

[Cutting Jigsaw Puzzle](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 1800 · first AC: 2022-04-04 · C++20 (GCC 11-64) (first AC) · Tags: hashing, implementation

[Vercingetorix's solution](#)

2550.

1244D

[Paint the Tree](#) · [Tutorial](#)

Quality: 8,301 global accepts · Rating: 1800 · first AC: 2022-04-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, trees

[Vercingetorix's solution](#)

2551.

1138B

[Circus](#) · [Tutorial](#)

Quality: 4,201 global accepts · Rating: 1800 · first AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, strings

[Vercingetorix's solution](#)

2552.

173B

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Quality: 3,990 global accepts · Rating: 1800 · first AC: 2022-03-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, shortest paths

[Vercingetorix's solution](#)

2553.

483B

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

Quality: 4,351 global accepts · Rating: 1800 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[Vercingetorix's solution](#)

2554.

1335E2

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

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, two pointers

[Vercingetorix's solution](#)

2555.

142B

[Help General](#) · [Tutorial](#)

Quality: 2,405 global accepts · Rating: 1800 · first AC: 2022-03-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Vercingetorix's solution](#)

2556.

140B

[New Year Cards](#) · [Tutorial](#)

Quality: 1,754 global accepts · Rating: 1800 · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[Vercingetorix's solution](#)

2557.

140D

[New Year Contest](#) · [Tutorial](#)

Quality: 2,312 global accepts · Rating: 1800 · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Vercingetorix's solution](#)

2558.

140C

[New Year Snowmen](#) · [Tutorial](#)

Quality: 4,755 global accepts · Rating: 1800 · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy
[Vercingetorix's solution](#)

2559.

185B

[Mushroom Scientists](#) · [Tutorial](#)

Quality: 1,786 global accepts · Rating: 1800 · first AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: math, ternary search
[Vercingetorix's solution](#)

2560.

271D

[Good Substrings](#) · [Tutorial](#)

Quality: 14,013 global accepts · Rating: 1800 · first AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings
[Vercingetorix's solution](#)

2561.

220B

[Little Elephant and Array](#) · [Tutorial](#)

Quality: 12,886 global accepts · Rating: 1800 · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures
[Vercingetorix's solution](#)

2562.

256B

[Mr. Bender and Square](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math
[Vercingetorix's solution](#)

2563.

187B

[AlgoRace](#) · [Tutorial](#)

Quality: 2,344 global accepts · Rating: 1800 · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, shortest paths
[Vercingetorix's solution](#)

2564.

240B

[Fence](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: dp
[Vercingetorix's solution](#)

2565.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1800 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math
[Vercingetorix's solution](#)

2566.

252B

[Unsorting Array](#) · [Tutorial](#)

Quality: 1,876 global accepts · Rating: 1800 · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings
[Vercingetorix's solution](#)

2567.

238B

[Boring Partition](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 1800 · first AC: 2022-03-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[Vercingetorix's solution](#)

2568.

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1800 · first AC: 2022-02-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math, two pointers
[Vercingetorix's solution](#)

2569.

167B

[Wizards and Huge Prize](#) · [Tutorial](#)

Quality: 2,452 global accepts · Rating: 1800 · first AC: 2022-02-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[Vercingetorix's solution](#)

2570.

301A

[Yaroslav and Sequence](#) · [Tutorial](#)

Quality: 3,256 global accepts · Rating: 1800 · first AC: 2022-02-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Vercingetorix's solution](#)

2571.

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-02-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[Vercingetorix's solution](#)

2572.

1468J

[Road Reform](#) · [Tutorial](#)

Quality: 5,905 global accepts · Rating: 1800 · first AC: 2022-02-18 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, greedy

[Vercingetorix's solution](#)

2573.

274B

[Zero Tree](#) · [Tutorial](#)

Quality: 5,571 global accepts · Rating: 1800 · first AC: 2022-02-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Vercingetorix's solution](#)

2574.

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[Vercingetorix's solution](#)

2575.

1398D

[Colored Rectangles](#) · [Tutorial](#)

Quality: 12,542 global accepts · Rating: 1800 · first AC: 2022-02-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[Vercingetorix's solution](#)

2576.

1196E

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

Quality: 3,915 global accepts · Rating: 1800 · first AC: 2022-02-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[Vercingetorix's solution](#)

2577.

333B

[Chips](#) · [Tutorial](#)

Quality: 2,762 global accepts · Rating: 1800 · first AC: 2022-02-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Vercingetorix's solution](#)

2578.

1630B

[Range and Partition](#) · [Tutorial](#)

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Vercingetorix's solution](#)

2579.

201B

[Guess That Car!](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 1800 · first AC: 2022-01-14 · C++20 (GCC 11-64) (first AC) · Tags: math, ternary search

[Vercingetorix's solution](#)

2580.

1250J

[The Parade](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 1800 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[Vercingetorix's solution](#)

2581.

1250B

[The Feast and the Bus](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 1800 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Vercingetorix's solution](#)

2582.

1463C

[Busy Robot](#) · [Tutorial](#)

Quality: 6,055 global accepts · Rating: 1800 · first AC: 2022-01-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Vercingetorix's solution](#)

2583.

1154E

[Two Teams](#) · [Tutorial](#)

Quality: 6,950 global accepts · Rating: 1800 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[Vercingetorix's solution](#)

2584.

280B

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

Quality: 5,251 global accepts · Rating: 1800 · first AC: 2022-01-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, two pointers

[Vercingetorix's solution](#)

2585.

626D

[Jerry's Protest](#) · [Tutorial](#)

Quality: 3,161 global accepts · Rating: 1800 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, probabilities

[Vercingetorix's solution](#)

2586.

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, sortings

[Vercingetorix's solution](#)

2587.

1619D

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

Quality: 8,461 global accepts · Rating: 1800 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[Vercingetorix's solution](#)

2588.

1081D

[Maximum Distance](#) · [Tutorial](#)

Quality: 4,645 global accepts · Rating: 1800 · first AC: 2021-12-19 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, shortest paths, sortings

[Vercingetorix's solution](#)

2589.

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,275 global accepts · Rating: 1800 · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy,

implementation, math

[Vercingetorix's solution](#)

2590.

1617D1

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

Quality: 5,171 global accepts · Rating: 1800 · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[Vercingetorix's solution](#)

2591.

3C

[Tic-tac-toe](#) · [Tutorial](#)

Quality: 8,280 global accepts · Rating: 1800 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, implementation

[Vercingetorix's solution](#)

2592.

585A

[Gennady the Dentist](#) · [Tutorial](#)

Quality: 4,476 global accepts · Rating: 1800 · first AC: 2021-12-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Vercingetorix's solution](#)

2593.

1249D2

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

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2021-12-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[Vercingetorix's solution](#)

2594.

1249D1

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

Quality: 5,508 global accepts · Rating: 1800 · first AC: 2021-12-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Vercingetorix's solution](#)

2595.

1611F

[ATM and Students](#) · [Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, two pointers

[Vercingetorix's solution](#)

2596.

963A

[Alternating Sum](#) · [Tutorial](#)

Quality: 3,640 global accepts · Rating: 1800 · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Vercingetorix's solution](#)

2597.

947C

[Perfect Security](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-11-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, strings, trees

[Vercingetorix's solution](#)

2598.

1296E1

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

Quality: 8,209 global accepts · Rating: 1800 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, sortings

[Vercingetorix's solution](#)

2599.

1324F

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

Quality: 13,070 global accepts · Rating: 1800 · first AC: 2021-11-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Vercingetorix's solution](#)

2600.

986B

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

Quality: 5,054 global accepts · Rating: 1800 · first AC: 2021-11-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Vercingetorix's solution](#)**2601.**

983B

[XOR-pyramid](#) · [Tutorial](#)

Quality: 6,308 global accepts · Rating: 1800 · first AC: 2021-11-17 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Vercingetorix's solution](#)**2602.**

1401D

[Maximum Distributed Tree](#) · [Tutorial](#)

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2021-11-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

[Vercingetorix's solution](#)**2603.**

1063B

[Labyrinth](#) · [Tutorial](#)

Quality: 9,254 global accepts · Rating: 1800 · first AC: 2021-11-11 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[Vercingetorix's solution](#)**2604.**

1053A

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

Rating: 1800 · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[Vercingetorix's solution](#)**2605.**

1010C

[Border](#) · [Tutorial](#)

Quality: 5,931 global accepts · Rating: 1800 · first AC: 2021-11-09 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[Vercingetorix's solution](#)**2606.**

1010B

[Rocket](#) · [Tutorial](#)

Quality: 6,386 global accepts · Rating: 1800 · first AC: 2021-11-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[Vercingetorix's solution](#)**2607.**

1034A

[Enlarge GCD](#) · [Tutorial](#)

Quality: 9,919 global accepts · Rating: 1800 · first AC: 2021-11-08 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[Vercingetorix's solution](#)**2608.**

1509C

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

Quality: 15,309 global accepts · Rating: 1800 · first AC: 2021-11-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Vercingetorix's solution](#)**2609.**

1172A

[Nauuo and Cards](#) · [Tutorial](#)

Quality: 5,176 global accepts · Rating: 1800 · first AC: 2021-10-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Vercingetorix's solution](#)**2610.**

1083A

[The Fair Nut and the Best Path](#) · [Tutorial](#)

Quality: 6,271 global accepts · Rating: 1800 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[Vercingetorix's solution](#)

2611.

1582F1

[Korney Korneevich and XOR \(easy version\) · Tutorial](#)

Quality: 6,582 global accepts · Rating: 1800 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy
[Vercingetorix's solution](#)

2612.

1283E

[New Year Parties · Tutorial](#)

Quality: 7,328 global accepts · Rating: 1800 · first AC: 2021-10-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[Vercingetorix's solution](#)

2613.

1283D

[Christmas Trees · Tutorial](#)

Quality: 9,443 global accepts · Rating: 1800 · first AC: 2021-10-23 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths
[Vercingetorix's solution](#)

2614.

1190B

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

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2021-10-23 · C++17 (GCC 7-32) (first AC) · Tags: games
[Vercingetorix's solution](#)

2615.

1586D

[Omkar and the Meaning of Life · Tutorial](#)

Rating: 1800 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math
[Vercingetorix's solution](#)

2616.

1129A2

[Toy Train · Tutorial](#)

Quality: 4,242 global accepts · Rating: 1800 · first AC: 2021-10-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[Vercingetorix's solution](#)

2617.

1571D

[Sweepstake · Tutorial](#)

Quality: 368 global accepts · Rating: 1800 · first AC: 2021-10-07 · Kotlin 1.5 (first AC) · Tags: *special, brute force, constructive algorithms, implementation, math
[Vercingetorix's solution](#)

2618.

1571C

[Rhyme · Tutorial](#)

Quality: 401 global accepts · Rating: 1800 · first AC: 2021-10-07 · Kotlin 1.5 (first AC) · Tags: *special, implementation
[Vercingetorix's solution](#)

2619.

1067B

[Multihedgehog · Tutorial](#)

Quality: 2,860 global accepts · Rating: 1800 · first AC: 2021-10-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths
[Vercingetorix's solution](#)

2620.

1109B

[Sasha and One More Name · Tutorial](#)

Quality: 4,537 global accepts · Rating: 1800 · first AC: 2021-10-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, hashing, strings
[Vercingetorix's solution](#)

2621.

1328D

[Carousel · Tutorial](#)

Quality: 14,525 global accepts · Rating: 1800 · first AC: 2021-09-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs,

greedy, math

[Vercingetorix's solution](#)

2622.

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Vercingetorix's solution](#)

2623.

1290B

[Irreducible Anagrams](#) · [Tutorial](#)

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2021-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[Vercingetorix's solution](#)

2624.

1572A

[Book](#) · [Tutorial](#)

Quality: 10,430 global accepts · Rating: 1800 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[Vercingetorix's solution](#)

2625.

1261B2

[Optimal Subsequences \(Hard Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-09-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[Vercingetorix's solution](#)

2626.

1246B

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-09-13 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math

[Vercingetorix's solution](#)

2627.

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2021-09-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math

[Vercingetorix's solution](#)

2628.

1254B1

[Send Boxes to Alice \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1800 · first AC: 2021-09-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[Vercingetorix's solution](#)

2629.

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2021-08-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, greedy

[Vercingetorix's solution](#)

2630.

1535D

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

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[Vercingetorix's solution](#)

2631.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,595 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms,

interactive, math

[Vercingetorix's solution](#)

2632.

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Vercingetorix's solution](#)

2633.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,811 global accepts · Rating: 1800 · first AC: 2021-08-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, trees

[Vercingetorix's solution](#)

2634.

1505E

[Cakewalk](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 1800 · first AC: 2021-08-25 · C++17 (GCC 7-32) (first AC) · Tags: *special, greedy, implementation, shortest paths

[Vercingetorix's solution](#)

2635.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2021-08-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[Vercingetorix's solution](#)

2636.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-08-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[Vercingetorix's solution](#)

2637.

1552C

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

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-08-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[Vercingetorix's solution](#)

2638.

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

[Vercingetorix's solution](#)

2639.

1442B

[Identify the Operations](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[Vercingetorix's solution](#)

2640.

1442A

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

Quality: 9,721 global accepts · Rating: 1800 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Vercingetorix's solution](#)

2641.

1548B

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

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[Vercingetorix's solution](#)

2642.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-08-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[Vercingetorix's solution](#)

2643.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,562 global accepts · Rating: 1800 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[Vercingetorix's solution](#)

2644.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,775 global accepts · Rating: 1800 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy, implementation

[Vercingetorix's solution](#)

2645.

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,509 global accepts · Rating: 1800 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, math

[Vercingetorix's solution](#)

2646.

1450D

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

Quality: 5,806 global accepts · Rating: 1800 · first AC: 2021-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[Vercingetorix's solution](#)

2647.

16C

[Monitor](#) · [Tutorial](#)

Quality: 5,418 global accepts · Rating: 1800 · first AC: 2021-03-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, number theory

[Vercingetorix's solution](#)

2648.

1367D

[Task On The Board](#) · [Tutorial](#)

Quality: 8,810 global accepts · Rating: 1800 · first AC: 2021-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Vercingetorix's solution](#)

2649.

1491D

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

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2021-03-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[Vercingetorix's solution](#)

2650.

1446B

[Catching Cheaters](#) · [Tutorial](#)

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2021-02-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[Vercingetorix's solution](#)

2651.

1286B

[Numbers on Tree](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 1800 · first AC: 2021-02-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

[Vercingetorix's solution](#)

2652.

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2021-02-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[Vercingetorix's solution](#)

2653.

1280B

[Beingawesomeism](#) · [Tutorial](#)

Quality: 4,204 global accepts · Rating: 1800 · first AC: 2021-02-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Vercingetorix's solution](#)

2654.

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2021-02-15 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[Vercingetorix's solution](#)

2655.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,566 global accepts · Rating: 1800 · first AC: 2021-02-14 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Vercingetorix's solution](#)

2656.

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,526 global accepts · Rating: 1800 · first AC: 2021-02-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

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2657.

1329A

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2658.

1326D2

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2659.

1338B

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2660.

1396B

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Quality: 12,936 global accepts · Rating: 1800 · first AC: 2021-02-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy

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2661.

1394A

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2662.

1409E

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2663.

1148D

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Quality: 5,263 global accepts · Rating: 1800 · first AC: 2021-02-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

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2664.

1119D

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2665.

1475D

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2666.

1462F

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2667.

1179B

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2668.

1426E

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2669.

1077E

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Quality: 5,094 global accepts · Rating: 1800 · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

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2670.

1073C

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Quality: 5,436 global accepts · Rating: 1800 · first AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, two pointers

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2671.

933A

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Quality: 5,401 global accepts · Rating: 1800 · first AC: 2018-02-14 · C++14 (GCC 6-32) (first AC) · Tags: dp

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2672.

922D

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2673.

917A

[The Monster](#) · [Tutorial](#)

Quality: 3,676 global accepts · Rating: 1800 · first AC: 2018-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, math

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2674.

914C

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Quality: 4,209 global accepts · Rating: 1800 · first AC: 2018-01-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp

[Vercingetorix's solution](#)

2675.

251B

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

Quality: 1,380 global accepts · Rating: 1800 · first AC: 2017-10-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

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2676.

325B

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Quality: 1,674 global accepts · Rating: 1800 · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

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2677.

794C

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Quality: 3,327 global accepts · Rating: 1800 · first AC: 2017-09-08 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings

[Vercingetorix's solution](#)

2678.

776C

[Molly's Chemicals](#) · [Tutorial](#)

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2017-09-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation, math

[Vercingetorix's solution](#)

2679.

768C

[Jon Snow and his Favourite Number](#) · [Tutorial](#)

Quality: 3,974 global accepts · Rating: 1800 · first AC: 2017-09-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, sortings

[Vercingetorix's solution](#)

2680.

853B

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Quality: 2,756 global accepts · Rating: 1800 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[Vercingetorix's solution](#)

2681.

845D

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Quality: 2,576 global accepts · Rating: 1800 · first AC: 2017-08-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[Vercingetorix's solution](#)

2682.

813B

[The Golden Age](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1800 · first AC: 2017-08-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

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2683.

830A

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Quality: 8,228 global accepts · Rating: 1800 · first AC: 2017-08-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[Vercingetorix's solution](#)

2684.

827B

[High Load](#) · [Tutorial](#)

Quality: 3,697 global accepts · Rating: 1800 · first AC: 2017-08-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, trees

[Vercingetorix's solution](#)

2685.

822D

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Quality: 3,283 global accepts · Rating: 1800 · first AC: 2017-07-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[Vercingetorix's solution](#)

2686.

799C

[Fountains](#) · [Tutorial](#)

Quality: 4,054 global accepts · Rating: 1800 · first AC: 2017-07-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[Vercingetorix's solution](#)

2687.

800B

[Volatile Kite](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-07-24 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[Vercingetorix's solution](#)

2688.

800A

[Voltage Keepsake](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-07-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[Vercingetorix's solution](#)

2689.

778B

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Quality: 2,538 global accepts · Rating: 1800 · first AC: 2017-07-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, expression parsing, implementation

[Vercingetorix's solution](#)

2690.

725D

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Quality: 3,093 global accepts · Rating: 1800 · first AC: 2016-10-22 · GNU C++11 (first AC) · Tags: data structures, greedy

[Vercingetorix's solution](#)

2691.

727D

[T-shirts Distribution](#) · [Tutorial](#)

Quality: 2,075 global accepts · Rating: 1800 · first AC: 2016-10-15 · GNU C++11 (first AC) · Tags: constructive algorithms, flows, greedy

[Vercingetorix's solution](#)

2692.

721C

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Quality: 6,546 global accepts · Rating: 1800 · first AC: 2016-10-12 · GNU C++11 (first AC) · Tags: dp, graphs

[Vercingetorix's solution](#)

2693.

724C

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Quality: 2,281 global accepts · Rating: 1800 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: greedy, hashing, implementation, math, number theory, sortings

[Vercingetorix's solution](#)

2694.

706D

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

Quality: 12,588 global accepts · Rating: 1800 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: binary search, bitmasks, data structures, trees

[Vercingetorix's solution](#)

2695.

700B

[Connecting Universities](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1800 · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[Vercingetorix's solution](#)

2696.

691C

[Exponential notation](#) · [Tutorial](#)

Quality: 2,971 global accepts · Rating: 1800 · first AC: 2016-07-13 · GNU C++11 (first AC) · Tags: implementation, strings

[Vercingetorix's solution](#)

2697.

690E1

[Photographs \(I\)](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 1800 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[Vercingetorix's solution](#)

2698.

690D2

[The Wall \(medium\)](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 1800 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: combinatorics

[Vercingetorix's solution](#)

2699.

592C

[The Big Race](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 1800 · first AC: 2016-07-04 · GNU C++11 (first AC) · Tags: math

[Vercingetorix's solution](#)

2700.

687B

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Quality: 6,849 global accepts · Rating: 1800 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: chinese remainder theorem, math, number theory

[Vercingetorix's solution](#)

2701.

683E

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Quality: 202 global accepts · Rating: 1800 · first AC: 2016-06-16 · Kotlin 1.4 (first AC) · Tags: *special

[Vercingetorix's solution](#)

2702.

420B

[Online Meeting](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 1800 · first AC: 2016-06-06 · GNU C++11 (first AC) · Tags: implementation

[Vercingetorix's solution](#)

2703.

671A

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Quality: 4,376 global accepts · Rating: 1800 · first AC: 2016-05-20 · GNU C++11 (first AC) · Tags: dp, geometry, greedy, implementation

[Vercingetorix's solution](#)

2704.

675D

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

Quality: 4,271 global accepts · Rating: 1800 · first AC: 2016-05-20 · GNU C++11 (first AC) · Tags: data structures, trees

[Vercingetorix's solution](#)

2705.

666A

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Quality: 3,808 global accepts · Rating: 1800 · first AC: 2016-05-02 · GNU C++11 (first AC) · Tags: dp, implementation, strings

[Vercingetorix's solution](#)

2706.

668B

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

Rating: 1800 · first AC: 2016-05-01 · GNU C++11 (first AC) · Tags: implementation

[Vercingetorix's solution](#)

2707.

665D

[Simple Subset](#) · [Tutorial](#)

Quality: 4,175 global accepts · Rating: 1800 · first AC: 2016-04-20 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, number theory

[Vercingetorix's solution](#)

2708.

663A

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Quality: 3,783 global accepts · Rating: 1800 · first AC: 2016-04-16 · GNU C++11 (first AC) · Tags: constructive algorithms, expression parsing, greedy, math

[Vercingetorix's solution](#)

2709.

482B

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Quality: 7,729 global accepts · Rating: 1800 · first AC: 2016-04-11 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, trees

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2710.

448D

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Quality: 16,667 global accepts · Rating: 1800 · first AC: 2016-04-09 · GNU C++11 (first AC) · Tags: binary search, brute force

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2711.

471D

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Quality: 10,276 global accepts · Rating: 1800 · first AC: 2016-04-07 · GNU C++11 (first AC) · Tags: string suffix structures, strings

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2712.

478C

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Quality: 20,593 global accepts · Rating: 1800 · first AC: 2016-04-04 · GNU C++11 (first AC) · Tags: greedy

[Vercingetorix's solution](#)

2713.

652D

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Quality: 4,797 global accepts · Rating: 1800 · first AC: 2016-03-25 · GNU C++11 (first AC) · Tags: data structures, sortings

[Vercingetorix's solution](#)

2714.

652C

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Quality: 3,759 global accepts · Rating: 1800 · first AC: 2016-03-25 · GNU C++11 (first AC) · Tags: combinatorics, sortings, two pointers

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2715.

610C

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Quality: 2,963 global accepts · Rating: 1800 · first AC: 2016-03-21 · GNU C++11 (first AC) · Tags: constructive algorithms

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2716.

645D

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[Vercingetorix's solution](#)

2717.

603B

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Quality: 2,710 global accepts · Rating: 1800 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dsu, math, number theory

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2718.

630M

[Turn](#) · [Tutorial](#)

Quality: 1,399 global accepts · Rating: 1800 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: geometry, math

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2719.

492D

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Quality: 3,322 global accepts · Rating: 1800 · first AC: 2015-06-16 · GNU C++11 (first AC) · Tags: binary search, implementation, math, sortings

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2720.

551B

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Quality: 4,064 global accepts · Rating: 1800 · first AC: 2015-06-15 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, strings

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2721.

543A

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Quality: 8,838 global accepts · Rating: 1800 · first AC: 2015-05-29 · GNU C++11 (first AC) · Tags: dp

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2722.

538D

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Quality: 2,522 global accepts · Rating: 1800 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

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2723.

533E

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Quality: 2,433 global accepts · Rating: 1800 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, hashing, strings, two pointers

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2724.

351A

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2725.

528B

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Rating: 1800 · first AC: 2015-03-17 · MS C++ (first AC) · Tags: dp, greedy

[Vercingetorix's solution](#)

2726.

519D

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2727.

513B2

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Quality: 2,930 global accepts · Rating: 1800 · first AC: 2015-02-07 · MS C++ (first AC) · Tags: bitmasks, divide and conquer, math

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2728.

513G1

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Quality: 1,847 global accepts · Rating: 1800 · first AC: 2015-02-07 · MS C++ (first AC) · Tags: brute force, dfs and similar, dp, meet-in-the-middle

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2729.

487A

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Quality: 3,952 global accepts · Rating: 1800 · first AC: 2014-12-14 · MS C++ (first AC) · Tags: binary search, brute force, implementation

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2730.

409E

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Quality: 618 global accepts · Rating: 1800 · first AC: 2014-08-12 · MS C++ (first AC) · Tags: *special

[Vercingetorix's solution](#)

2731.

403B

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Rating: 1800 · first AC: 2014-08-08 · MS C++ (first AC) · Tags: dp, greedy, math, number theory

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2732.

452B

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Quality: 2,118 global accepts · Rating: 1800 · first AC: 2014-07-27 · MS C++ (first AC) · Tags: brute force, constructive algorithms, geometry, trees

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2733.

433C

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Quality: 2,619 global accepts · Rating: 1800 · first AC: 2014-07-14 · MS C++ (first AC) · Tags: implementation, math, sortings

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2734.

443D

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Rating: 1800 · first AC: 2014-07-08 · MS C++ (first AC) · Tags: dp, greedy, math, probabilities, sortings

[Vercingetorix's solution](#)

2735.

2154D

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Quality: 4,764 global accepts · Rating: 1900 · first AC: 2026-04-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees, two pointers

[Vercingetorix's solution](#)

2736.

2077B

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Quality: 3,657 global accepts · Rating: 1900 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[Vercingetorix's solution](#)

2737.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

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2738.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[Vercingetorix's solution](#)

2739.

2053E

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Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[Vercingetorix's solution](#)

2740.

1949C

[Annual Ants' Gathering](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Vercingetorix's solution](#)

2741.

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[Vercingetorix's solution](#)

2742.

1925D

[Good Trip](#) · [Tutorial](#)

Quality: 4,776 global accepts · Rating: 1900 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Vercingetorix's solution](#)

2743.

1928D

[Lonely Mountain Dungeons](#) · [Tutorial](#)

Quality: 5,165 global accepts · Rating: 1900 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[Vercingetorix's solution](#)

2744.

1918D

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

Quality: 6,195 global accepts · Rating: 1900 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[Vercingetorix's solution](#)

2745.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Vercingetorix's solution](#)

2746.

648D

[B-Sort](#) · [Tutorial](#)

Quality: 352 global accepts · Rating: 1900 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[Vercingetorix's solution](#)

2747.

1902E

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

Quality: 5,617 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings, trees

[Vercingetorix's solution](#)

2748.

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation

[Vercingetorix's solution](#)

2749.

1794D

[Counting Factorizations](#) · [Tutorial](#)

Quality: 4,485 global accepts · Rating: 1900 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory

[Vercingetorix's solution](#)

2750.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,131 global accepts · Rating: 1900 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[Vercingetorix's solution](#)

2751.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1900 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, shortest paths

[Vercingetorix's solution](#)

2752.

1887A2

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

Rating: 1900 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[Vercingetorix's solution](#)

2753.

1891D

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Quality: 4,557 global accepts · Rating: 1900 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[Vercingetorix's solution](#)

2754.

1878F

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Quality: 4,933 global accepts · Rating: 1900 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory
[Vercingetorix's solution](#)

2755.

1882D

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2756.

1808C

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2757.

1866C

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2758.

1846G

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2759.

1847D

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2760.

103C

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2761.

1834D

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2762.

1797D

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2763.

126A

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2764.

55C

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2765.

1817B

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2766.

1823D

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2767.

37C

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2768.

1821D

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2769.

1819B

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2770.

1801C

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2771.

1799D1

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2772.

1785B

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2773.

1787D

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2774.

1773K

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2775.

1773A

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2776.

1774E

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2777.

111B

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2778.

1747D

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2779.

1749D

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[Vercingetorix's solution](#)

2780.

1744E2

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2781.

1746D

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2782.

1738D

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2783.

437D

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[Vercingetorix's solution](#)

2784.

1729F

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2785.

1715D

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2786.

1717D

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Quality: 4,863 global accepts · Rating: 1900 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

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2787.

1175D

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Quality: 7,066 global accepts · Rating: 1900 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

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2788.

1718A2

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

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

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2789.

1704D

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2790.

1707B

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Quality: 6,401 global accepts · Rating: 1900 · first AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, sortings

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2791.

1701D

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2792.

1696D

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2793.

1700D

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Quality: 6,993 global accepts · Rating: 1900 · first AC: 2022-06-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, math

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2794.

1697D

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2795.

1689D

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2796.

138B

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2797.

1679D

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2798.

1677C

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2799.

1673D

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2800.

1184E1

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Quality: 1,863 global accepts · Rating: 1900 · first AC: 2022-04-28 · C++20 (GCC 11-64) (first AC) · Tags: graphs, trees

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2801.

1661D

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2802.

1659D

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2803.

1228D

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2804.

173C

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2805.

1313C2

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2806.

1656D

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Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

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2807.

213B

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[Vercingetorix's solution](#)

2808.

191C

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2809.

1647D

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2810.

1651D

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199B

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2812.

229C

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2813.

1650E

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2814.

258B

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2815.

1648C

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2816.

226B

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2817.

223C

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Quality: 1,755 global accepts · Rating: 1900 · first AC: 2022-02-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory
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2818.

223B

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Quality: 2,034 global accepts · Rating: 1900 · first AC: 2022-02-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, strings
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2819.

261B

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Quality: 1,612 global accepts · Rating: 1900 · first AC: 2022-02-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities
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2820.

1644E

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Quality: 3,490 global accepts · Rating: 1900 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, implementation, math
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2821.

1400D

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Quality: 11,392 global accepts · Rating: 1900 · first AC: 2022-02-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers
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2822.

1430E

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Quality: 7,332 global accepts · Rating: 1900 · first AC: 2022-02-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, strings
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2823.

1453D

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Quality: 4,438 global accepts · Rating: 1900 · first AC: 2022-02-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, probabilities
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2824.

1467C

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Quality: 6,787 global accepts · Rating: 1900 · first AC: 2022-02-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
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2825.

1627D

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2826.

1624G

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Quality: 7,596 global accepts · Rating: 1900 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy
[Vercingetorix's solution](#)

2827.

232B

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Quality: 1,679 global accepts · Rating: 1900 · first AC: 2022-01-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math
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2828.

1342D

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2829.

1463D

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2830.

321B

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2831.

343C

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2832.

309C

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2833.

981D

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Quality: 3,549 global accepts · Rating: 1900 · first AC: 2021-12-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy
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2834.

949C

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Quality: 2,252 global accepts · Rating: 1900 · first AC: 2021-12-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

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2835.

1216E1

[Numerical Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 1900 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[Vercingetorix's solution](#)

2836.

418B

[Cunning Gena](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-12-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, sortings

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2837.

1055C

[Lucky Days](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 1900 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

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2838.

1081E

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Quality: 2,820 global accepts · Rating: 1900 · first AC: 2021-12-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

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2839.

1620E

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Quality: 9,669 global accepts · Rating: 1900 · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

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2840.

1294E

[Obtain a Permutation](#) · [Tutorial](#)

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2841.

16E

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Quality: 6,541 global accepts · Rating: 1900 · first AC: 2021-12-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, probabilities

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2842.

16D

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Quality: 1,866 global accepts · Rating: 1900 · first AC: 2021-12-15 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

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2843.

14E

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Quality: 2,061 global accepts · Rating: 1900 · first AC: 2021-12-15 · C++20 (GCC 11-64) (first AC) · Tags: dp

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2844.

14D

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Quality: 5,284 global accepts · Rating: 1900 · first AC: 2021-12-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees, two pointers

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2845.

3B

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Quality: 5,233 global accepts · Rating: 1900 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

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2846.

1017D

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Quality: 3,953 global accepts · Rating: 1900 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures

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2847.

1591D

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Rating: 1900 · first AC: 2021-12-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, math, sortings

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2848.

529E

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Rating: 1900 · first AC: 2021-12-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[Vercingetorix's solution](#)

2849.

529B

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2850.

993B

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2851.

819B

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2852.

1613D

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2853.

1074B

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2854.

1311F

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2855.

1611E2

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2856.

1078A

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2857.

1423B

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2858.

1012C

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2859.

1012B

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2860.

1063C

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2861.

1043E

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2862.

1172B

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2863.

1601B

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2864.

1120A

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2865.

1168B

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2866.

1593D2

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2867.

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2868.

1067A

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2869.

1060D

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2870.

1242B

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2871.

1214D

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2872.

1527B2

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2873.

1328E

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Quality: 11,723 global accepts · Rating: 1900 · first AC: 2021-09-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

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2874.

1208D

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2875.

1270D

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Quality: 4,869 global accepts · Rating: 1900 · first AC: 2021-09-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings

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2876.

1305D

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similar, interactive, trees

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2877.

1276B

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2878.

1494C

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2879.

1569D

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2880.

1361B

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2881.

1307D

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2882.

1558B

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2883.

1360G

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2884.

1444B

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2885.

1560F1

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2886.

1512F

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Quality: 6,816 global accepts · Rating: 1900 · first AC: 2021-08-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation
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2887.

1428D

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2888.

1483B

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2889.

1545B

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2890.

1547F

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2891.

1470B

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2892.

1543C

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2893.

1508A

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2894.

27C

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Quality: 3,064 global accepts · Rating: 1900 · first AC: 2021-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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2895.

25D

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2896.

25C

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Quality: 8,076 global accepts · Rating: 1900 · first AC: 2021-03-16 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

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2897.

1495B

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2898.

9D

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2899.

6E

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2900.

1367E

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Quality: 5,845 global accepts · Rating: 1900 · first AC: 2021-03-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, number theory

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2901.

1490G

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Quality: 6,186 global accepts · Rating: 1900 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math

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2902.

1272E

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Quality: 7,932 global accepts · Rating: 1900 · first AC: 2021-02-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

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2903.

1439A2

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2904.

1220D

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2905.

1492D

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2906.

1205B

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2907.

1486C2

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2908.

1264B

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2909.

1434A

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Rating: 1900 · first AC: 2021-02-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, sortings, two pointers
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2910.

1479B1

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2911.

1477B

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2912.

1375D

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2913.

1237C2

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Quality: 4,534 global accepts · Rating: 1900 · first AC: 2021-02-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings
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2914.

1353E

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2915.

1404B

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Quality: 8,187 global accepts · Rating: 1900 · first AC: 2021-02-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, trees
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2916.

1178E

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2917.

1383B

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2918.

1119E

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2919.

1475G

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Quality: 7,819 global accepts · Rating: 1900 · first AC: 2021-01-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, sortings

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2920.

1475F

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2921.

930C

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2922.

1421D

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2923.

1436D

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Quality: 6,499 global accepts · Rating: 1900 · first AC: 2020-11-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees

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2924.

1365E

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2925.

1369D

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2926.

1371E1

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2927.

1077F1

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Quality: 5,349 global accepts · Rating: 1900 · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: dp

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2928.

1072D

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2929.

1054D

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Quality: 2,415 global accepts · Rating: 1900 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

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2930.

866B

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Rating: 1900 · first AC: 2018-01-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

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2931.

914D

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2932.

335B

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Quality: 2,373 global accepts · Rating: 1900 · first AC: 2017-09-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp

[Vercingetorix's solution](#)

2933.

331B2

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Quality: 831 global accepts · Rating: 1900 · first AC: 2017-09-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Vercingetorix's solution](#)

2934.

839B

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Quality: 3,438 global accepts · Rating: 1900 · first AC: 2017-09-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

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2935.

781B

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2936.

848B

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Quality: 2,003 global accepts · Rating: 1900 · first AC: 2017-09-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, geometry, implementation, sortings, two pointers

[Vercingetorix's solution](#)

2937.

835D

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Quality: 4,661 global accepts · Rating: 1900 · first AC: 2017-08-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, hashing, strings

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2938.

832D

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Quality: 4,481 global accepts · Rating: 1900 · first AC: 2017-07-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

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2939.

784F

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Quality: 1,144 global accepts · Rating: 1900 · first AC: 2017-03-31 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

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2940.

757C

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Quality: 2,465 global accepts · Rating: 1900 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, sortings, strings

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2941.

750D

[New Year and Fireworks](#) · [Tutorial](#)

Quality: 3,168 global accepts · Rating: 1900 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation

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2942.

744B

[Hongcow's Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 1900 · first AC: 2016-12-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, interactive

[Vercingetorix's solution](#)

2943.

737C

[Subordinates](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-12-12 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy

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2944.

724D

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2945.

722D

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Quality: 3,350 global accepts · Rating: 1900 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, greedy, strings, trees

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2946.

708B

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2947.

702D

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2948.

700A

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2949.

356B

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2950.

691E

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2954.

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2955.

682D

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2956.

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2958.

420C

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566D

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660D

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2962.

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2963.

656F

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2964.

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2967.

613A

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633C

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2969.

630E

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2970.

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552D

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552C

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550D

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536A

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2980.

536B

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2981.

547B

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351B

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2983.

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2984.

477B

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2985.

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497B

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2987.

480C

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2988.

459E

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459C

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2990.

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2991.

458B

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2992.

455B

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2993.

452D

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2994.

2154C2

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2995.

2055D

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2996.

2062E1

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2997.

2061E

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2998.

2057D

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2051F

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3003.

1900D

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1893C

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3005.

1889C1

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3006.

1891F

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3007.

1862G

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3008.

1881G

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1867E1

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1872G

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117C

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3012.

87C

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1841D

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1830B

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1815B

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18D

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73B

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3020.

1783D

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3021.

10C

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29D

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3023.

27E

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3024.

113B

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3025.

1772F

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3026.

1770D

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3027.

1731E

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3028.

1764D

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3029.

1733D2

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3030.

1753C

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1744F

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3032.

1712D

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3033.

1726D

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3034.

1718B

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3036.

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1690G

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3040.

1359D

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3041.

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2022-05-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings, strings

[Vercingetorix's solution](#)

3042.

1682D

[Circular Spanning Tree](#) · [Tutorial](#)

Quality: 3,726 global accepts · Rating: 2000 · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, trees

[Vercingetorix's solution](#)

3043.

1680E

[Moving Chips](#) · [Tutorial](#)

Quality: 4,347 global accepts · Rating: 2000 · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy

[Vercingetorix's solution](#)

3044.

1204D1

[Kirk and a Binary String \(easy version\)](#) · [Tutorial](#)

Quality: 3,219 global accepts · Rating: 2000 · first AC: 2022-05-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, strings

[Vercingetorix's solution](#)

3045.

1674G

[Remove Directed Edges](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2000 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs

[Vercingetorix's solution](#)

3046.

1674E

[Breaking the Wall](#) · [Tutorial](#)

Quality: 7,304 global accepts · Rating: 2000 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[Vercingetorix's solution](#)

3047.

1316D

[Nash Matrix](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[Vercingetorix's solution](#)

3048.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Vercingetorix's solution](#)

3049.

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,658 global accepts · Rating: 2000 · first AC: 2022-04-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[Vercingetorix's solution](#)

3050.

1244E

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

Quality: 6,401 global accepts · Rating: 2000 · first AC: 2022-04-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers

[Vercingetorix's solution](#)

3051.

1244C

[The Football Season](#) · [Tutorial](#)

Quality: 8,295 global accepts · Rating: 2000 · first AC: 2022-04-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Vercingetorix's solution](#)

3052.

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,818 global accepts · Rating: 2000 · first AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings

[Vercingetorix's solution](#)

3053.

163B

[Lemmings](#) · [Tutorial](#)

Quality: 1,178 global accepts · Rating: 2000 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search

[Vercingetorix's solution](#)

3054.

1657D

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

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, sortings

[Vercingetorix's solution](#)

3055.

156C

[Cipher](#) · [Tutorial](#)

Quality: 2,625 global accepts · Rating: 2000 · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[Vercingetorix's solution](#)

3056.

204C

[Little Elephant and Furik and Rubik](#) · [Tutorial](#)

Quality: 1,234 global accepts · Rating: 2000 · first AC: 2022-03-17 · C++20 (GCC 11-64) (first AC) · Tags: math, probabilities

[Vercingetorix's solution](#)

3057.

164B

[Ancient Berland Hieroglyphs](#) · [Tutorial](#)

Quality: 529 global accepts · Rating: 2000 · first AC: 2022-03-17 · C++20 (GCC 11-64) (first AC) · Tags: two pointers

[Vercingetorix's solution](#)

3058.

213C

[Relay Race](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2000 · first AC: 2022-03-17 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Vercingetorix's solution](#)

3059.

131F

[Present to Mom](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 2000 · first AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, two pointers

[Vercingetorix's solution](#)

3060.

193B

[Xor](#) · [Tutorial](#)

Quality: 1,140 global accepts · Rating: 2000 · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[Vercingetorix's solution](#)

3061.

187C

[Weak Memory](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2000 · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu

[Vercingetorix's solution](#)

3062.

258C

[Little Elephant and LCM](#) · [Tutorial](#)

Quality: 1,986 global accepts · Rating: 2000 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, dp,

math

[Vercingetorix's solution](#)

3063.

240D

[Merging Two Decks](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Vercingetorix's solution](#)

3064.

196B

[Infinite Maze](#) · [Tutorial](#)

Quality: 2,378 global accepts · Rating: 2000 · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[Vercingetorix's solution](#)

3065.

235B

[Let's Play Osu!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[Vercingetorix's solution](#)

3066.

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 2000 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees

[Vercingetorix's solution](#)

3067.

243B

[Hydra](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2000 · first AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: graphs, sortings

[Vercingetorix's solution](#)

3068.

1234E

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

Quality: 2,978 global accepts · Rating: 2000 · first AC: 2022-02-28 · C++20 (GCC 11-64) (first AC) · Tags: math

[Vercingetorix's solution](#)

3069.

261C

[Maxim and Matrix](#) · [Tutorial](#)

Quality: 836 global accepts · Rating: 2000 · first AC: 2022-02-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math

[Vercingetorix's solution](#)

3070.

249A

[Robo-Footballer](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-02-25 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[Vercingetorix's solution](#)

3071.

314C

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

Quality: 2,004 global accepts · Rating: 2000 · first AC: 2022-02-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Vercingetorix's solution](#)

3072.

314B

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

Quality: 1,619 global accepts · Rating: 2000 · first AC: 2022-02-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, strings

[Vercingetorix's solution](#)

3073.

1641B

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

Quality: 4,064 global accepts · Rating: 2000 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[Vercingetorix's solution](#)

3074.

317B

[Ants](#) · [Tutorial](#)

Quality: 1,659 global accepts · Rating: 2000 · first AC: 2022-02-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Vercingetorix's solution](#)

3075.

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,128 global accepts · Rating: 2000 · first AC: 2022-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[Vercingetorix's solution](#)

3076.

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2000 · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Vercingetorix's solution](#)

3077.

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 2000 · first AC: 2022-02-10 · last AC: 2022-02-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Vercingetorix's solution](#)

3078.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math

[Vercingetorix's solution](#)

3079.

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2022-02-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[Vercingetorix's solution](#)

3080.

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,334 global accepts · Rating: 2000 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[Vercingetorix's solution](#)

3081.

1493C

[K-beautiful Strings](#) · [Tutorial](#)

Quality: 4,948 global accepts · Rating: 2000 · first AC: 2022-01-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, strings

[Vercingetorix's solution](#)

3082.

447D

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

Rating: 2000 · first AC: 2022-01-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Vercingetorix's solution](#)

3083.

1624E

[Masha-forgetful](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings

[Vercingetorix's solution](#)

3084.

1624F

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

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[Vercingetorix's solution](#)

3085.

201C

[Fragile Bridges](#) · [Tutorial](#)

Quality: 1,513 global accepts · Rating: 2000 · first AC: 2022-01-14 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Vercingetorix's solution](#)

3086.

1250N

[Wires](#) · [Tutorial](#)

Quality: 1,766 global accepts · Rating: 2000 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy

[Vercingetorix's solution](#)

3087.

341C

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

Rating: 2000 · first AC: 2022-01-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Vercingetorix's solution](#)

3088.

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,511 global accepts · Rating: 2000 · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math

[Vercingetorix's solution](#)

3089.

280A

[Rectangle Puzzle](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2000 · first AC: 2022-01-01 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[Vercingetorix's solution](#)

3090.

1616D

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

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[Vercingetorix's solution](#)

3091.

309A

[Morning run](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, two pointers

[Vercingetorix's solution](#)

3092.

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, two pointers

[Vercingetorix's solution](#)

3093.

571B

[Minimization](#) · [Tutorial](#)

Quality: 2,824 global accepts · Rating: 2000 · first AC: 2021-12-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[Vercingetorix's solution](#)

3094.

1619F

[Let's Play the Hat? · Tutorial](#)

Quality: 2,339 global accepts · Rating: 2000 · first AC: 2021-12-20 · last AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Vercingetorix's solution](#)

3095.

1619G

[Unusual Minesweeper · Tutorial](#)

Quality: 2,736 global accepts · Rating: 2000 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, dsu, greedy, sortings

[Vercingetorix's solution](#)

3096.

1620D

[Exact Change · Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Vercingetorix's solution](#)

3097.

1294F

[Three Paths on a Tree · Tutorial](#)

Quality: 6,861 global accepts · Rating: 2000 · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Vercingetorix's solution](#)

3098.

578C

[Weakness and Poorness · Tutorial](#)

Quality: 5,181 global accepts · Rating: 2000 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: ternary search

[Vercingetorix's solution](#)

3099.

1618F

[Reverse · Tutorial](#)

Quality: 4,735 global accepts · Rating: 2000 · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, implementation, math, strings

[Vercingetorix's solution](#)

3100.

1033D

[Divisors · Tutorial](#)

Quality: 2,611 global accepts · Rating: 2000 · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: interactive, math, number theory

[Vercingetorix's solution](#)

3101.

494B

[Obsessive String · Tutorial](#)

Quality: 3,111 global accepts · Rating: 2000 · first AC: 2021-12-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[Vercingetorix's solution](#)

3102.

1408D

[Searchlights · Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2021-12-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[Vercingetorix's solution](#)

3103.

2B

[The least round way · Tutorial](#)

Quality: 12,948 global accepts · Rating: 2000 · first AC: 2021-12-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[Vercingetorix's solution](#)

3104.

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[Vercingetorix's solution](#)

3105.

1019B

[The hat](#) · [Tutorial](#)

Quality: 2,113 global accepts · Rating: 2000 · first AC: 2021-11-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[Vercingetorix's solution](#)

3106.

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Vercingetorix's solution](#)

3107.

963B

[Destruction of a Tree](#) · [Tutorial](#)

Quality: 3,000 global accepts · Rating: 2000 · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Vercingetorix's solution](#)

3108.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Vercingetorix's solution](#)

3109.

1296E2

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

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Vercingetorix's solution](#)

3110.

1612E

[Messages](#) · [Tutorial](#)

Quality: 2,817 global accepts · Rating: 2000 · first AC: 2021-11-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, probabilities, sortings

[Vercingetorix's solution](#)

3111.

997B

[Roman Digits](#) · [Tutorial](#)

Quality: 3,140 global accepts · Rating: 2000 · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[Vercingetorix's solution](#)

3112.

1588B

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

Rating: 2000 · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, implementation, interactive

[Vercingetorix's solution](#)

3113.

1053B

[Vasya and Good Sequences](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp

[Vercingetorix's solution](#)

3114.

1010D

[Mars rover](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 2000 · first AC: 2021-11-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[Vercingetorix's solution](#)

3115.

1521C

[Nastia and a Hidden Permutation](#) · [Tutorial](#)

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2021-11-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive

[Vercingetorix's solution](#)

3116.

1083B

[The Fair Nut and Strings](#) · [Tutorial](#)

Quality: 2,169 global accepts · Rating: 2000 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Vercingetorix's solution](#)

3117.

1582E

[Pchelyonok and Segments](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2000 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, math

[Vercingetorix's solution](#)

3118.

1190D

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

Quality: 2,684 global accepts · Rating: 2000 · first AC: 2021-10-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings, two pointers

[Vercingetorix's solution](#)

3119.

1599C

[Bubble Strike](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2000 · first AC: 2021-10-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities, ternary search

[Vercingetorix's solution](#)

3120.

1129B

[Wrong Answer](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2000 · first AC: 2021-10-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Vercingetorix's solution](#)

3121.

1161C

[Thanos Nim](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-10-11 · C++17 (GCC 7-32) (first AC) · Tags: games

[Vercingetorix's solution](#)

3122.

1571F

[Kotlinforces](#) · [Tutorial](#)

Quality: 225 global accepts · Rating: 2000 · first AC: 2021-10-07 · Kotlin 1.5 (first AC) · Tags: *special, constructive algorithms, dp

[Vercingetorix's solution](#)

3123.

1103B

[Game with modulo](#) · [Tutorial](#)

Quality: 3,530 global accepts · Rating: 2000 · first AC: 2021-10-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[Vercingetorix's solution](#)

3124.

1142B

[Lynyrd Skynryd](#) · [Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, math, trees

[Vercingetorix's solution](#)

3125.

1060E

[Sergey and Subway](#) · [Tutorial](#)

Quality: 3,499 global accepts · Rating: 2000 · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[Vercingetorix's solution](#)

3126.

1214E

[Petya and Construction Set](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees

[Vercingetorix's solution](#)

3127.

1209G1

[Into Blocks \(easy version\)](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[Vercingetorix's solution](#)

3128.

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2000 · first AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[Vercingetorix's solution](#)

3129.

1229B

[Kamil and Making a Stream](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, graphs, math, number theory, trees

[Vercingetorix's solution](#)

3130.

1574D

[The Strongest Build](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[Vercingetorix's solution](#)

3131.

1240B

[Sequence Sorting](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, two pointers

[Vercingetorix's solution](#)

3132.

1256F

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

Quality: 3,622 global accepts · Rating: 2000 · first AC: 2021-09-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings, strings

[Vercingetorix's solution](#)

3133.

1256E

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

Quality: 4,599 global accepts · Rating: 2000 · first AC: 2021-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[Vercingetorix's solution](#)

3134.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 2000 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Vercingetorix's solution](#)

3135.

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 2000 · first AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

[Vercingetorix's solution](#)

3136.

1567D

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

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Vercingetorix's solution](#)

3137.

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 2000 · first AC: 2021-09-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Vercingetorix's solution](#)

3138.

1349C

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

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2021-09-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[Vercingetorix's solution](#)

3139.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2021-09-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Vercingetorix's solution](#)

3140.

1525C

[Robot Collisions](#) · [Tutorial](#)

Quality: 4,815 global accepts · Rating: 2000 · first AC: 2021-08-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[Vercingetorix's solution](#)

3141.

1558C

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

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

[Vercingetorix's solution](#)

3142.

1399E1

[Weights Division \(easy version\)](#) · [Tutorial](#)

Quality: 6,336 global accepts · Rating: 2000 · first AC: 2021-08-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Vercingetorix's solution](#)

3143.

1320C

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2021-08-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, sortings

[Vercingetorix's solution](#)

3144.

1506G

[Maximize the Remaining String](#) · [Tutorial](#)

Quality: 4,833 global accepts · Rating: 2000 · first AC: 2021-08-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[Vercingetorix's solution](#)

3145.

1506F

[Triangular Paths](#) · [Tutorial](#)

Quality: 3,700 global accepts · Rating: 2000 · first AC: 2021-08-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, shortest paths, sortings

[Vercingetorix's solution](#)

3146.

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2000 · first AC: 2021-08-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp

[Vercingetorix's solution](#)

3147.

1536D

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

Quality: 5,059 global accepts · Rating: 2000 · first AC: 2021-08-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[Vercingetorix's solution](#)

3148.

1427D

[Unshuffling a Deck](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 2000 · first AC: 2021-02-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Vercingetorix's solution](#)

3149.

1427C

[The Hard Work of Paparazzi](#) · [Tutorial](#)

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2021-02-21 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Vercingetorix's solution](#)

3150.

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,432 global accepts · Rating: 2000 · first AC: 2021-02-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[Vercingetorix's solution](#)

3151.

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-02-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[Vercingetorix's solution](#)

3152.

1198C

[Matching vs Independent Set](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2021-02-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[Vercingetorix's solution](#)

3153.

1456B

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-02-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math

[Vercingetorix's solution](#)

3154.

1266D

[Decreasing Debts](#) · [Tutorial](#)

Quality: 3,871 global accepts · Rating: 2000 · first AC: 2021-02-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

[Vercingetorix's solution](#)

3155.

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2021-02-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[Vercingetorix's solution](#)

3156.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,056 global accepts · Rating: 2000 · first AC: 2021-01-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[Vercingetorix's solution](#)

3157.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,687 global accepts · Rating: 2000 · first AC: 2021-01-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Vercingetorix's solution](#)

3158.

1458B

[Glass Half Spilled](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2021-01-21 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Vercingetorix's solution](#)

3159.

1454E

[Number of Simple Paths](#) · [Tutorial](#)

Quality: 6,619 global accepts · Rating: 2000 · first AC: 2020-12-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[Vercingetorix's solution](#)

3160.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,629 global accepts · Rating: 2000 · first AC: 2020-12-15 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[Vercingetorix's solution](#)

3161.

1451E1

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

Quality: 4,921 global accepts · Rating: 2000 · first AC: 2020-12-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Vercingetorix's solution](#)

3162.

1426F

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

Quality: 6,166 global accepts · Rating: 2000 · first AC: 2020-11-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, strings

[Vercingetorix's solution](#)

3163.

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,080 global accepts · Rating: 2000 · first AC: 2020-11-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

[Vercingetorix's solution](#)

3164.

1370D

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

Quality: 10,928 global accepts · Rating: 2000 · first AC: 2020-07-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[Vercingetorix's solution](#)

3165.

1061D

[TV Shows](#) · [Tutorial](#)

Quality: 2,560 global accepts · Rating: 2000 · first AC: 2018-11-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[Vercingetorix's solution](#)

3166.

933B

[A Determined Cleanup](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2000 · first AC: 2018-02-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[Vercingetorix's solution](#)

3167.

896B

[Ithea Plays With Chtholly](#) · [Tutorial](#)

Quality: 2,297 global accepts · Rating: 2000 · first AC: 2017-12-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, games, greedy, interactive

[Vercingetorix's solution](#)

3168.

889B

[Restoration of string](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-12-11 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, strings

[Vercingetorix's solution](#)

3169.

871B

[Something with XOR Queries](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-12-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, interactive

[Vercingetorix's solution](#)

3170.

251C

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

Quality: 1,130 global accepts · Rating: 2000 · first AC: 2017-10-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, number theory

[Vercingetorix's solution](#)

3171.

264C

[Choosing Balls](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 2000 · first AC: 2017-10-03 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Vercingetorix's solution](#)

3172.

855C

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

Quality: 2,405 global accepts · Rating: 2000 · first AC: 2017-09-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[Vercingetorix's solution](#)

3173.

806B

[Dynamic Problem Scoring](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-09-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Vercingetorix's solution](#)

3174.

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,219 global accepts · Rating: 2000 · first AC: 2017-09-07 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs
[Vercingetorix's solution](#)

3175.

842D

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

Quality: 4,484 global accepts · Rating: 2000 · first AC: 2017-08-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures
[Vercingetorix's solution](#)

3176.

842C

[Ilya And The Tree](#) · [Tutorial](#)

Quality: 3,762 global accepts · Rating: 2000 · first AC: 2017-08-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math, number theory, trees
[Vercingetorix's solution](#)

3177.

843B

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

Quality: 2,582 global accepts · Rating: 2000 · first AC: 2017-08-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, interactive, probabilities
[Vercingetorix's solution](#)

3178.

814D

[An overnight dance in discotheque](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2000 · first AC: 2017-07-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, geometry, greedy, trees
[Vercingetorix's solution](#)

3179.

766D

[Mahmoud and a Dictionary](#) · [Tutorial](#)

Quality: 3,928 global accepts · Rating: 2000 · first AC: 2017-07-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs
[Vercingetorix's solution](#)

3180.

795J

[Stepan's Series](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-04-05 · Python 3 (first AC) · Tags: *special, dp
[Vercingetorix's solution](#)

3181.

795L

[Bars](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-04-05 · GNU C11 (first AC) · Tags: *special, binary search, greedy
[Vercingetorix's solution](#)

3182.

784E

[Twisted Circuit](#) · [Tutorial](#)

Quality: 2,039 global accepts · Rating: 2000 · first AC: 2017-03-31 · C++14 (GCC 6-32) (first AC) · Tags: *special, brute force, implementation
[Vercingetorix's solution](#)

3183.

784G

[BF Calculator](#) · [Tutorial](#)

Quality: 773 global accepts · Rating: 2000 · first AC: 2017-03-31 · C++14 (GCC 6-32) (first AC) · Tags: *special
[Vercingetorix's solution](#)

3184.

784B

[Kids' Riddle](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2000 · first AC: 2017-03-31 · C++14 (GCC 6-32) (first AC) · Tags: *special
[Vercingetorix's solution](#)

3185.

786A

[Berzerk](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: 2000 · first AC: 2017-03-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games

[Vercingetorix's solution](#)

3186.

758D

[Ability To Convert](#) · [Tutorial](#)

Quality: 2,935 global accepts · Rating: 2000 · first AC: 2017-01-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, math, strings

[Vercingetorix's solution](#)

3187.

755D

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

Quality: 2,675 global accepts · Rating: 2000 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Vercingetorix's solution](#)

3188.

346B

[Lucky Common Subsequence](#) · [Tutorial](#)

Quality: 4,260 global accepts · Rating: 2000 · first AC: 2016-12-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[Vercingetorix's solution](#)

3189.

749D

[Leaving Auction](#) · [Tutorial](#)

Quality: 2,711 global accepts · Rating: 2000 · first AC: 2016-12-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Vercingetorix's solution](#)

3190.

338B

[Book of Evil](#) · [Tutorial](#)

Rating: 2000 · first AC: 2016-12-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[Vercingetorix's solution](#)

3191.

721D

[Maxim and Array](#) · [Tutorial](#)

Quality: 2,488 global accepts · Rating: 2000 · first AC: 2016-10-12 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, math

[Vercingetorix's solution](#)

3192.

720A

[Closing ceremony](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: 2000 · first AC: 2016-10-11 · GNU C++11 (first AC) · Tags: greedy

[Vercingetorix's solution](#)

3193.

710E

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

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2016-08-22 · GNU C++11 (first AC) · Tags: dfs and similar, dp

[Vercingetorix's solution](#)

3194.

696C

[PLEASE](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2000 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: combinatorics, dp, implementation, math, matrices

[Vercingetorix's solution](#)

3195.

689E

[Mike and Geometry Problem](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2000 · first AC: 2016-07-06 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dp, geometry, implementation

[Vercingetorix's solution](#)

3196.

367C

[Sereja and the Arrangement of Numbers](#) · [Tutorial](#)

Quality: 1,924 global accepts · Rating: 2000 · first AC: 2016-07-01 · GNU C++11 (first AC) · Tags: graphs, greedy, sortings

[Vercingetorix's solution](#)

3197.

676D

[Theseus and labyrinth](#) · [Tutorial](#)

Quality: 1,964 global accepts · Rating: 2000 · first AC: 2016-06-15 · GNU C++11 (first AC) · Tags: graphs, implementation, shortest paths

[Vercingetorix's solution](#)

3198.

681D

[Gifts by the List](#) · [Tutorial](#)

Quality: 1,875 global accepts · Rating: 2000 · first AC: 2016-06-14 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Vercingetorix's solution](#)

3199.

611D

[New Year and Ancient Prophecy](#) · [Tutorial](#)

Quality: 2,745 global accepts · Rating: 2000 · first AC: 2016-06-12 · GNU C++11 (first AC) · Tags: dp, hashing, strings

[Vercingetorix's solution](#)

3200.

542C

[Idempotent functions](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 2000 · first AC: 2016-05-30 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math

[Vercingetorix's solution](#)

3201.

671B

[Robin Hood](#) · [Tutorial](#)

Quality: 3,289 global accepts · Rating: 2000 · first AC: 2016-05-20 · GNU C++11 (first AC) · Tags: binary search, greedy

[Vercingetorix's solution](#)

3202.

666B

[World Tour](#) · [Tutorial](#)

Quality: 2,391 global accepts · Rating: 2000 · first AC: 2016-05-02 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[Vercingetorix's solution](#)

3203.

668D

[Little Artem and Time Machine](#) · [Tutorial](#)

Rating: 2000 · first AC: 2016-05-01 · GNU C++11 (first AC) · Tags: data structures

[Vercingetorix's solution](#)

3204.

380C

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

Quality: 19,779 global accepts · Rating: 2000 · first AC: 2016-04-18 · GNU C++11 (first AC) · Tags: data structures, schedules

[Vercingetorix's solution](#)

3205.

663B

[International Olympiad](#) · [Tutorial](#)

Rating: 2000 · first AC: 2016-04-16 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[Vercingetorix's solution](#)

3206.

504B

[Misha and Permutations Summation](#) · [Tutorial](#)

Rating: 2000 · first AC: 2016-04-06 · GNU C++11 (first AC) · Tags: binary search, data structures, math

[Vercingetorix's solution](#)

3207.

478D

[Red-Green Towers](#) · [Tutorial](#)

Quality: 7,142 global accepts · Rating: 2000 · first AC: 2016-04-04 · GNU C++11 (first AC) · Tags: dp

[Vercingetorix's solution](#)

3208.

464B

[Restore Cube](#) · [Tutorial](#)

Quality: 1,782 global accepts · Rating: 2000 · first AC: 2016-04-03 · GNU C++11 (first AC) · Tags: brute force, geometry

[Vercingetorix's solution](#)

3209.

656E

[Out of Controls](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2000 · first AC: 2016-04-01 · GNU C++11 (first AC) · Tags: *special

[Vercingetorix's solution](#)

3210.

615D

[Multipliers](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 2000 · first AC: 2016-03-31 · GNU C++11 (first AC) · Tags: math, number theory

[Vercingetorix's solution](#)

3211.

615C

[Running Track](#) · [Tutorial](#)

Quality: 2,464 global accepts · Rating: 2000 · first AC: 2016-03-31 · GNU C++11 (first AC) · Tags: dp, greedy, strings, trees

[Vercingetorix's solution](#)

3212.

659F

[Polycarp and Hay](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: 2000 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings

[Vercingetorix's solution](#)

3213.

427E

[Police Patrol](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2000 · first AC: 2016-03-23 · GNU C++11 (first AC) · Tags: greedy, implementation, math, ternary search

[Vercingetorix's solution](#)

3214.

621E

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

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2016-03-15 · GNU C++11 (first AC) · Tags: dp, matrices

[Vercingetorix's solution](#)

3215.

633D

[Fibonacci-ish](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2000 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: brute force, dp, hashing, implementation, math

[Vercingetorix's solution](#)

3216.

629C

[Famil Door and Brackets](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2000 · first AC: 2016-02-20 · GNU C++11 (first AC) · Tags: dp, strings

[Vercingetorix's solution](#)

3217.

6300

[Arrow](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 2000 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: geometry

[Vercingetorix's solution](#)

3218.

557D

[Vitaly and Cycle](#) · [Tutorial](#)

Quality: 2,380 global accepts · Rating: 2000 · first AC: 2015-07-31 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[Vercingetorix's solution](#)

3219.

555B

[Case of Fugitive](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 2000 · first AC: 2015-07-31 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[Vercingetorix's solution](#)

3220.

492E

[Vanya and Field](#) · [Tutorial](#)

Quality: 1,755 global accepts · Rating: 2000 · first AC: 2015-06-16 · GNU C++11 (first AC) · Tags: math

[Vercingetorix's solution](#)

3221.

526C

[Om Nom and Candies](#) · [Tutorial](#)

Quality: 2,650 global accepts · Rating: 2000 · first AC: 2015-06-16 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[Vercingetorix's solution](#)

3222.

540C

[Ice Cave](#) · [Tutorial](#)

Quality: 8,235 global accepts · Rating: 2000 · first AC: 2015-06-08 · GNU C++11 (first AC) · Tags: dfs and similar

[Vercingetorix's solution](#)

3223.

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,048 global accepts · Rating: 2000 · first AC: 2015-03-17 · last AC: 2015-03-17 · MS C++ (first AC) · Tags: *special, data structures

[Vercingetorix's solution](#)

3224.

514D

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

Quality: 5,363 global accepts · Rating: 2000 · first AC: 2015-03-01 · GNU C++0x (first AC) · Tags: binary search, data structures, two pointers

[Vercingetorix's solution](#)

3225.

514C

[Watto and Mechanism](#) · [Tutorial](#)

Quality: 8,157 global accepts · Rating: 2000 · first AC: 2015-03-01 · GNU C++0x (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[Vercingetorix's solution](#)

3226.

516B

[Drazil and Tiles](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-02-20 · MS C++ (first AC) · Tags: data structures, graph matchings, greedy, implementation

[Vercingetorix's solution](#)

3227.

513C

[Second price auction](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2000 · first AC: 2015-02-07 · MS C++ (first AC) · Tags: bitmasks, probabilities

[Vercingetorix's solution](#)

3228.

487B

[Strip](#) · [Tutorial](#)

Quality: 4,211 global accepts · Rating: 2000 · first AC: 2014-12-16 · MS C++ (first AC) · Tags: binary search, data structures, dp, two pointers

[Vercingetorix's solution](#)

3229.

388C

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

Quality: 3,818 global accepts · Rating: 2000 · first AC: 2014-08-12 · MS C++ (first AC) · Tags: games, greedy, sortings

[Vercingetorix's solution](#)

3230.

453B

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

Quality: 5,401 global accepts · Rating: 2000 · first AC: 2014-08-01 · MS C++ (first AC) · Tags: bitmasks, brute force, dp

[Vercingetorix's solution](#)

3231.

433D

[Nanami's Digital Board](#) · [Tutorial](#)

Quality: 1,317 global accepts · Rating: 2000 · first AC: 2014-07-14 · MS C++ (first AC) · Tags: dsu, implementation

[Vercingetorix's solution](#)

3232.

2061F1

[Kevin and Binary String \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Vercingetorix's solution](#)

3233.

2051G

[Snakes](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2100 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, dsu, graphs

[Vercingetorix's solution](#)

3234.

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[Vercingetorix's solution](#)

3235.

1948E

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Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

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3236.

1933F

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3237.

1930D2

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Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

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3238.

1919D

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3239.

1900E

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3240.

1896E

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3241.

1884D

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3242.

1886D

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3243.

1876C

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Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

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3244.

1808D

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3245.

1868B2

[Candy Party \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,752 global accepts · Rating: 2100 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

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3246.

1866G

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Quality: 2,179 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[Vercingetorix's solution](#)

3247.

1866H

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Quality: 1,908 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics

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3248.

1863E

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Quality: 3,191 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

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3249.

1864E

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3250.

1856D

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Quality: 3,788 global accepts · Rating: 2100 · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, interactive

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3251.

74C

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Quality: 1,412 global accepts · Rating: 2100 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, number theory

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3252.

1776G

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Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

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3253.

103D

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Quality: 2,527 global accepts · Rating: 2100 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, sortings

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3254.

1839D

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Quality: 2,698 global accepts · Rating: 2100 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings

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3255.

1838D

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Quality: 3,706 global accepts · Rating: 2100 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, strings

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3256.

1832D1

[Red-Blue Operations \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2023-05-12 · last AC: 2023-05-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, math

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3257.

1821E

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3258.

1810E

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3259.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,863 global accepts · Rating: 2100 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

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3260.

1799D2

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Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

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3261.

1787E

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3262.

77C

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Quality: 1,172 global accepts · Rating: 2100 · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, greedy, trees

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3263.

1775E

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Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

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3264.

1771D

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Quality: 3,215 global accepts · Rating: 2100 · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees

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3265.

1767C

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3266.

1761D

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3267.

111C

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Quality: 1,583 global accepts · Rating: 2100 · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, dsu

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3268.

1748D

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3269.

1732C2

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Quality: 3,067 global accepts · Rating: 2100 · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

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3270.

212C

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3271.

1734E

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3272.

1267K

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3273.

1729G

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Quality: 2,509 global accepts · Rating: 2100 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, hashing, strings, two pointers

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3274.

1666J

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3275.

1710B

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3276.

1333D

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Quality: 4,131 global accepts · Rating: 2100 · first AC: 2022-06-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, games, graphs, greedy, implementation, sortings

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3277.

1393D

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3278.

145C

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3279.

1684E

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3280.

1204D2

[Kirk and a Binary String \(hard version\)](#) · [Tutorial](#)

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3281.

1184E2

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3282.

1184A2

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3283.

1671E

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3284.

1152D

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3285.

1660F2

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3286.

163C

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3287.

1654D

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3288.

220C

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3289.

229D

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3290.

1650G

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3291.

226D

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3292.

238C

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3293.

1355E

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3294.

217B

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3295.

301B

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3296.

1637E

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3297.

1363D

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Quality: 4,415 global accepts · Rating: 2100 · first AC: 2022-02-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, interactive, math

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3298.

333D

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Quality: 2,239 global accepts · Rating: 2100 · first AC: 2022-02-01 · last AC: 2022-02-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, implementation, sortings

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3299.

1419E

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3300.

1493D

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3301.

1516D

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3302.

455C

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Quality: 6,466 global accepts · Rating: 2100 · first AC: 2022-01-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees

[Vercingetorix's solution](#)

3303.

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math

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3304.

1626D

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Quality: 4,331 global accepts · Rating: 2100 · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[Vercingetorix's solution](#)

3305.

269C

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Quality: 1,818 global accepts · Rating: 2100 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy

[Vercingetorix's solution](#)

3306.

1250C

[Trip to Saint Petersburg](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2100 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Vercingetorix's solution](#)

3307.

340B

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Quality: 2,314 global accepts · Rating: 2100 · first AC: 2022-01-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry

[Vercingetorix's solution](#)

3308.

475C

[Kamal-ol-molk's Painting](#) · [Tutorial](#)

Quality: 834 global accepts · Rating: 2100 · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Vercingetorix's solution](#)

3309.

1621D

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Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Vercingetorix's solution](#)

3310.

1154F

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Quality: 3,337 global accepts · Rating: 2100 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[Vercingetorix's solution](#)

3311.

1418D

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Quality: 4,743 global accepts · Rating: 2100 · first AC: 2022-01-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

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3312.

321C

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3313.

343D

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Quality: 6,849 global accepts · Rating: 2100 · first AC: 2021-12-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees

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3314.

309B

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

Quality: 818 global accepts · Rating: 2100 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, two pointers

[Vercingetorix's solution](#)

3315.

1420C2

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Quality: 5,190 global accepts · Rating: 2100 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation

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3316.

1216F

[Wi-Fi](#) · [Tutorial](#)

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3317.

1146D

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[Vercingetorix's solution](#)

3318.

1056E

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3319.

960F

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3320.

960D

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3321.

571A

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Quality: 2,681 global accepts · Rating: 2100 · first AC: 2021-12-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, implementation, math

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3322.

1C

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3323.

529D

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Rating: 2100 · first AC: 2021-12-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Vercingetorix's solution](#)

3324.

993C

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[Vercingetorix's solution](#)

3325.

995A

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372C

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Quality: 4,932 global accepts · Rating: 2100 · first AC: 2016-06-25 · GNU C++11 (first AC) · Tags: data structures, dp, math

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3420.

484B

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Quality: 7,736 global accepts · Rating: 2100 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: binary search, math, sortings, two pointers

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3421.

542F

[Quest](#) · [Tutorial](#)

Quality: 996 global accepts · Rating: 2100 · first AC: 2016-05-30 · GNU C++11 (first AC) · Tags: dp, greedy

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3422.

675C

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Quality: 3,859 global accepts · Rating: 2100 · first AC: 2016-05-20 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

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3423.

665E

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Quality: 4,425 global accepts · Rating: 2100 · first AC: 2016-04-20 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, strings, trees

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3424.

319C

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Quality: 6,592 global accepts · Rating: 2100 · first AC: 2016-04-09 · GNU C++11 (first AC) · Tags: dp, geometry

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3425.

464C

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Quality: 1,952 global accepts · Rating: 2100 · first AC: 2016-04-03 · GNU C++11 (first AC) · Tags: dp

[Vercingetorix's solution](#)

3426.

615E

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Quality: 1,061 global accepts · Rating: 2100 · first AC: 2016-03-31 · GNU C++11 (first AC) · Tags: binary search, implementation, math

[Vercingetorix's solution](#)

3427.

576C

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Quality: 4,179 global accepts · Rating: 2100 · first AC: 2016-03-24 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

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3428.

576B

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Quality: 1,918 global accepts · Rating: 2100 · first AC: 2016-03-24 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

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3429.

644C

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Quality: 1,001 global accepts · Rating: 2100 · first AC: 2016-03-16 · GNU C++11 (first AC) · Tags: *special, binary search, data structures, implementation, sortings, strings

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3430.

587B

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Quality: 1,496 global accepts · Rating: 2100 · first AC: 2016-03-12 · GNU C++11 (first AC) · Tags: dp

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3431.

601B

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Quality: 2,423 global accepts · Rating: 2100 · first AC: 2016-03-08 · GNU C++11 (first AC) · Tags: data structures, math

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3432.

631D

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Quality: 2,390 global accepts · Rating: 2100 · first AC: 2016-03-03 · GNU C++11 (first AC) · Tags: data structures, hashing, implementation, string suffix structures, strings

[Vercingetorix's solution](#)

3433.

632D

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Quality: 4,587 global accepts · Rating: 2100 · first AC: 2016-03-02 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[Vercingetorix's solution](#)

3434.

630P

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Quality: 1,346 global accepts · Rating: 2100 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: geometry, math

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3435.

590B

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3436.

552E

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Quality: 1,737 global accepts · Rating: 2100 · first AC: 2015-07-27 · GNU C++11 (first AC) · Tags: brute force, dp, expression parsing, greedy, implementation, strings

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3437.

551D

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Quality: 2,110 global accepts · Rating: 2100 · first AC: 2015-06-15 · GNU C++11 (first AC) · Tags: combinatorics, implementation, math, matrices, number theory

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3438.

507E

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Quality: 3,244 global accepts · Rating: 2100 · first AC: 2015-06-09 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[Vercingetorix's solution](#)

3439.

540E

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

Quality: 2,493 global accepts · Rating: 2100 · first AC: 2015-06-08 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, sortings, trees

[Vercingetorix's solution](#)

3440.

546E

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Quality: 4,313 global accepts · Rating: 2100 · first AC: 2015-06-08 · GNU C++11 (first AC) · Tags: flows, graphs, math

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3441.

543B

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Quality: 4,580 global accepts · Rating: 2100 · first AC: 2015-06-07 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Vercingetorix's solution](#)

3442.

549H

[Degenerate Matrix](#) · [Tutorial](#)

Quality: 2,092 global accepts · Rating: 2100 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: binary search, math

[Vercingetorix's solution](#)

3443.

498C

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

Quality: 4,189 global accepts · Rating: 2100 · first AC: 2015-06-04 · GNU C++11 (first AC) · Tags: flows, graph matchings, number theory

[Vercingetorix's solution](#)

3444.

521B

[Cubes](#) · [Tutorial](#)

Rating: 2100 · first AC: 2015-03-02 · GNU C++0x (first AC) · Tags: data structures, greedy, implementation

[Vercingetorix's solution](#)

3445.

519E

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

Quality: 8,356 global accepts · Rating: 2100 · first AC: 2015-02-28 · GNU C++0x (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees

[Vercingetorix's solution](#)

3446.

458C

[Elections](#) · [Tutorial](#)

Rating: 2100 · first AC: 2014-08-10 · MS C++ (first AC) · Tags: data structures, ternary search

[Vercingetorix's solution](#)

3447.

452C

[Magic Trick](#) · [Tutorial](#)

Quality: 1,750 global accepts · Rating: 2100 · first AC: 2014-07-27 · MS C++ (first AC) · Tags: combinatorics, math, probabilities

[Vercingetorix's solution](#)

3448.

431D

[Random Task](#) · [Tutorial](#)

Quality: 2,873 global accepts · Rating: 2100 · first AC: 2014-07-15 · MS C++ (first AC) · Tags: binary search, bitmasks, combinatorics, dp, math

[Vercingetorix's solution](#)

3449.

441D

[Valera and Swaps](#) · [Tutorial](#)

Quality: 1,200 global accepts · Rating: 2100 · first AC: 2014-07-09 · MS C++ (first AC) · Tags: constructive algorithms, dsu, graphs, implementation, math, string suffix structures

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3450.

2060F

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Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, number theory

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3451.

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[Vercingetorix's solution](#)

3452.

2039E

[Shohag Loves Inversions](#) · [Tutorial](#)

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math

[Vercingetorix's solution](#)

3453.

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, trees

[Vercingetorix's solution](#)

3454.

1967B2

[Reverse Card \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Vercingetorix's solution](#)

3455.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Vercingetorix's solution](#)

3456.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math

[Vercingetorix's solution](#)

3457.

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[Vercingetorix's solution](#)

3458.

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2023-11-24 · last AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees

[Vercingetorix's solution](#)

3459.

1808E1

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

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[Vercingetorix's solution](#)

3460.

1765F

[Chemistry Lab](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2200 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry, probabilities

[Vercingetorix's solution](#)

3461.

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, greedy,

implementation

[Vercingetorix's solution](#)

3462.

1867E2

[Salyg1n and Array \(hard version\)](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive

[Vercingetorix's solution](#)

3463.

1858D

[Trees and Segments](#) · [Tutorial](#)

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[Vercingetorix's solution](#)

3464.

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2200 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Vercingetorix's solution](#)

3465.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[Vercingetorix's solution](#)

3466.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 2200 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math, ternary search

[Vercingetorix's solution](#)

3467.

1776B

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

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry

[Vercingetorix's solution](#)

3468.

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2023-06-12 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[Vercingetorix's solution](#)

3469.

1840G1

[In Search of Truth \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,796 global accepts · Rating: 2200 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[Vercingetorix's solution](#)

3470.

1840F

[Railguns](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2200 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs

[Vercingetorix's solution](#)

3471.

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, trees

[Vercingetorix's solution](#)

3472.

1832E

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

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp
[Vercingetorix's solution](#)

3473.

1822G2

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

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory
[Vercingetorix's solution](#)

3474.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[Vercingetorix's solution](#)

3475.

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, math
[Vercingetorix's solution](#)

3476.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,450 global accepts · Rating: 2200 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees
[Vercingetorix's solution](#)

3477.

73D

[FreeDiv](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2200 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy
[Vercingetorix's solution](#)

3478.

42C

[Safe cracking](#) · [Tutorial](#)

Quality: 567 global accepts · Rating: 2200 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms
[Vercingetorix's solution](#)

3479.

36C

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Quality: 380 global accepts · Rating: 2200 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation
[Vercingetorix's solution](#)

3480.

70C

[Lucky Tickets](#) · [Tutorial](#)

Quality: 632 global accepts · Rating: 2200 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, sortings, two pointers
[Vercingetorix's solution](#)

3481.

113C

[Double Happiness](#) · [Tutorial](#)

Quality: 1,451 global accepts · Rating: 2200 · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory
[Vercingetorix's solution](#)

3482.

1772G

[Gaining Rating](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2200 · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings, two pointers

[Vercingetorix's solution](#)

3483.

1769D2

[A..3D000! CT2DôBCαC II](#)

Quality: 204 global accepts · Rating: 2200 · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force

[Vercingetorix's solution](#)

3484.

1721E

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Quality: 2,550 global accepts · Rating: 2200 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[Vercingetorix's solution](#)

3485.

115C

[Plumber](#) · [Tutorial](#)

Quality: 677 global accepts · Rating: 2200 · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: math

[Vercingetorix's solution](#)

3486.

1736D

[Equal Binary Subsequences](#) · [Tutorial](#)

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

[Vercingetorix's solution](#)

3487.

1737D

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Quality: 2,103 global accepts · Rating: 2200 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

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3488.

1730D

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Quality: 3,023 global accepts · Rating: 2200 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings, two pointers

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3489.

1666I

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Quality: 1,773 global accepts · Rating: 2200 · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math

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3490.

1666F

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Quality: 1,518 global accepts · Rating: 2200 · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation

[Vercingetorix's solution](#)

3491.

1717E

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Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

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3492.

1175E

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Quality: 4,540 global accepts · Rating: 2200 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

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3493.

1704E

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Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[Vercingetorix's solution](#)

3494.

1695D1

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

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees

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3495.

1333F

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

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2022-06-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

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3496.

138C

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Quality: 963 global accepts · Rating: 2200 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, probabilities, sortings

[Vercingetorix's solution](#)

3497.

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,705 global accepts · Rating: 2200 · first AC: 2022-06-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, graphs

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3498.

1437E

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

Quality: 3,927 global accepts · Rating: 2200 · first AC: 2022-06-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[Vercingetorix's solution](#)

3499.

1670E

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Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees

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3500.

1184B2

[The Doctor Meets Vader \(Medium\)](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2200 · first AC: 2022-04-28 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs, shortest paths, sortings

[Vercingetorix's solution](#)

3501.

1184C2

[Heidi and the Turing Test \(Medium\)](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2200 · first AC: 2022-04-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Vercingetorix's solution](#)

3502.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[Vercingetorix's solution](#)

3503.

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[Vercingetorix's solution](#)

3504.

902D

[GCD of Polynomials](#) · [Tutorial](#)

Rating: 2200 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: math

[Vercingetorix's solution](#)

3505.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[Vercingetorix's solution](#)

3506.

1335F

[Robots on a Grid](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2200 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, matrices

[Vercingetorix's solution](#)

3507.

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,491 global accepts · Rating: 2200 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graph matchings, math

[Vercingetorix's solution](#)

3508.

150C

[Smart Cheater](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2200 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, probabilities

[Vercingetorix's solution](#)

3509.

191E

[Thwarting Demonstrations](#) · [Tutorial](#)

Quality: 959 global accepts · Rating: 2200 · first AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, trees

[Vercingetorix's solution](#)

3510.

271E

[Three Horses](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2200 · first AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Vercingetorix's solution](#)

3511.

256C

[Furlo and Rublo and Game](#) · [Tutorial](#)

Rating: 2200 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: games

[Vercingetorix's solution](#)

3512.

1650F

[Vitaly and Advanced Useless Algorithms](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2200 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[Vercingetorix's solution](#)

3513.

196C

[Paint Tree](#) · [Tutorial](#)

Quality: 1,042 global accepts · Rating: 2200 · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer, geometry, sortings, trees

[Vercingetorix's solution](#)

3514.

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[Vercingetorix's solution](#)

3515.

243C

[Colorado Potato Beetle](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2200 · first AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, implementation

[Vercingetorix's solution](#)

3516.

1234F

[Yet Another Substring Reverse](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2022-02-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[Vercingetorix's solution](#)

3517.

301D

[Yaroslav and Divisors](#) · [Tutorial](#)

Quality: 3,022 global accepts · Rating: 2200 · first AC: 2022-02-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Vercingetorix's solution](#)

3518.

1641C

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

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[Vercingetorix's solution](#)

3519.

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2022-02-20 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[Vercingetorix's solution](#)

3520.

273C

[Dima and Horses](#) · [Tutorial](#)

Rating: 2200 · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy

[Vercingetorix's solution](#)

3521.

1400E

[Clear the Multiset](#) · [Tutorial](#)

Quality: 6,310 global accepts · Rating: 2200 · first AC: 2022-02-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[Vercingetorix's solution](#)

3522.

1468A

[LaIS](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2200 · first AC: 2022-02-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[Vercingetorix's solution](#)

3523.

1468H

[K and Medians](#) · [Tutorial](#)

Quality: 1,996 global accepts · Rating: 2200 · first AC: 2022-02-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Vercingetorix's solution](#)

3524.

274D

[Lovely Matrix](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2200 · first AC: 2022-02-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, sortings

[Vercingetorix's solution](#)

3525.

1398E

[Two Types of Spells](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2200 · first AC: 2022-02-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[Vercingetorix's solution](#)

3526.

1196F

[K-th Path](#) · [Tutorial](#)

Quality: 3,162 global accepts · Rating: 2200 · first AC: 2022-02-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, shortest paths, sortings

[Vercingetorix's solution](#)

3527.

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,995 global accepts · Rating: 2200 · first AC: 2022-02-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Vercingetorix's solution](#)

3528.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings, two pointers

[Vercingetorix's solution](#)

3529.

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,791 global accepts · Rating: 2200 · first AC: 2022-01-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

[Vercingetorix's solution](#)

3530.

1154G

[Minimum Possible LCM](#) · [Tutorial](#)

Quality: 3,258 global accepts · Rating: 2200 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[Vercingetorix's solution](#)

3531.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2022-01-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, probabilities, trees

[Vercingetorix's solution](#)

3532.

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, strings

[Vercingetorix's solution](#)

3533.

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy

[Vercingetorix's solution](#)

3534.

425B

[Sereja and Table](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2200 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

[Vercingetorix's solution](#)

3535.

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2021-12-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[Vercingetorix's solution](#)

3536.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[Vercingetorix's solution](#)

3537.

1216E2

[Numerical Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2200 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[Vercingetorix's solution](#)

3538.

1618G

[Trader Problem](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, greedy, sortings

[Vercingetorix's solution](#)

3539.

506B

[Mr. Kitayuta's Technology](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-12-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[Vercingetorix's solution](#)

3540.

966C

[Big Secret](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-12-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[Vercingetorix's solution](#)

3541.

1249F

[Maximum Weight Subset](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2021-12-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[Vercingetorix's solution](#)

3542.

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2021-12-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[Vercingetorix's solution](#)

3543.

932D

[Tree](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2200 · first AC: 2021-11-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, trees

[Vercingetorix's solution](#)

3544.

1311E

[Construct the Binary Tree](#) · [Tutorial](#)

Quality: 2,723 global accepts · Rating: 2200 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, trees

[Vercingetorix's solution](#)

3545.

1039C

[Network Safety](#) · [Tutorial](#)

Quality: 1,492 global accepts · Rating: 2200 · first AC: 2021-11-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, math, sortings

[Vercingetorix's solution](#)

3546.

1034B

[Little C Loves 3 II](#) · [Tutorial](#)

Quality: 2,290 global accepts · Rating: 2200 · first AC: 2021-11-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, flows, graph matchings

[Vercingetorix's solution](#)

3547.

1607H

[Banquet Preparations 2](#) · [Tutorial](#)

Quality: 1,427 global accepts · Rating: 2200 · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[Vercingetorix's solution](#)

3548.

1607G

[Banquet Preparations 1](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2200 · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Vercingetorix's solution](#)

3549.

1283F

[DIY Garland](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2021-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, trees

[Vercingetorix's solution](#)

3550.

1158B

[The minimal unique substring](#) · [Tutorial](#)

Quality: 2,383 global accepts · Rating: 2200 · first AC: 2021-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, strings

[Vercingetorix's solution](#)

3551.

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,733 global accepts · Rating: 2200 · first AC: 2021-10-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[Vercingetorix's solution](#)

3552.

1593G

[Changing Brackets](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2200 · first AC: 2021-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy

[Vercingetorix's solution](#)

3553.

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[Vercingetorix's solution](#)

3554.

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Vercingetorix's solution](#)

3555.

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, probabilities

[Vercingetorix's solution](#)

3556.

1328F

[Make k Equal](#) · [Tutorial](#)

Quality: 3,525 global accepts · Rating: 2200 · first AC: 2021-09-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Vercingetorix's solution](#)

3557.

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Vercingetorix's solution](#)

3558.

1149B

[Three Religions](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2200 · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[Vercingetorix's solution](#)

3559.

1261D1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-09-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Vercingetorix's solution](#)

3560.

1261C

[Arson In Berland Forest](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-09-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, shortest paths

[Vercingetorix's solution](#)

3561.

1498D

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

Quality: 2,501 global accepts · Rating: 2200 · first AC: 2021-09-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[Vercingetorix's solution](#)

3562.

1498E

[Two Houses](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2021-09-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, interactive, sortings

[Vercingetorix's solution](#)

3563.

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2021-09-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Vercingetorix's solution](#)

3564.

1246C

[Rock Is Push](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-09-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Vercingetorix's solution](#)

3565.

1515E

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Vercingetorix's solution](#)

3566.

1336C

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

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Vercingetorix's solution](#)

3567.

1567E

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

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math

[Vercingetorix's solution](#)

3568.

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2021-08-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[Vercingetorix's solution](#)

3569.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Vercingetorix's solution](#)

3570.

1562D2

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

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[Vercingetorix's solution](#)

3571.

1526D

[Kill Anton](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 2200 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, math, strings

[Vercingetorix's solution](#)

3572.

1505I

[Mysterious language again, seriously?](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2200 · first AC: 2021-08-25 · Secret 2021 (first AC) · Tags: *special

[Vercingetorix's solution](#)

3573.

1505F

[Math](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2200 · first AC: 2021-08-25 · C++17 (GCC 7-32) (first AC) · Tags: *special, math

[Vercingetorix's solution](#)

3574.

1399E2

[Weights Division \(hard version\)](#) · [Tutorial](#)

Quality: 2,524 global accepts · Rating: 2200 · first AC: 2021-08-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, greedy, sortings, trees, two pointers

[Vercingetorix's solution](#)

3575.

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2021-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[Vercingetorix's solution](#)

3576.

1537E2

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

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2021-08-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[Vercingetorix's solution](#)

3577.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-08-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings

[Vercingetorix's solution](#)

3578.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-08-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[Vercingetorix's solution](#)

3579.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[Vercingetorix's solution](#)

3580.

1520G

[To Go Or Not To Go?](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 2200 · first AC: 2021-08-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths

[Vercingetorix's solution](#)

3581.

1520F2

[Guess the K-th Zero \(Hard version\)](#) · [Tutorial](#)

Quality: 3,348 global accepts · Rating: 2200 · first AC: 2021-08-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, interactive

[Vercingetorix's solution](#)

3582.

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Vercingetorix's solution](#)

3583.

1551F

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

Quality: 2,179 global accepts · Rating: 2200 · first AC: 2021-08-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[Vercingetorix's solution](#)

3584.

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2021-08-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[Vercingetorix's solution](#)

3585.

1543D2

[RPD and Rap Sheet \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2021-08-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[Vercingetorix's solution](#)

3586.

1503C

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

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2021-08-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[Vercingetorix's solution](#)

3587.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[Vercingetorix's solution](#)

3588.

27D

[Ring Road 2](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 2200 · first AC: 2021-03-19 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[Vercingetorix's solution](#)

3589.

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[Vercingetorix's solution](#)

3590.

1272F

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

Quality: 2,334 global accepts · Rating: 2200 · first AC: 2021-02-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings, two pointers

[Vercingetorix's solution](#)

3591.

1485D

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

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-02-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[Vercingetorix's solution](#)

3592.

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2021-02-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs,

greedy, trees

[Vercingetorix's solution](#)

3593.

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2021-02-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[Vercingetorix's solution](#)

3594.

1456C

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-02-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, sortings

[Vercingetorix's solution](#)

3595.

1477C

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2021-02-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[Vercingetorix's solution](#)

3596.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2021-02-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[Vercingetorix's solution](#)

3597.

1353F

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

Quality: 3,613 global accepts · Rating: 2200 · first AC: 2021-02-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[Vercingetorix's solution](#)

3598.

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2021-02-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp

[Vercingetorix's solution](#)

3599.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2021-01-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, sortings

[Vercingetorix's solution](#)

3600.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2021-01-28 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Vercingetorix's solution](#)

3601.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2021-01-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[Vercingetorix's solution](#)

3602.

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2020-12-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[Vercingetorix's solution](#)

3603.

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2020-12-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[Vercingetorix's solution](#)

3604.

1461E

[Water Level](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2200 · first AC: 2020-12-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy, implementation, math

[Vercingetorix's solution](#)

3605.

1037E

[Trips](#) · [Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[Vercingetorix's solution](#)

3606.

922E

[Birds](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 2200 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Vercingetorix's solution](#)

3607.

915D

[Almost Acyclic Graph](#) · [Tutorial](#)

Quality: 4,056 global accepts · Rating: 2200 · first AC: 2018-01-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[Vercingetorix's solution](#)

3608.

908D

[New Year and Arbitrary Arrangement](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2200 · first AC: 2018-01-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[Vercingetorix's solution](#)

3609.

906B

[Seating of Students](#) · [Tutorial](#)

Quality: 1,323 global accepts · Rating: 2200 · first AC: 2017-12-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[Vercingetorix's solution](#)

3610.

875D

[High Cry](#) · [Tutorial](#)

Quality: 2,495 global accepts · Rating: 2200 · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, combinatorics, data structures, divide and conquer

[Vercingetorix's solution](#)

3611.

868D

[Huge Strings](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2200 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, implementation, strings

[Vercingetorix's solution](#)

3612.

286B

[Shifting](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2200 · first AC: 2017-09-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Vercingetorix's solution](#)

3613.

316G2

[Good Substrings](#) · [Tutorial](#)

Quality: 518 global accepts · Rating: 2200 · first AC: 2017-09-27 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures

[Vercingetorix's solution](#)

3614.

855E

[Salazar Slytherin's Locket](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 2200 · first AC: 2017-09-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[Vercingetorix's solution](#)

3615.

860C

[Tests Renumeration](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-09-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Vercingetorix's solution](#)

3616.

839D

[Winter is here](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2200 · first AC: 2017-09-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Vercingetorix's solution](#)

3617.

806C

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

Rating: 2200 · first AC: 2017-09-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[Vercingetorix's solution](#)

3618.

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2017-09-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[Vercingetorix's solution](#)

3619.

765E

[Tree Folding](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2200 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation, trees

[Vercingetorix's solution](#)

3620.

850C

[Arpa and a game with Mojtaba](#) · [Tutorial](#)

Quality: 1,867 global accepts · Rating: 2200 · first AC: 2017-09-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, games

[Vercingetorix's solution](#)

3621.

809B

[Glad to see you!](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2200 · first AC: 2017-08-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[Vercingetorix's solution](#)

3622.

813E

[Army Creation](#) · [Tutorial](#)

Quality: 3,115 global accepts · Rating: 2200 · first AC: 2017-08-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Vercingetorix's solution](#)

3623.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2017-08-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide

and conquer, dp, two pointers

[Vercingetorix's solution](#)

3624.

815B

[Karen and Test](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2017-07-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, math

[Vercingetorix's solution](#)

3625.

804C

[Ice cream coloring](#) · [Tutorial](#)

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2017-07-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy

[Vercingetorix's solution](#)

3626.

762E

[Radio stations](#) · [Tutorial](#)

Quality: 1,644 global accepts · Rating: 2200 · first AC: 2017-01-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Vercingetorix's solution](#)

3627.

756C

[Nikita and stack](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2200 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Vercingetorix's solution](#)

3628.

754C

[Vladik and chat](#) · [Tutorial](#)

Quality: 1,096 global accepts · Rating: 2200 · first AC: 2017-01-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, implementation, strings

[Vercingetorix's solution](#)

3629.

757D

[Felicity's Big Secret Revealed](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2200 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[Vercingetorix's solution](#)

3630.

346C

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

Quality: 1,506 global accepts · Rating: 2200 · first AC: 2016-12-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Vercingetorix's solution](#)

3631.

364B

[Free Market](#) · [Tutorial](#)

Quality: 1,252 global accepts · Rating: 2200 · first AC: 2016-12-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Vercingetorix's solution](#)

3632.

338C

[Divisor Tree](#) · [Tutorial](#)

Rating: 2200 · first AC: 2016-12-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, number theory

[Vercingetorix's solution](#)

3633.

723E

[One-Way Reform](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2016-10-03 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, flows, graphs, greedy

[Vercingetorix's solution](#)

3634.

713B

[Searching Rectangles](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2200 · first AC: 2016-09-21 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, interactive

[Vercingetorix's solution](#)

3635.

690C3

[Brain Network \(hard\)](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 2200 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: trees

[Vercingetorix's solution](#)

3636.

354E

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

Quality: 911 global accepts · Rating: 2200 · first AC: 2016-07-08 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dp

[Vercingetorix's solution](#)

3637.

592D

[Super M](#) · [Tutorial](#)

Quality: 2,966 global accepts · Rating: 2200 · first AC: 2016-07-04 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[Vercingetorix's solution](#)

3638.

593C

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

Quality: 325 global accepts · Rating: 2200 · first AC: 2016-07-03 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Vercingetorix's solution](#)

3639.

678E

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

Quality: 2,726 global accepts · Rating: 2200 · first AC: 2016-06-13 · GNU C++11 (first AC) · Tags: bitmasks, dp, math, probabilities

[Vercingetorix's solution](#)

3640.

420D

[Cup Trick](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2200 · first AC: 2016-06-09 · last AC: 2016-06-09 · GNU C++11 (first AC) · Tags: data structures

[Vercingetorix's solution](#)

3641.

679B

[Bear and Tower of Cubes](#) · [Tutorial](#)

Quality: 2,231 global accepts · Rating: 2200 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: binary search, dp, greedy

[Vercingetorix's solution](#)

3642.

663C

[Graph Coloring](#) · [Tutorial](#)

Rating: 2200 · first AC: 2016-04-16 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[Vercingetorix's solution](#)

3643.

448E

[Divisors](#) · [Tutorial](#)

Quality: 1,635 global accepts · Rating: 2200 · first AC: 2016-04-09 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, implementation, number theory

[Vercingetorix's solution](#)

3644.

657B

[Bear and Polynomials](#) · [Tutorial](#)

Rating: 2200 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: math

[Vercingetorix's solution](#)

3645.

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,426 global accepts · Rating: 2200 · first AC: 2016-03-23 · last AC: 2016-03-23 · GNU C++11 (first AC) · Tags: dp, string suffix structures, strings

[Vercingetorix's solution](#)

3646.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,614 global accepts · Rating: 2200 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: data structures

[Vercingetorix's solution](#)

3647.

653D

[Delivery Bears](#) · [Tutorial](#)

Quality: 2,933 global accepts · Rating: 2200 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: binary search, flows, graphs

[Vercingetorix's solution](#)

3648.

645E

[Intellectual Inquiry](#) · [Tutorial](#)

Quality: 1,407 global accepts · Rating: 2200 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[Vercingetorix's solution](#)

3649.

603C

[Liesges of Legendre](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: games, math

[Vercingetorix's solution](#)

3650.

618D

[Hamiltonian Spanning Tree](#) · [Tutorial](#)

Quality: 1,897 global accepts · Rating: 2200 · first AC: 2016-03-12 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[Vercingetorix's solution](#)

3651.

650C

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

Quality: 2,180 global accepts · Rating: 2200 · first AC: 2016-03-07 · last AC: 2016-03-07 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[Vercingetorix's solution](#)

3652.

634D

[Package Delivery](#) · [Tutorial](#)

Rating: 2200 · first AC: 2016-02-29 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, greedy

[Vercingetorix's solution](#)

3653.

622E

[Ants in Leaves](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2200 · first AC: 2016-02-10 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, sortings, trees

[Vercingetorix's solution](#)

3654.

590C

[Three States](#) · [Tutorial](#)

Quality: 3,553 global accepts · Rating: 2200 · first AC: 2015-12-12 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[Vercingetorix's solution](#)

3655.

555C

[Case of Chocolate](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2015-07-31 · GNU C++11 (first AC) · Tags: data structures

[Vercingetorix's solution](#)

3656.

553C

[Love Triangles](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2200 · first AC: 2015-07-30 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[Vercingetorix's solution](#)

3657.

526D

[Om Nom and Necklace](#) · [Tutorial](#)

Quality: 2,446 global accepts · Rating: 2200 · first AC: 2015-06-16 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[Vercingetorix's solution](#)

3658.

551C

[GukiZ hates Boxes](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 2200 · first AC: 2015-06-15 · GNU C++11 (first AC) · Tags: binary search, greedy

[Vercingetorix's solution](#)

3659.

550E

[Brackets in Implications](#) · [Tutorial](#)

Quality: 1,499 global accepts · Rating: 2200 · first AC: 2015-06-07 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Vercingetorix's solution](#)

3660.

549C

[The Game Of Parity](#) · [Tutorial](#)

Quality: 1,827 global accepts · Rating: 2200 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: games

[Vercingetorix's solution](#)

3661.

549G

[Happy Line](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2200 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[Vercingetorix's solution](#)

3662.

547A

[Mike and Frog](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2200 · first AC: 2015-06-01 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[Vercingetorix's solution](#)

3663.

538E

[Demiurges Play Again](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2200 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: dfs and similar, dp, math, trees

[Vercingetorix's solution](#)

3664.

351E

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

Quality: 1,793 global accepts · Rating: 2200 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: greedy

[Vercingetorix's solution](#)

3665.

521C

[Pluses everywhere](#) · [Tutorial](#)

Rating: 2200 · first AC: 2015-03-02 · GNU C++0x (first AC) · Tags: combinatorics, dp, math, number theory

[Vercingetorix's solution](#)

3666.

477C

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

Quality: 2200 · first AC: 2015-01-03 · GNU C++0x (first AC) · Tags: dp

[Vercingetorix's solution](#)

3667.

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2014-07-26 · MS C++ (first AC) · Tags: data structures, divide and conquer, geometry

[Vercingetorix's solution](#)

3668.

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[Vercingetorix's solution](#)

3669.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Vercingetorix's solution](#)

3670.

2006C

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

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[Vercingetorix's solution](#)

3671.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[Vercingetorix's solution](#)

3672.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Vercingetorix's solution](#)

3673.

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy

[Vercingetorix's solution](#)

3674.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[Vercingetorix's solution](#)

3675.

1933G

[Turtle Magic: Royal Turtle Shell Pattern](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 2300 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, constructive algorithms, dfs and similar, math

[Vercingetorix's solution](#)

3676.

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[Vercingetorix's solution](#)

3677.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Vercingetorix's solution](#)

3678.

648E

[BFS on 8 D8D ;Cà](#)

Quality: 158 global accepts · Rating: 2300 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[Vercingetorix's solution](#)

3679.

1895E

[Infinite Card Game](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers

[Vercingetorix's solution](#)

3680.

91C

[Ski Base](#) · [Tutorial](#)

Quality: 1,011 global accepts · Rating: 2300 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dsu, graphs

[Vercingetorix's solution](#)

3681.

1874C

[Jellyfish and EVA](#) · [Tutorial](#)

Quality: 2,195 global accepts · Rating: 2300 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[Vercingetorix's solution](#)

3682.

1878G

[wxhtzdy ORO Tree](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 2300 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dfs and similar, implementation, trees

[Vercingetorix's solution](#)

3683.

1870E

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

Quality: 2,962 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[Vercingetorix's solution](#)

3684.

1866I

[Imagination Castle](#) · [Tutorial](#)

Quality: 931 global accepts · Rating: 2300 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, two pointers

[Vercingetorix's solution](#)

3685.

1866D

[Digital Wallet](#) · [Tutorial](#)

Quality: 1,567 global accepts · Rating: 2300 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Vercingetorix's solution](#)

3686.

1861E

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

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math

[Vercingetorix's solution](#)

3687.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[Vercingetorix's solution](#)

3688.

1849E

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

Quality: 2,182 global accepts · Rating: 2300 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers

[Vercingetorix's solution](#)

3689.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

[Vercingetorix's solution](#)

3690.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[Vercingetorix's solution](#)

3691.

87D

[Beautiful Road](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2300 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, sortings, trees

[Vercingetorix's solution](#)

3692.

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[Vercingetorix's solution](#)

3693.

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[Vercingetorix's solution](#)

3694.

126D

[Fibonacci Sums](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2300 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[Vercingetorix's solution](#)

3695.

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, math,

probabilities, trees

[Vercingetorix's solution](#)

3696.

123D

[String](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2300 · first AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: string suffix structures

[Vercingetorix's solution](#)

3697.

123C

[Brackets](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 2300 · first AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, greedy

[Vercingetorix's solution](#)

3698.

37D

[Lesson Timetable](#) · [Tutorial](#)

Quality: 555 global accepts · Rating: 2300 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Vercingetorix's solution](#)

3699.

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2300 · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices

[Vercingetorix's solution](#)

3700.

1798E

[Multitest Generator](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp

[Vercingetorix's solution](#)

3701.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[Vercingetorix's solution](#)

3702.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[Vercingetorix's solution](#)

3703.

1781E

[Rectangle Shrinking](#) · [Tutorial](#)

Quality: 1,433 global accepts · Rating: 2300 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, greedy, implementation, two pointers

[Vercingetorix's solution](#)

3704.

77D

[Domino Carpet](#) · [Tutorial](#)

Quality: 363 global accepts · Rating: 2300 · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[Vercingetorix's solution](#)

3705.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,441 global accepts · Rating: 2300 · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[Vercingetorix's solution](#)

3706.

40C

[Berland Square](#) · [Tutorial](#)

Quality: 326 global accepts · Rating: 2300 · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Vercingetorix's solution](#)

3707.

42D

[Strange town](#) · [Tutorial](#)

Quality: 485 global accepts · Rating: 2300 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Vercingetorix's solution](#)

3708.

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Vercingetorix's solution](#)

3709.

36D

[New Game with a Chess Piece](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2300 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: games

[Vercingetorix's solution](#)

3710.

97B

[Superset](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2300 · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer

[Vercingetorix's solution](#)

3711.

1769D3

[A..3D100falCT2D6BCαC III](#)

Quality: 124 global accepts · Rating: 2300 · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force

[Vercingetorix's solution](#)

3712.

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,723 global accepts · Rating: 2300 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[Vercingetorix's solution](#)

3713.

111D

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

Quality: 901 global accepts · Rating: 2300 · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[Vercingetorix's solution](#)

3714.

1748E

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

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[Vercingetorix's solution](#)

3715.

212B

[Polycarpus is Looking for Good Substrings](#) · [Tutorial](#)

Quality: 368 global accepts · Rating: 2300 · first AC: 2022-10-18 · last AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, hashing, implementation

[Vercingetorix's solution](#)

3716.

1743F

[Intersection and Union](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices, probabilities

[Vercingetorix's solution](#)

3717.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[Vercingetorix's solution](#)

3718.

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,460 global accepts · Rating: 2300 · first AC: 2022-09-10 · last AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[Vercingetorix's solution](#)

3719.

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[Vercingetorix's solution](#)

3720.

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[Vercingetorix's solution](#)

3721.

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,515 global accepts · Rating: 2300 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[Vercingetorix's solution](#)

3722.

1698E

[Permutation Forces II](#) · [Tutorial](#)

Quality: 1,791 global accepts · Rating: 2300 · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers

[Vercingetorix's solution](#)

3723.

1695D2

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

Quality: 2,291 global accepts · Rating: 2300 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Vercingetorix's solution](#)

3724.

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths

[Vercingetorix's solution](#)

3725.

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2022-06-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings

[Vercingetorix's solution](#)

3726.

1681F

[Unique Occurrences](#) · [Tutorial](#)

Quality: 2,323 global accepts · Rating: 2300 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[Vercingetorix's solution](#)

3727.

1204E

[Natasha, Sasha and the Prefix Sums](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2300 · first AC: 2022-05-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Vercingetorix's solution](#)

3728.

1675G

[Sorting Pancakes](#) · [Tutorial](#)

Quality: 2,123 global accepts · Rating: 2300 · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Vercingetorix's solution](#)

3729.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 2300 · first AC: 2022-04-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy, sortings

[Vercingetorix's solution](#)

3730.

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,453 global accepts · Rating: 2300 · first AC: 2022-04-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Vercingetorix's solution](#)

3731.

1244F

[Chips](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2300 · first AC: 2022-04-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[Vercingetorix's solution](#)

3732.

1658D2

[388535 \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, math

[Vercingetorix's solution](#)

3733.

142C

[Help Caretaker](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2022-03-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp

[Vercingetorix's solution](#)

3734.

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, graphs, math

[Vercingetorix's solution](#)

3735.

213D

[Stars](#) · [Tutorial](#)

Quality: 363 global accepts · Rating: 2300 · first AC: 2022-03-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry

[Vercingetorix's solution](#)

3736.

167C

[Wizards and Numbers](#) · [Tutorial](#)

Quality: 740 global accepts · Rating: 2300 · first AC: 2022-02-28 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[Vercingetorix's solution](#)

3737.

154C

[Double Profiles](#) · [Tutorial](#)

Quality: 3,318 global accepts · Rating: 2300 · first AC: 2022-02-26 · C++20 (GCC 11-64) (first AC) · Tags: graphs, hashing, sortings

[Vercingetorix's solution](#)

3738.

249B

[Sweets for Everyone!](#) · [Tutorial](#)

Rating: 2300 · first AC: 2022-02-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[Vercingetorix's solution](#)

3739.

317D

[Game with Powers](#) · [Tutorial](#)

Quality: 1,257 global accepts · Rating: 2300 · first AC: 2022-02-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, games

[Vercingetorix's solution](#)

3740.

1468M

[Similar Sets](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2300 · first AC: 2022-02-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, implementation

[Vercingetorix's solution](#)

3741.

1453E

[Dog Snacks](#) · [Tutorial](#)

Quality: 2,225 global accepts · Rating: 2300 · first AC: 2022-02-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[Vercingetorix's solution](#)

3742.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[Vercingetorix's solution](#)

3743.

512C

[Fox And Dinner](#) · [Tutorial](#)

Rating: 2300 · first AC: 2022-01-14 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings

[Vercingetorix's solution](#)

3744.

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees

[Vercingetorix's solution](#)

3745.

1250G

[Discarding Game](#) · [Tutorial](#)

Quality: 775 global accepts · Rating: 2300 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, two pointers

[Vercingetorix's solution](#)

3746.

1250E

[The Coronation](#) · [Tutorial](#)

Quality: 910 global accepts · Rating: 2300 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: graphs, implementation

[Vercingetorix's solution](#)

3747.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,558 global accepts · Rating: 2300 · first AC: 2022-01-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math

[Vercingetorix's solution](#)

3748.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[Vercingetorix's solution](#)

3749.

467E

[Alex and Complicated Task](#) · [Tutorial](#)

Quality: 852 global accepts · Rating: 2300 · first AC: 2022-01-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[Vercingetorix's solution](#)

3750.

1623D

[Robot Cleaner Revisit](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2300 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, probabilities

[Vercingetorix's solution](#)

3751.

425C

[Sereja and Two Sequences](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2300 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Vercingetorix's solution](#)

3752.

425D

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

Quality: 1,630 global accepts · Rating: 2300 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, hashing

[Vercingetorix's solution](#)

3753.

1198D

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

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2021-12-25 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Vercingetorix's solution](#)

3754.

949D

[Curfew](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2300 · first AC: 2021-12-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[Vercingetorix's solution](#)

3755.

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,271 global accepts · Rating: 2300 · first AC: 2021-12-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees

[Vercingetorix's solution](#)

3756.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2021-12-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer

[Vercingetorix's solution](#)

3757.

9E

[Interesting graph and Apples](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 2300 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs

[Vercingetorix's solution](#)

3758.

585D

[Lizard Era: Beginning](#) · [Tutorial](#)

Quality: 2,038 global accepts · Rating: 2300 · first AC: 2021-12-09 · C++20 (GCC 11-64) (first AC) · Tags: meet-in-the-middle

[Vercingetorix's solution](#)

3759.

993E

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

Quality: 1,786 global accepts · Rating: 2300 · first AC: 2021-12-08 · C++20 (GCC 11-64) (first AC) · Tags: chinese remainder theorem, fft, math

[Vercingetorix's solution](#)

3760.

995C

[Leaving the Bar](#) · [Tutorial](#)

Quality: 2,053 global accepts · Rating: 2300 · first AC: 2021-12-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, geometry, greedy, math, sortings

[Vercingetorix's solution](#)

3761.

1614D2

[Divan and Kostomuksha \(hard version\)](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2300 · first AC: 2021-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory

[Vercingetorix's solution](#)

3762.

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[Vercingetorix's solution](#)

3763.

1039A

[Timetable](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 2300 · first AC: 2021-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[Vercingetorix's solution](#)

3764.

1588C

[Game with Stones](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, games, greedy

[Vercingetorix's solution](#)

3765.

1603C

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

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-11-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory

[Vercingetorix's solution](#)

3766.

1607F

[Robot on the Board 2](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2300 · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Vercingetorix's solution](#)

3767.

1086C

[Vasya and Templates](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Vercingetorix's solution](#)

3768.

1172C1

[Nauuo and Pictures \(easy version\)](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2300 · first AC: 2021-10-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities

[Vercingetorix's solution](#)

3769.

1601C

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

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2021-10-25 · last AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[Vercingetorix's solution](#)

3770.

1190C

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

Quality: 2,239 global accepts · Rating: 2300 · first AC: 2021-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy

[Vercingetorix's solution](#)

3771.

1594E2

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

Quality: 1,612 global accepts · Rating: 2300 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, trees

[Vercingetorix's solution](#)

3772.

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[Vercingetorix's solution](#)

3773.

1314D

[Tourism](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs, probabilities

[Vercingetorix's solution](#)

3774.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2021-09-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math

[Vercingetorix's solution](#)

3775.

1276C

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

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2021-09-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, greedy, math

[Vercingetorix's solution](#)

3776.

1494D

[Dogeforces](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2021-09-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees

[Vercingetorix's solution](#)

3777.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2021-09-09 · C++17 (GCC 7-32) (first AC) · Tags: graphs, hashing, math, number theory

[Vercingetorix's solution](#)

3778.

1513E

[Cost Equilibrium](#) · [Tutorial](#)

Quality: 1,732 global accepts · Rating: 2300 · first AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[Vercingetorix's solution](#)

3779.

1385G

[Columns Swaps](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2300 · first AC: 2021-09-04 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, implementation

[Vercingetorix's solution](#)

3780.

1385F

[Removing Leaves](#) · [Tutorial](#)

Quality: 2,821 global accepts · Rating: 2300 · first AC: 2021-09-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, trees

[Vercingetorix's solution](#)

3781.

1254C

[Point Ordering](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2300 · first AC: 2021-09-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[Vercingetorix's solution](#)

3782.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-08-27 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[Vercingetorix's solution](#)

3783.

1399F

[Yet Another Segments Subset](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2021-08-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, sortings

[Vercingetorix's solution](#)

3784.

1552E

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

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-08-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Vercingetorix's solution](#)

3785.

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2021-08-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers

[Vercingetorix's solution](#)

3786.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2300 · first AC: 2021-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[Vercingetorix's solution](#)

3787.

1528C

[Trees of Tranquillity](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-08-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Vercingetorix's solution](#)

3788.

1548D1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, geometry, math, number theory

[Vercingetorix's solution](#)

3789.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-08-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[Vercingetorix's solution](#)

3790.

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2021-08-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, math, shortest paths

[Vercingetorix's solution](#)

3791.

1495C

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

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2021-03-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[Vercingetorix's solution](#)

3792.

1450C2

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

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3793.

1476E

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3794.

1268C

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3795.

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3796.

1396C

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1404C

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3798.

1394B

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3800.

1451E2

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3801.

1236D

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3802.

1379D

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3803.

1422D

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Quality: 3,191 global accepts · Rating: 2300 · first AC: 2020-11-14 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths, sortings

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3804.

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3805.

936C

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Quality: 1,259 global accepts · Rating: 2300 · first AC: 2018-09-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, strings

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3806.

915G

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3807.

915E

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901C

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3809.

878B

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3810.

871C

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Rating: 2300 · first AC: 2017-12-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

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3811.

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Quality: 847 global accepts · Rating: 2300 · first AC: 2017-09-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry

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3812.

316E3

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3813.

316D2

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3814.

316D1

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3815.

316E2

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3816.

860D

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3817.

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3818.

768F

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3819.

845G

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3820.

812E

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830C

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3822.

825E

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3823.

800C

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3824.

795E

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3825.

788C

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3826.

786B

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Quality: 8,021 global accepts · Rating: 2300 · first AC: 2017-03-25 · last AC: 2017-03-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

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3827.

762D

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3828.

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3829.

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3830.

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3831.

713C

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Quality: 6,534 global accepts · Rating: 2300 · first AC: 2016-09-21 · GNU C++11 (first AC) · Tags: dp, sortings

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3832.

708C

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Quality: 4,361 global accepts · Rating: 2300 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

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3834.

675E

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3835.

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3836.

660E

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3837.

659G

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3838.

573C

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594C

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594A

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558D

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558E

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Quality: 7,402 global accepts · Rating: 2300 · first AC: 2015-08-01 · GNU C++11 (first AC) · Tags: data structures, sortings, strings

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553D

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3845.

547C

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516C

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3847.

487C

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3848.

406C

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3849.

414D

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3851.

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Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

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3854.

1930E

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3856.

1879E

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3857.

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3859.

1886E

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3860.

1874B

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3861.

1882E1

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3862.

1765L

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3863.

1765A

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3865.

1866L

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3866.

1866M

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Quality: 1,815 global accepts · Rating: 2400 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

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107D

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74D

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3870.

1852C

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3871.

1848F

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3874.

1770E

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3875.

1830C

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3876.

1837F

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3877.

1827B2

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3878.

1832D2

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3879.

1826E

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3881.

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3882.

1809E

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3883.

1795F

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3884.

1804E

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3885.

1780G

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[Vercingetorix's solution](#)

3886.

1780E

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Quality: 1,728 global accepts · Rating: 2400 · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory

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3887.

1785D

[Wooden Spoon](#) · [Tutorial](#)

Quality: 2400 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

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3888.

73E

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Quality: 412 global accepts · Rating: 2400 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

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3889.

1779E

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Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

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3890.

97A

[Domino](#) · [Tutorial](#)

Quality: 335 global accepts · Rating: 2400 · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Vercingetorix's solution](#)

3891.

97C

[Winning Strategy](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 2400 · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, math, shortest paths

[Vercingetorix's solution](#)

3892.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[Vercingetorix's solution](#)

3893.

1764E

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Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[Vercingetorix's solution](#)

3894.

1706D2

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

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

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3895.

1709E

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Quality: 3,957 global accepts · Rating: 2400 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[Vercingetorix's solution](#)

3896.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[Vercingetorix's solution](#)

3897.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[Vercingetorix's solution](#)

3898.

1735E

[House Planning](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, graph matchings, greedy

[Vercingetorix's solution](#)

3899.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Vercingetorix's solution](#)

3900.

1736C2

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

Quality: 1,471 global accepts · Rating: 2400 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, two pointers

[Vercingetorix's solution](#)

3901.

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2400 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Vercingetorix's solution](#)

3902.

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,865 global accepts · Rating: 2400 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp

[Vercingetorix's solution](#)

3903.

1738F

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

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[Vercingetorix's solution](#)

3904.

1267A

[Apprentice Learning Trajectory](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2400 · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Vercingetorix's solution](#)

3905.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math

[Vercingetorix's solution](#)

3906.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2400 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[Vercingetorix's solution](#)

3907.

1720D2

[Xor-Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[Vercingetorix's solution](#)**3908.**

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, number theory

[Vercingetorix's solution](#)**3909.**

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2400 · first AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[Vercingetorix's solution](#)**3910.**

1333E

[Road to 1600](#) · [Tutorial](#)

Quality: 1,813 global accepts · Rating: 2400 · first AC: 2022-06-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

[Vercingetorix's solution](#)**3911.**

1697E

[Coloring](#) · [Tutorial](#)

Quality: 1,450 global accepts · Rating: 2400 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dp, geometry, graphs, greedy, implementation, math

[Vercingetorix's solution](#)**3912.**

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,961 global accepts · Rating: 2400 · first AC: 2022-06-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Vercingetorix's solution](#)**3913.**

1670F

[Jee, You See?](#) · [Tutorial](#)

Quality: 1,266 global accepts · Rating: 2400 · first AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[Vercingetorix's solution](#)**3914.**

1680D

[Dog Walking](#) · [Tutorial](#)

Quality: 1,350 global accepts · Rating: 2400 · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Vercingetorix's solution](#)**3915.**

1673F

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

Quality: 960 global accepts · Rating: 2400 · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, interactive, math

[Vercingetorix's solution](#)**3916.**

1184E3

[Daleks' Invasion \(hard\)](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2400 · first AC: 2022-04-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, trees

[Vercingetorix's solution](#)

3917.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-04-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[Vercingetorix's solution](#)

3918.

1152E

[Neko and Flashback](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2400 · first AC: 2022-04-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[Vercingetorix's solution](#)

3919.

1244G

[Running in Pairs](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2022-04-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[Vercingetorix's solution](#)

3920.

164C

[Machine Programming](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2400 · first AC: 2022-03-17 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs
[Vercingetorix's solution](#)

3921.

220E

[Little Elephant and Inversions](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, two pointers
[Vercingetorix's solution](#)

3922.

193C

[Hamming Distance](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 2400 · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, matrices
[Vercingetorix's solution](#)

3923.

256E

[Lucky Arrays](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2400 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[Vercingetorix's solution](#)

3924.

198C

[Delivering Carcinogen](#) · [Tutorial](#)

Quality: 428 global accepts · Rating: 2400 · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry
[Vercingetorix's solution](#)

3925.

198E

[Gripping Story](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2400 · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, sortings
[Vercingetorix's solution](#)

3926.

258E

[Little Elephant and Tree](#) · [Tutorial](#)

Quality: 1,319 global accepts · Rating: 2400 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees
[Vercingetorix's solution](#)

3927.

226C

[Anniversary](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation,

math, matrices, number theory

[Vercingetorix's solution](#)

3928.

154D

[Flatland Fencing](#) · [Tutorial](#)

Quality: 487 global accepts · Rating: 2400 · first AC: 2022-02-26 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[Vercingetorix's solution](#)

3929.

288D

[Polo the Penguin and Trees](#) · [Tutorial](#)

Quality: 838 global accepts · Rating: 2400 · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, trees

[Vercingetorix's solution](#)

3930.

273D

[Dima and Figure](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2400 · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Vercingetorix's solution](#)

3931.

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[Vercingetorix's solution](#)

3932.

1455E

[Four Points](#) · [Tutorial](#)

Quality: 1,649 global accepts · Rating: 2400 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, flows, geometry, greedy, implementation, math, ternary search

[Vercingetorix's solution](#)

3933.

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[Vercingetorix's solution](#)

3934.

1633E

[Spanning Tree Queries](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2400 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

[Vercingetorix's solution](#)

3935.

1632E1

[Distance Tree \(easy version\)](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees

[Vercingetorix's solution](#)

3936.

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers

[Vercingetorix's solution](#)

3937.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[Vercingetorix's solution](#)

3938.

452E

[Three strings](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2022-01-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, string suffix structures, strings

[Vercingetorix's solution](#)

3939.

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math

[Vercingetorix's solution](#)

3940.

1626E

[Black and White Tree](#) · [Tutorial](#)

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, trees

[Vercingetorix's solution](#)

3941.

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2022-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees

[Vercingetorix's solution](#)

3942.

293C

[Cube Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2400 · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Vercingetorix's solution](#)

3943.

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2022-01-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, probabilities

[Vercingetorix's solution](#)

3944.

467D

[Fedor and Essay](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2022-01-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, hashing, strings

[Vercingetorix's solution](#)

3945.

329C

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

Quality: 1,010 global accepts · Rating: 2400 · first AC: 2021-12-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Vercingetorix's solution](#)

3946.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Vercingetorix's solution](#)

3947.

626E

[Simple Skewness](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2400 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, ternary search

[Vercingetorix's solution](#)

3948.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2400 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[Vercingetorix's solution](#)

3949.

1146E

[Hot is Cold](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2021-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, implementation

[Vercingetorix's solution](#)

3950.

418C

[Square Table](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-12-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math

[Vercingetorix's solution](#)

3951.

1619H

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

Quality: 1,433 global accepts · Rating: 2400 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, two pointers

[Vercingetorix's solution](#)

3952.

1055D

[Refactoring](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[Vercingetorix's solution](#)

3953.

1620G

[Subsequences Galore](#) · [Tutorial](#)

Quality: 1,156 global accepts · Rating: 2400 · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[Vercingetorix's solution](#)

3954.

605C

[Freelancer's Dreams](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[Vercingetorix's solution](#)

3955.

1617D2

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

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive, math

[Vercingetorix's solution](#)

3956.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2021-12-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[Vercingetorix's solution](#)

3957.

12D

[Ball](#) · [Tutorial](#)

Quality: 2,886 global accepts · Rating: 2400 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[Vercingetorix's solution](#)

3958.

1017E

[The Supersonic Rocket](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2400 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: geometry, hashing, strings

[Vercingetorix's solution](#)

3959.

506D

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 2,535 global accepts · Rating: 2400 · first AC: 2021-12-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[Vercingetorix's solution](#)

3960.

1591E

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

Rating: 2400 · first AC: 2021-12-12 · last AC: 2021-12-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[Vercingetorix's solution](#)

3961.

1591F

[Non-equal Neighbours](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-12-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, math

[Vercingetorix's solution](#)

3962.

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[Vercingetorix's solution](#)

3963.

529C

[Rooks and Rectangles](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-12-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[Vercingetorix's solution](#)

3964.

585C

[Alice, Bob, Oranges and Apples](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2400 · first AC: 2021-12-09 · C++20 (GCC 11-64) (first AC) · Tags: number theory

[Vercingetorix's solution](#)

3965.

1074D

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

Rating: 2400 · first AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, hashing

[Vercingetorix's solution](#)

3966.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,433 global accepts · Rating: 2400 · first AC: 2021-11-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Vercingetorix's solution](#)

3967.

1218D

[Xor Spanning Tree](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2400 · first AC: 2021-11-24 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, fft, graphs

[Vercingetorix's solution](#)

3968.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 2400 · first AC: 2021-11-21 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[Vercingetorix's solution](#)

3969.

1078C

[Vasya and Maximum Matching · Tutorial](#)

Rating: 2400 · first AC: 2021-11-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, trees

[Vercingetorix's solution](#)

3970.

1028E

[Restore Array · Tutorial](#)

Quality: 1,202 global accepts · Rating: 2400 · first AC: 2021-11-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Vercingetorix's solution](#)

3971.

983C

[Elevator · Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2021-11-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[Vercingetorix's solution](#)

3972.

1423J

[Bubble Cup hypothesis · Tutorial](#)

Quality: 888 global accepts · Rating: 2400 · first AC: 2021-11-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[Vercingetorix's solution](#)

3973.

1401F

[Reverse and Swap · Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2021-11-15 · last AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures

[Vercingetorix's solution](#)

3974.

1401E

[Divide Square · Tutorial](#)

Quality: 2,639 global accepts · Rating: 2400 · first AC: 2021-11-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, implementation, sortings

[Vercingetorix's solution](#)

3975.

1605E

[Array Equalizer · Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, number theory, sortings, two pointers

[Vercingetorix's solution](#)

3976.

1083E

[The Fair Nut and Rectangles · Tutorial](#)

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[Vercingetorix's solution](#)

3977.

1582F2

[Korney Korneevich and XOR \(hard version\) · Tutorial](#)

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[Vercingetorix's solution](#)

3978.

1161D

[Palindrome XOR · Tutorial](#)

Rating: 2400 · first AC: 2021-10-11 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[Vercingetorix's solution](#)

3979.

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp

[Vercingetorix's solution](#)

3980.

1594F

[Ideal Farm](#) · [Tutorial](#)

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

[Vercingetorix's solution](#)

3981.

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, two pointers

[Vercingetorix's solution](#)

3982.

1098C

[Construct a tree](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[Vercingetorix's solution](#)

3983.

1109D

[Sasha and Interesting Fact from Graph Theory](#) · [Tutorial](#)

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2021-10-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, trees

[Vercingetorix's solution](#)

3984.

1142C

[U2](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2400 · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[Vercingetorix's solution](#)

3985.

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2021-09-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[Vercingetorix's solution](#)

3986.

1137D

[Cooperative Game](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 2400 · first AC: 2021-09-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, number theory

[Vercingetorix's solution](#)

3987.

1091E

[New Year and the Acquaintance Estimation](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2400 · first AC: 2021-09-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation, math, sortings

[Vercingetorix's solution](#)

3988.

1229C

[Konrad and Company Evaluation](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs

[Vercingetorix's solution](#)

3989.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2400 · first AC: 2021-09-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Vercingetorix's solution](#)

3990.

1261D2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-09-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math, number theory

[Vercingetorix's solution](#)

3991.

1494E

[A-Z Graph](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2021-09-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, hashing

[Vercingetorix's solution](#)

3992.

1340C

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

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2021-09-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[Vercingetorix's solution](#)

3993.

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, strings

[Vercingetorix's solution](#)

3994.

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[Vercingetorix's solution](#)

3995.

1526E

[Oolimry and Suffix Array](#) · [Tutorial](#)

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[Vercingetorix's solution](#)

3996.

1442C

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

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[Vercingetorix's solution](#)

3997.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[Vercingetorix's solution](#)

3998.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-08-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[Vercingetorix's solution](#)

3999.

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-08-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[Vercingetorix's solution](#)

4000.

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[Vercingetorix's solution](#)

4001.

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2021-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Vercingetorix's solution](#)

4002.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[Vercingetorix's solution](#)

4003.

1367F2

[Flying Sort \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2400 · first AC: 2021-03-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[Vercingetorix's solution](#)

4004.

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2021-02-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, sortings

[Vercingetorix's solution](#)

4005.

1205C

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

Quality: 1,263 global accepts · Rating: 2400 · first AC: 2021-02-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, interactive

[Vercingetorix's solution](#)

4006.

1286C1

[Madhouse \(Easy version\)](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2021-02-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[Vercingetorix's solution](#)

4007.

1264C

[Beautiful Mirrors with queries](#) · [Tutorial](#)

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2021-02-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[Vercingetorix's solution](#)

4008.

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2021-02-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[Vercingetorix's solution](#)

4009.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2021-02-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, two pointers

[Vercingetorix's solution](#)

4010.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2021-02-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[Vercingetorix's solution](#)

4011.

1374F

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

Quality: 1,398 global accepts · Rating: 2400 · first AC: 2021-02-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[Vercingetorix's solution](#)

4012.

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2020-11-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

[Vercingetorix's solution](#)

4013.

1370F1

[The Hidden Pair \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2020-07-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[Vercingetorix's solution](#)

4014.

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2020-07-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[Vercingetorix's solution](#)

4015.

1061F

[Lost Root](#) · [Tutorial](#)

Quality: 904 global accepts · Rating: 2400 · first AC: 2018-11-23 · last AC: 2018-11-23 · C++14 (GCC 6-32) (first AC) · Tags: interactive, probabilities

[Vercingetorix's solution](#)

4016.

1054E

[Chips Puzzle](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2400 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[Vercingetorix's solution](#)

4017.

922F

[Divisibility](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2400 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[Vercingetorix's solution](#)

4018.

866C

[Gotta Go Fast](#) · [Tutorial](#)

Rating: 2400 · first AC: 2018-01-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, probabilities

[Vercingetorix's solution](#)

4019.

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,052 global accepts · Rating: 2400 · first AC: 2018-01-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees
[Vercingetorix's solution](#)

4020.

913E

[Logical Expression](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2400 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, shortest paths
[Vercingetorix's solution](#)

4021.

908F

[New Year and Rainbow Roads](#) · [Tutorial](#)

Quality: 1,608 global accepts · Rating: 2400 · first AC: 2018-01-01 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, implementation
[Vercingetorix's solution](#)

4022.

906C

[Party](#) · [Tutorial](#)

Quality: 1,509 global accepts · Rating: 2400 · first AC: 2017-12-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, graphs
[Vercingetorix's solution](#)

4023.

889C

[Maximum Element](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-12-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, math
[Vercingetorix's solution](#)

4024.

277E

[Binary Tree on Plane](#) · [Tutorial](#)

Quality: 1,479 global accepts · Rating: 2400 · first AC: 2017-09-28 · C++14 (GCC 6-32) (first AC) · Tags: flows, trees
[Vercingetorix's solution](#)

4025.

277C

[Game](#) · [Tutorial](#)

Quality: 491 global accepts · Rating: 2400 · first AC: 2017-09-28 · C++14 (GCC 6-32) (first AC) · Tags: games, implementation
[Vercingetorix's solution](#)

4026.

316D3

[PE Lesson](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2400 · first AC: 2017-09-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, math
[Vercingetorix's solution](#)

4027.

295D

[Greg and Caves](#) · [Tutorial](#)

Quality: 740 global accepts · Rating: 2400 · first AC: 2017-09-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp
[Vercingetorix's solution](#)

4028.

283D

[Cows and Cool Sequences](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2400 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory
[Vercingetorix's solution](#)

4029.

331D1

[Escaping on Beaveractor](#) · [Tutorial](#)

Quality: 223 global accepts · Rating: 2400 · first AC: 2017-09-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation
[Vercingetorix's solution](#)

4030.

331C2

[The Great Julia Calendar](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 2400 · first AC: 2017-09-20 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Vercingetorix's solution](#)

4031.

837F

[Prefix Sums](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2400 · first AC: 2017-09-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, math, matrices

[Vercingetorix's solution](#)

4032.

856C

[Eleventh Birthday](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2400 · first AC: 2017-09-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Vercingetorix's solution](#)

4033.

856D

[Masha and Cactus](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: 2400 · first AC: 2017-09-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[Vercingetorix's solution](#)

4034.

794D

[Labelling Cities](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2017-09-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, hashing

[Vercingetorix's solution](#)

4035.

781D

[Axel and Marston in Bitland](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-09-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, matrices

[Vercingetorix's solution](#)

4036.

853D

[Michael and Charging Stations](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2400 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy

[Vercingetorix's solution](#)

4037.

845E

[Fire in the City](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 2400 · first AC: 2017-08-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Vercingetorix's solution](#)

4038.

825F

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

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2017-08-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing, string suffix structures, strings

[Vercingetorix's solution](#)

4039.

835E

[The penguin's game](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2017-08-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[Vercingetorix's solution](#)

4040.

822E

[Liar](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 2400 · first AC: 2017-07-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures

[Vercingetorix's solution](#)

4041.

815C

[Karen and Supermarket](#) · [Tutorial](#)

Quality: 3,318 global accepts · Rating: 2400 · first AC: 2017-07-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, trees

[Vercingetorix's solution](#)

4042.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,704 global accepts · Rating: 2400 · first AC: 2017-03-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[Vercingetorix's solution](#)

4043.

756D

[Bacterial Melee](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2400 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, string suffix structures

[Vercingetorix's solution](#)

4044.

758F

[Geometrical Progression](#) · [Tutorial](#)

Quality: 713 global accepts · Rating: 2400 · first AC: 2017-01-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[Vercingetorix's solution](#)

4045.

755E

[PolandBall and White-Red graph](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 2400 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Vercingetorix's solution](#)

4046.

749E

[Inversions After Shuffle](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2400 · first AC: 2016-12-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[Vercingetorix's solution](#)

4047.

744C

[Hongcow Buys a Deck of Cards](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2400 · first AC: 2016-12-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[Vercingetorix's solution](#)

4048.

720B

[Cactusophobia](#) · [Tutorial](#)

Quality: 465 global accepts · Rating: 2400 · first AC: 2016-10-11 · GNU C++11 (first AC) · Tags: dfs and similar, flows

[Vercingetorix's solution](#)

4049.

698C

[LRU](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2400 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: bitmasks, dp, math, probabilities

[Vercingetorix's solution](#)

4050.

690A3

[Collective Mindsets \(hard\)](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2400 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[Vercingetorix's solution](#)

4051.

593E

[Strange Calculation and Cats](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2400 · first AC: 2016-07-03 · GNU C++11 (first AC) · Tags: dp, matrices

[Vercingetorix's solution](#)

4052.

367D

[Sereja and Sets](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2400 · first AC: 2016-07-01 · GNU C++11 (first AC) · Tags: bitmasks, dfs and similar

[Vercingetorix's solution](#)

4053.

611E

[New Year and Three Musketeers](#) · [Tutorial](#)

Quality: 904 global accepts · Rating: 2400 · first AC: 2016-06-12 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[Vercingetorix's solution](#)

4054.

679C

[Bear and Square Grid](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 2400 · first AC: 2016-06-09 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, implementation

[Vercingetorix's solution](#)

4055.

676E

[The Last Fight Between Human and AI](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2400 · first AC: 2016-05-25 · GNU C++11 (first AC) · Tags: math

[Vercingetorix's solution](#)

4056.

668C

[Little Artem and Random Variable](#) · [Tutorial](#)

Rating: 2400 · first AC: 2016-05-01 · GNU C++11 (first AC) · Tags: math, probabilities

[Vercingetorix's solution](#)

4057.

380B

[Sereja and Tree](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: 2400 · first AC: 2016-04-18 · GNU C++11 (first AC) · Tags: graphs, implementation

[Vercingetorix's solution](#)

4058.

416D

[Population Size](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2400 · first AC: 2016-04-13 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[Vercingetorix's solution](#)

4059.

657C

[Bear and Contribution](#) · [Tutorial](#)

Rating: 2400 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: sortings, two pointers

[Vercingetorix's solution](#)

4060.

653E

[Bear and Forgotten Tree 2](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2400 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, trees

[Vercingetorix's solution](#)

4061.

582C

[Superior Periodic Subarrays](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 2400 · first AC: 2016-03-16 · GNU C++11 (first AC) · Tags: number theory

[Vercingetorix's solution](#)

4062.

621D

[Rat Kwesh and Cheese](#) · [Tutorial](#)

Quality: 1,088 global accepts · Rating: 2400 · first AC: 2016-03-15 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math
[Vercingetorix's solution](#)

4063.

625D

[Finals in arithmetic](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2400 · first AC: 2016-03-02 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math
[Vercingetorix's solution](#)

4064.

498B

[Name That Tune](#) · [Tutorial](#)

Quality: 1,300 global accepts · Rating: 2400 · first AC: 2015-06-04 · GNU C++11 (first AC) · Tags: dp, probabilities, two pointers
[Vercingetorix's solution](#)

4065.

513D1

[Constrained Tree](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2400 · first AC: 2015-02-07 · MS C++ (first AC) · Tags: dfs and similar
[Vercingetorix's solution](#)

4066.

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2015-01-05 · GNU C++0x (first AC) · Tags: data structures, dp, greedy
[Vercingetorix's solution](#)

4067.

2154E

[No Mind To Think](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2500 · first AC: 2026-04-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, greedy, sortings, ternary search, two pointers
[Vercingetorix's solution](#)

4068.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings
[Vercingetorix's solution](#)

4069.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees
[Vercingetorix's solution](#)

4070.

1951F

[Inversion Composition](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[Vercingetorix's solution](#)

4071.

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp
[Vercingetorix's solution](#)

4072.

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[Vercingetorix's solution](#)

4073.

1918F

[Caterpillar on a Tree](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2500 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, sortings, trees

[Vercingetorix's solution](#)

4074.

1909F2

[Small Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Vercingetorix's solution](#)

4075.

1904E

[Tree Queries](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[Vercingetorix's solution](#)

4076.

1891E

[Brukhovich and Exams](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2500 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[Vercingetorix's solution](#)

4077.

91E

[Igloo Skyscraper](#) · [Tutorial](#)

Quality: 671 global accepts · Rating: 2500 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry

[Vercingetorix's solution](#)

4078.

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[Vercingetorix's solution](#)

4079.

1808E2

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

Quality: 847 global accepts · Rating: 2500 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, matrices

[Vercingetorix's solution](#)

4080.

1866K

[Keen Tree Calculation](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2500 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, geometry, graphs, implementation, trees

[Vercingetorix's solution](#)

4081.

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[Vercingetorix's solution](#)

4082.

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[Vercingetorix's solution](#)

4083.

117D

[Not Quick Transformation](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2500 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, math

[Vercingetorix's solution](#)

4084.

1776I

[Spinach Pizza](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: games, geometry, greedy, interactive

[Vercingetorix's solution](#)

4085.

1776J

[Italian Data Centers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[Vercingetorix's solution](#)

4086.

1847F

[The Boss's Identity](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings

[Vercingetorix's solution](#)

4087.

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2500 · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, math

[Vercingetorix's solution](#)

4088.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[Vercingetorix's solution](#)

4089.

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[Vercingetorix's solution](#)

4090.

1834F

[Typewriter](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 2500 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Vercingetorix's solution](#)

4091.

1840G2

[In Search of Truth \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,187 global accepts · Rating: 2500 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[Vercingetorix's solution](#)

4092.

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Vercingetorix's solution](#)

4093.

55E

[Very simple problem](#) · [Tutorial](#)

Quality: 820 global accepts · Rating: 2500 · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: geometry, two pointers

[Vercingetorix's solution](#)

4094.

55D

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

Quality: 4,620 global accepts · Rating: 2500 · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory

[Vercingetorix's solution](#)

4095.

123E

[Maze](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2500 · first AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, probabilities, trees

[Vercingetorix's solution](#)

4096.

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, games, graphs, math

[Vercingetorix's solution](#)

4097.

1814D

[Balancing Weapons](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[Vercingetorix's solution](#)

4098.

1798F

[Gifts from Grandfather Ahmed](#) · [Tutorial](#)

Quality: 645 global accepts · Rating: 2500 · first AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[Vercingetorix's solution](#)

4099.

1789E

[Serval and Music Game](#) · [Tutorial](#)

Quality: 968 global accepts · Rating: 2500 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, math, number theory

[Vercingetorix's solution](#)

4100.

1809F

[Traveling in Berland](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2500 · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation

[Vercingetorix's solution](#)

4101.

1806D

[DSU Master](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2500 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, dsu, math

[Vercingetorix's solution](#)

4102.

1787F

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

Quality: 800 global accepts · Rating: 2500 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[Vercingetorix's solution](#)

4103.

1775F

[Laboratory on Pluto](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2500 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[Vercingetorix's solution](#)

4104.

1783F

[Double Sort II](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2500 · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, flows, graph matchings, graphs

[Vercingetorix's solution](#)

4105.

40E

[Number Table](#) · [Tutorial](#)

Quality: 810 global accepts · Rating: 2500 · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics

[Vercingetorix's solution](#)

4106.

98D

[Help Monks](#) · [Tutorial](#)

Quality: 200 global accepts · Rating: 2500 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Vercingetorix's solution](#)

4107.

98C

[Help Greg the Dwarf](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2500 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: geometry, ternary search

[Vercingetorix's solution](#)

4108.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[Vercingetorix's solution](#)

4109.

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[Vercingetorix's solution](#)

4110.

1771E

[Hossam and a Letter](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2500 · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, two pointers

[Vercingetorix's solution](#)

4111.

1758E

[Tick, Tock](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 2500 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[Vercingetorix's solution](#)

4112.

1731F

[Function Sum](#) · [Tutorial](#)

Quality: 854 global accepts · Rating: 2500 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math
[Vercingetorix's solution](#)

4113.

1773I

[Interactive Factorial Guessing](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2500 · first AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, implementation, interactive

[Vercingetorix's solution](#)

4114.

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees

[Vercingetorix's solution](#)

4115.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[Vercingetorix's solution](#)

4116.

1709F

[Multiset of Strings](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2500 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, fft, flows, graphs, math, meet-in-the-middle, trees

[Vercingetorix's solution](#)

4117.

212D

[Cutting a Fence](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2500 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu

[Vercingetorix's solution](#)

4118.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[Vercingetorix's solution](#)

4119.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Vercingetorix's solution](#)

4120.

1734F

[Zeros and Ones](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2500 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[Vercingetorix's solution](#)

4121.

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[Vercingetorix's solution](#)

4122.

1712E2

[LCM Sum \(hard version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[Vercingetorix's solution](#)

4123.

1717F

[Madoka and The First Session](#) · Tutorial

Quality: 638 global accepts · Rating: 2500 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, graphs, implementation

[Vercingetorix's solution](#)

4124.

1175F

[The Number of Subpermutations](#) · Tutorial

Quality: 2,666 global accepts · Rating: 2500 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[Vercingetorix's solution](#)

4125.

1716E

[Swap and Maximum Block](#) · Tutorial

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[Vercingetorix's solution](#)

4126.

1701E

[Text Editor](#) · Tutorial

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[Vercingetorix's solution](#)

4127.

1689E

[ANDfinity](#) · Tutorial

Quality: 1,360 global accepts · Rating: 2500 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[Vercingetorix's solution](#)

4128.

138D

[World of Darkraft](#) · Tutorial

Quality: 592 global accepts · Rating: 2500 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, games

[Vercingetorix's solution](#)

4129.

1407E

[Egor in the Republic of Dagestan](#) · Tutorial

Quality: 1,907 global accepts · Rating: 2500 · first AC: 2022-06-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[Vercingetorix's solution](#)

4130.

1687C

[Sanae and Giant Robot](#) · Tutorial

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[Vercingetorix's solution](#)

4131.

1691F

[K-Set Tree](#) · Tutorial

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Vercingetorix's solution](#)

4132.

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[Vercingetorix's solution](#)

4133.

1325F

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

Quality: 2,329 global accepts · Rating: 2500 · first AC: 2022-05-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Vercingetorix's solution](#)

4134.

1673E

[Power or XOR?](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2500 · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[Vercingetorix's solution](#)

4135.

1661E

[Narrow Components](#) · [Tutorial](#)

Quality: 1,122 global accepts · Rating: 2500 · first AC: 2022-04-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, dsu, math, trees

[Vercingetorix's solution](#)

4136.

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2500 · first AC: 2022-04-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[Vercingetorix's solution](#)

4137.

1228F

[One Node is Gone](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2500 · first AC: 2022-04-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, trees

[Vercingetorix's solution](#)

4138.

173D

[Deputies](#) · [Tutorial](#)

Quality: 289 global accepts · Rating: 2500 · first AC: 2022-03-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[Vercingetorix's solution](#)

4139.

1658E

[Gojou and Matrix Game](#) · [Tutorial](#)

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings

[Vercingetorix's solution](#)

4140.

1313D

[Happy New Year](#) · [Tutorial](#)

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, implementation

[Vercingetorix's solution](#)

4141.

156D

[Clues](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 2500 · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, graphs

[Vercingetorix's solution](#)

4142.

220D

[Little Elephant and Triangle](#) · [Tutorial](#)

Quality: 314 global accepts · Rating: 2500 · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[Vercingetorix's solution](#)

4143.

1647E

[Madoka and the Sixth-graders](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2500 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy

[Vercingetorix's solution](#)

4144.

301C

[Yaroslav and Algorithm](#) · [Tutorial](#)

Quality: 488 global accepts · Rating: 2500 · first AC: 2022-02-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Vercingetorix's solution](#)

4145.

314D

[Sereja and Straight Lines](#) · [Tutorial](#)

Quality: 577 global accepts · Rating: 2500 · first AC: 2022-02-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, geometry, sortings, two pointers

[Vercingetorix's solution](#)

4146.

297D

[Color the Carpet](#) · [Tutorial](#)

Quality: 628 global accepts · Rating: 2500 · first AC: 2022-02-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Vercingetorix's solution](#)

4147.

317C

[Balance](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 2500 · first AC: 2022-02-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Vercingetorix's solution](#)

4148.

1468G

[Hobbits](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2500 · first AC: 2022-02-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry

[Vercingetorix's solution](#)

4149.

1468I

[Plane Tiling](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 2500 · first AC: 2022-02-18 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation, math

[Vercingetorix's solution](#)

4150.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Vercingetorix's solution](#)

4151.

1398F

[Controversial Rounds](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2500 · first AC: 2022-02-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Vercingetorix's solution](#)

4152.

1467E

[Distinctive Roots in a Tree](#) · [Tutorial](#)

Quality: 1,762 global accepts · Rating: 2500 · first AC: 2022-02-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, trees

[Vercingetorix's solution](#)

4153.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2022-02-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[Vercingetorix's solution](#)

4154.

333E

[Summer Earnings](#) · [Tutorial](#)

Quality: 1,249 global accepts · Rating: 2500 · first AC: 2022-02-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, geometry, sortings

[Vercingetorix's solution](#)

4155.

1516E

[Baby Ehab Plays with Permutations](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2500 · first AC: 2022-01-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Vercingetorix's solution](#)

4156.

311C

[Fetch the Treasure](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2500 · first AC: 2022-01-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, graphs, shortest paths

[Vercingetorix's solution](#)

4157.

1625E1

[Cats on the Upgrade \(easy version\)](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2500 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, divide and conquer, dp, graphs, trees

[Vercingetorix's solution](#)

4158.

1250M

[SmartGarden](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2500 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer

[Vercingetorix's solution](#)

4159.

341D

[lahub and Xors](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2500 · first AC: 2022-01-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Vercingetorix's solution](#)

4160.

1418G

[Three Occurrences](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2500 · first AC: 2022-01-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[Vercingetorix's solution](#)

4161.

329D

[The Evil Temple and the Moving Rocks](#) · [Tutorial](#)

Quality: 436 global accepts · Rating: 2500 · first AC: 2021-12-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Vercingetorix's solution](#)

4162.

1623E

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

Quality: 1,261 global accepts · Rating: 2500 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, strings, trees

[Vercingetorix's solution](#)

4163.

1420E

[Battle Lemmings](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2500 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Vercingetorix's solution](#)

4164.

425E

[Sereja and Sets](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2500 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Vercingetorix's solution](#)

4165.

981G

[Magic multisets](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2021-12-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Vercingetorix's solution](#)

4166.

981F

[Round Marriage](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2021-12-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graph matchings, greedy

[Vercingetorix's solution](#)

4167.

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2021-12-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[Vercingetorix's solution](#)

4168.

1056F

[Write The Contest](#) · [Tutorial](#)

Quality: 703 global accepts · Rating: 2500 · first AC: 2021-12-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, math

[Vercingetorix's solution](#)

4169.

571C

[CNF 2](#) · [Tutorial](#)

Quality: 718 global accepts · Rating: 2500 · first AC: 2021-12-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Vercingetorix's solution](#)

4170.

1055E

[Segments on the Line](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp

[Vercingetorix's solution](#)

4171.

605D

[Board Game](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar

[Vercingetorix's solution](#)

4172.

1017F

[The Neutral Zone](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Vercingetorix's solution](#)

4173.

956D

[Contact ATC](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Vercingetorix's solution](#)

4174.

993D

[Compute Power](#) · [Tutorial](#)

Quality: 835 global accepts · Rating: 2500 · first AC: 2021-12-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy

[Vercingetorix's solution](#)

4175.

995D

[Game](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2500 · first AC: 2021-12-06 · C++20 (GCC 11-64) (first AC) · Tags: math

[Vercingetorix's solution](#)

4176.

1611G

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

Quality: 741 global accepts · Rating: 2500 · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graph matchings, greedy

[Vercingetorix's solution](#)

4177.

947D

[Picking Strings](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-11-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, strings

[Vercingetorix's solution](#)

4178.

1218E

[Product Tuples](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2500 · first AC: 2021-11-24 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, fft

[Vercingetorix's solution](#)

4179.

1612G

[Max Sum Array](#) · [Tutorial](#)

Quality: 1,001 global accepts · Rating: 2500 · first AC: 2021-11-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, sortings

[Vercingetorix's solution](#)

4180.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2500 · first AC: 2021-11-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[Vercingetorix's solution](#)

4181.

997C

[Sky Full of Stars](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Vercingetorix's solution](#)

4182.

1053C

[Putting Boxes Together](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Vercingetorix's solution](#)

4183.

1521D

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

Quality: 2,298 global accepts · Rating: 2500 · first AC: 2021-11-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[Vercingetorix's solution](#)

4184.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,996 global accepts · Rating: 2500 · first AC: 2021-11-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[Vercingetorix's solution](#)

4185.

1086D

[Rock-Paper-Scissors Champion](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-11-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Vercingetorix's solution](#)

4186.

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2021-10-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[Vercingetorix's solution](#)

4187.

1586F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[Vercingetorix's solution](#)

4188.

1571G

[A Battle Against a Dragon](#) · [Tutorial](#)

Quality: 84 global accepts · Rating: 2500 · first AC: 2021-10-07 · Kotlin 1.5 (first AC) · Tags: *special, data structures, dp

[Vercingetorix's solution](#)

4189.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2021-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[Vercingetorix's solution](#)

4190.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2021-09-27 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Vercingetorix's solution](#)

4191.

1188A2

[Add on a Tree: Revolution](#) · [Tutorial](#)

Quality: 1,297 global accepts · Rating: 2500 · first AC: 2021-09-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, trees

[Vercingetorix's solution](#)

4192.

1137C

[Museums Tour](#) · [Tutorial](#)

Quality: 1,320 global accepts · Rating: 2500 · first AC: 2021-09-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation

[Vercingetorix's solution](#)

4193.

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[Vercingetorix's solution](#)

4194.

1574E

[Coloring](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2500 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, implementation, math

[Vercingetorix's solution](#)

4195.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,010 global accepts · Rating: 2500 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[Vercingetorix's solution](#)

4196.

1284E

[New Year and Castle Construction](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2021-09-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, geometry, math, sortings

[Vercingetorix's solution](#)

4197.

1498F

[Christmas Game](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2500 · first AC: 2021-09-15 · last AC: 2021-09-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, dp, games, math, trees

[Vercingetorix's solution](#)

4198.

1305F

[Kuron and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2021-09-15 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, probabilities

[Vercingetorix's solution](#)

4199.

1246D

[Tree Factory](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-09-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, greedy, trees

[Vercingetorix's solution](#)

4200.

1497D

[Genius](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2500 · first AC: 2021-09-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, number theory

[Vercingetorix's solution](#)

4201.

1497E2

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

Quality: 1,915 global accepts · Rating: 2500 · first AC: 2021-09-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[Vercingetorix's solution](#)

4202.

1513F

[Swapping Problem](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2500 · first AC: 2021-09-07 · last AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, sortings

[Vercingetorix's solution](#)

4203.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2021-08-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[Vercingetorix's solution](#)

4204.

1534F1

[Falling Sand \(Easy Version\) · Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-08-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

[Vercingetorix's solution](#)

4205.

1562E

[Rescue Niwen! · Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, string suffix structures, strings

[Vercingetorix's solution](#)

4206.

1307E

[Cow and Treats · Tutorial](#)

Quality: 1,364 global accepts · Rating: 2500 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math

[Vercingetorix's solution](#)

4207.

1517E

[Group Photo · Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2021-08-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[Vercingetorix's solution](#)

4208.

1320D

[Reachable Strings · Tutorial](#)

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2021-08-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, strings

[Vercingetorix's solution](#)

4209.

1444C

[Team-Building · Tutorial](#)

Quality: 1,860 global accepts · Rating: 2500 · first AC: 2021-08-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[Vercingetorix's solution](#)

4210.

1550E

[Stringforces · Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2021-08-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[Vercingetorix's solution](#)

4211.

1559D2

[Mocha and Diana \(Hard Version\) · Tutorial](#)

Quality: 3,066 global accepts · Rating: 2500 · first AC: 2021-08-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[Vercingetorix's solution](#)

4212.

1548C

[The Three Little Pigs · Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[Vercingetorix's solution](#)

4213.

1474E

[What Is It? · Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2021-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Vercingetorix's solution](#)

4214.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,726 global accepts · Rating: 2500 · first AC: 2021-08-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[Vercingetorix's solution](#)

4215.

1539E

[Game with Cards](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2500 · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, greedy, implementation

[Vercingetorix's solution](#)

4216.

1485E

[Move and Swap](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2500 · first AC: 2021-02-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Vercingetorix's solution](#)

4217.

1492E

[Almost Fault-Tolerant Database](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2500 · first AC: 2021-02-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, implementation

[Vercingetorix's solution](#)

4218.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2021-02-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[Vercingetorix's solution](#)

4219.

1239B

[The World Is Just a Programming Task \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,121 global accepts · Rating: 2500 · first AC: 2021-02-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Vercingetorix's solution](#)

4220.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2021-02-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[Vercingetorix's solution](#)

4221.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2021-02-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[Vercingetorix's solution](#)

4222.

1375E

[Inversion SwapSort](#) · [Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2021-02-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Vercingetorix's solution](#)

4223.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2021-01-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[Vercingetorix's solution](#)

4224.

930D

[Game with Tokens](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 2500 · first AC: 2020-12-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, games, implementation

[Vercingetorix's solution](#)

4225.

1438E

[Yurii Can Do Everything](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2500 · first AC: 2020-12-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, divide and conquer, two pointers

[Vercingetorix's solution](#)

4226.

1236E

[Alice and the Unfair Game](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2500 · first AC: 2020-11-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, dsu

[Vercingetorix's solution](#)

4227.

1037F

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

Quality: 1,272 global accepts · Rating: 2500 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math

[Vercingetorix's solution](#)

4228.

908E

[New Year and Entity Enumeration](#) · [Tutorial](#)

Quality: 837 global accepts · Rating: 2500 · first AC: 2018-01-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Vercingetorix's solution](#)

4229.

875F

[Royal Questions](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy

[Vercingetorix's solution](#)

4230.

264D

[Colorful Stones](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 2500 · first AC: 2017-10-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, two pointers

[Vercingetorix's solution](#)

4231.

855D

[Rowena Ravenclaw's Diadem](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2500 · first AC: 2017-09-26 · C++14 (GCC 6-32) (first AC) · Tags: trees

[Vercingetorix's solution](#)

4232.

331C3

[The Great Julya Calendar](#) · [Tutorial](#)

Quality: 624 global accepts · Rating: 2500 · first AC: 2017-09-20 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Vercingetorix's solution](#)

4233.

837G

[Functions On The Segments](#) · [Tutorial](#)

Quality: 902 global accepts · Rating: 2500 · first AC: 2017-09-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Vercingetorix's solution](#)

4234.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2500 · first AC: 2017-08-18 · last AC: 2017-08-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[Vercingetorix's solution](#)

4235.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,071 global accepts · Rating: 2500 · first AC: 2017-08-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[Vercingetorix's solution](#)

4236.

813F

[Bipartite Checking](#) · [Tutorial](#)

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2017-08-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs

[Vercingetorix's solution](#)

4237.

825G

[Tree Queries](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2500 · first AC: 2017-08-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[Vercingetorix's solution](#)

4238.

835F

[Roads in the Kingdom](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2017-08-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Vercingetorix's solution](#)

4239.

822F

[Madness](#) · [Tutorial](#)

Quality: 374 global accepts · Rating: 2500 · first AC: 2017-07-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[Vercingetorix's solution](#)

4240.

832C

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

Quality: 480 global accepts · Rating: 2500 · first AC: 2017-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math

[Vercingetorix's solution](#)

4241.

799E

[Aquarium decoration](#) · [Tutorial](#)

Quality: 1,053 global accepts · Rating: 2500 · first AC: 2017-07-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, two pointers

[Vercingetorix's solution](#)

4242.

804D

[Expected diameter of a tree](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2017-07-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees

[Vercingetorix's solution](#)

4243.

778C

[Peterson Polyglot](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2017-07-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dsu, hashing, strings, trees

[Vercingetorix's solution](#)

4244.

757E

[Bash Plays with Functions](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2500 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, number theory

[Vercingetorix's solution](#)

4245.

736C

[Ostap and Tree](#) · [Tutorial](#)

Rating: 2500 · first AC: 2016-12-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[Vercingetorix's solution](#)

4246.

739C

[Alyona and towers](#) · [Tutorial](#)

Quality: 1,709 global accepts · Rating: 2500 · first AC: 2016-11-24 · GNU C++11 (first AC) · Tags: data structures

[Vercingetorix's solution](#)

4247.

710D

[Two Arithmetic Progressions](#) · [Tutorial](#)

Quality: 1,845 global accepts · Rating: 2500 · first AC: 2016-08-22 · GNU C++11 (first AC) · Tags: math, number theory

[Vercingetorix's solution](#)

4248.

706E

[Working routine](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2500 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: data structures, implementation

[Vercingetorix's solution](#)

4249.

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2016-07-18 · last AC: 2016-07-18 · MS C++ (first AC) · Tags: dp, matrices

[Vercingetorix's solution](#)

4250.

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2016-07-18 · GNU C++11 (first AC) · Tags: brute force, data structures

[Vercingetorix's solution](#)

4251.

681E

[Runaway to a Shadow](#) · [Tutorial](#)

Quality: 505 global accepts · Rating: 2500 · first AC: 2016-06-14 · GNU C++11 (first AC) · Tags: geometry, sortings

[Vercingetorix's solution](#)

4252.

678F

[Lena and Queries](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2500 · first AC: 2016-06-14 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, geometry

[Vercingetorix's solution](#)

4253.

611F

[New Year and Cleaning](#) · [Tutorial](#)

Quality: 522 global accepts · Rating: 2500 · first AC: 2016-06-12 · GNU C++11 (first AC) · Tags: binary search, implementation

[Vercingetorix's solution](#)

4254.

380D

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

Quality: 522 global accepts · Rating: 2500 · first AC: 2016-04-22 · GNU C++11 (first AC) · Tags: combinatorics, math

[Vercingetorix's solution](#)

4255.

416E

[President's Path](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2500 · first AC: 2016-04-13 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths

[Vercingetorix's solution](#)

4256.

504C

[Misha and Palindrome Degree](#) · [Tutorial](#)

Rating: 2500 · first AC: 2016-04-06 · GNU C++11 (first AC) · Tags: implementation, math

[Vercingetorix's solution](#)

4257.

645F

[Cowslip Collections](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2500 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[Vercingetorix's solution](#)

4258.

594D

[REQ](#) · [Tutorial](#)

Quality: 2,018 global accepts · Rating: 2500 · first AC: 2016-03-14 · GNU C++11 (first AC) · Tags: data structures, number theory

[Vercingetorix's solution](#)

4259.

594B

[Max and Bike](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 2500 · first AC: 2016-03-14 · GNU C++11 (first AC) · Tags: binary search, geometry

[Vercingetorix's solution](#)

4260.

607C

[Marbles](#) · [Tutorial](#)

Quality: 845 global accepts · Rating: 2500 · first AC: 2016-03-11 · GNU C++11 (first AC) · Tags: hashing, strings

[Vercingetorix's solution](#)

4261.

613C

[Necklace](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2500 · first AC: 2016-03-09 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Vercingetorix's solution](#)

4262.

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2015-01-04 · GNU C++0x (first AC) · Tags: binary search, constructive algorithms, math

[Vercingetorix's solution](#)

4263.

449C

[Jzzhu and Apples](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2500 · first AC: 2014-07-22 · MS C++ (first AC) · Tags: constructive algorithms, number theory

[Vercingetorix's solution](#)

4264.

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 981 global accepts · Rating: 2600 · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[Vercingetorix's solution](#)

4265.

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[Vercingetorix's solution](#)

4266.

1949J

[Amanda the Amoeba](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2600 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: graphs, implementation, trees, two pointers

[Vercingetorix's solution](#)

4267.

1919E

[Counting Prefixes](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[Vercingetorix's solution](#)

4268.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Vercingetorix's solution](#)

4269.

1895F

[Fancy Arrays](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2600 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, matrices

[Vercingetorix's solution](#)

4270.

91D

[Grocer's Problem](#) · [Tutorial](#)

Quality: 297 global accepts · Rating: 2600 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Vercingetorix's solution](#)

4271.

1765C

[Card Guessing](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities

[Vercingetorix's solution](#)

4272.

1858E2

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

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, interactive, trees

[Vercingetorix's solution](#)

4273.

1848E

[Vika and Stone Skipping](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2600 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[Vercingetorix's solution](#)

4274.

1844F1

[Min Cost Permutation \(Easy Version\)](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Vercingetorix's solution](#)

4275.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[Vercingetorix's solution](#)

4276.

87E

[Mogohu-Rea Idol](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2600 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[Vercingetorix's solution](#)

4277.

1805F1

[Survival of the Weakest \(easy version\)](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2600 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation, math, sortings

[Vercingetorix's solution](#)

4278.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[Vercingetorix's solution](#)

4279.

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, probabilities, trees

[Vercingetorix's solution](#)

4280.

37E

[Trial for Chief](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2600 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths

[Vercingetorix's solution](#)

4281.

1821F

[Timber](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2023-04-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[Vercingetorix's solution](#)

4282.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2600 · first AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Vercingetorix's solution](#)

4283.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Vercingetorix's solution](#)

4284.

1793E

[Velepin and Marketing](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2600 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[Vercingetorix's solution](#)

4285.

40D

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

Quality: 170 global accepts · Rating: 2600 · first AC: 2023-01-09 · Python 3 (first AC) · Tags: math

[Vercingetorix's solution](#)

4286.

36E

[Two Paths](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2600 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, graphs, implementation

[Vercingetorix's solution](#)

4287.

1773H

[Hot and Cold](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 2600 · first AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[Vercingetorix's solution](#)

4288.

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, flows, graph matchings, greedy

[Vercingetorix's solution](#)

4289.

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Vercingetorix's solution](#)

4290.

1736E

[Swap and Take](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2600 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Vercingetorix's solution](#)

4291.

1267F

[Foolprüf Security](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2600 · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[Vercingetorix's solution](#)

4292.

1267I

[Intriguing Selection](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation, interactive, sortings

[Vercingetorix's solution](#)

4293.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games

[Vercingetorix's solution](#)

4294.

1700F

[Puzzle](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2600 · first AC: 2022-06-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Vercingetorix's solution](#)

4295.

1700E

[Serega the Pirate](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2600 · first AC: 2022-06-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

[Vercingetorix's solution](#)

4296.

2C

[Commentator problem](#) · [Tutorial](#)

Quality: 2,025 global accepts · Rating: 2600 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[Vercingetorix's solution](#)

4297.

3D

[Least Cost Bracket Sequence](#) · [Tutorial](#)

Quality: 3,946 global accepts · Rating: 2600 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Vercingetorix's solution](#)

4298.

1437G

[Death DBMS](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2600 · first AC: 2022-06-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures, strings, trees

[Vercingetorix's solution](#)

4299.

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2022-06-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[Vercingetorix's solution](#)

4300.

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2022-05-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Vercingetorix's solution](#)

4301.

1681E

[Labyrinth Adventures](#) · [Tutorial](#)

Quality: 940 global accepts · Rating: 2600 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices, shortest paths

[Vercingetorix's solution](#)

4302.

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, two pointers

[Vercingetorix's solution](#)

4303.

1679F

[Formalism for Formalism](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2600 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math

[Vercingetorix's solution](#)

4304.

1680F

[Lenient Vertex Cover](#) · [Tutorial](#)

Quality: 901 global accepts · Rating: 2600 · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu, graphs, trees

[Vercingetorix's solution](#)

4305.

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 2600 · first AC: 2022-05-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[Vercingetorix's solution](#)

4306.

1661F

[Teleporters](#) · [Tutorial](#)

Quality: 829 global accepts · Rating: 2600 · first AC: 2022-04-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[Vercingetorix's solution](#)

4307.

173E

[Camping Groups](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2600 · first AC: 2022-03-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[Vercingetorix's solution](#)

4308.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[Vercingetorix's solution](#)

4309.

1657F

[Words on Tree](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, trees

[Vercingetorix's solution](#)

4310.

140F

[New Year Snowflake](#) · [Tutorial](#)

Quality: 401 global accepts · Rating: 2600 · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: geometry, sortings

[Vercingetorix's solution](#)

4311.

140E

[New Year Garland](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[Vercingetorix's solution](#)

4312.

185D

[Visit of the Great](#) · [Tutorial](#)

Quality: 504 global accepts · Rating: 2600 · first AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Vercingetorix's solution](#)

4313.

1651E

[Sum of Matchings](#) · [Tutorial](#)

Quality: 619 global accepts · Rating: 2600 · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, graph matchings, greedy, math

[Vercingetorix's solution](#)

4314.

229E

[Gifts](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 2600 · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Vercingetorix's solution](#)

4315.

258D

[Little Elephant and Broken Sorting](#) · [Tutorial](#)

Quality: 1,421 global accepts · Rating: 2600 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[Vercingetorix's solution](#)

4316.

240F

[TorCoder](#) · [Tutorial](#)

Quality: 2,259 global accepts · Rating: 2600 · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Vercingetorix's solution](#)

4317.

196E

[Opening Portals](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2600 · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, shortest paths

[Vercingetorix's solution](#)

4318.

238E

[Meeting Her](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 2600 · first AC: 2022-03-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, shortest paths

[Vercingetorix's solution](#)

4319.

1355F

[Guess Divisors Count](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2022-02-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[Vercingetorix's solution](#)

4320.

217C

[Formurosa](#) · [Tutorial](#)

Quality: 368 global accepts · Rating: 2600 · first AC: 2022-02-26 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, expression parsing

[Vercingetorix's solution](#)

4321.

249E

[Endless Matrix](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 2600 · first AC: 2022-02-25 · last AC: 2022-02-25 · C++20 (GCC 11-64) (first AC) · Tags: math

[Vercingetorix's solution](#)

4322.

273E

[Dima and Game](#) · [Tutorial](#)

Quality: 401 global accepts · Rating: 2600 · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, games

[Vercingetorix's solution](#)

4323.

1400G

[Mercenaries](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 2600 · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, dsu, math, two pointers

[Vercingetorix's solution](#)

4324.

1430G

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

Quality: 869 global accepts · Rating: 2600 · first AC: 2022-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, flows, graphs, math

[Vercingetorix's solution](#)

4325.

1430F

[Realistic Gameplay](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2022-02-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Vercingetorix's solution](#)

4326.

274C

[The Last Hole!](#) · [Tutorial](#)

Quality: 376 global accepts · Rating: 2600 · first AC: 2022-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry

[Vercingetorix's solution](#)

4327.

1398G

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

Quality: 1,280 global accepts · Rating: 2600 · first AC: 2022-02-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, fft, math, number theory

[Vercingetorix's solution](#)

4328.

1363F

[Rotating Substrings](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2600 · first AC: 2022-02-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[Vercingetorix's solution](#)

4329.

1469F

[Power Sockets](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2600 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy

[Vercingetorix's solution](#)

4330.

1493F

[Enchanted Matrix](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2600 · first AC: 2022-01-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, interactive, number theory

[Vercingetorix's solution](#)

4331.

1493E

[Enormous XOR](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2600 · first AC: 2022-01-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math, strings, two pointers

[Vercingetorix's solution](#)

4332.

311D

[Interval Cubing](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2600 · first AC: 2022-01-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[Vercingetorix's solution](#)

4333.

269D

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

Quality: 493 global accepts · Rating: 2600 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, graphs, sortings

[Vercingetorix's solution](#)

4334.

201E

[Thoroughly Bureaucratic Organization](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 2600 · first AC: 2022-01-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics

[Vercingetorix's solution](#)

4335.

201D

[Brand New Problem](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 2600 · first AC: 2022-01-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[Vercingetorix's solution](#)

4336.

232C

[Doe Graphs](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 2600 · first AC: 2022-01-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer, dp, graphs, shortest paths

[Vercingetorix's solution](#)

4337.

321E

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

Quality: 6,273 global accepts · Rating: 2600 · first AC: 2022-01-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp

[Vercingetorix's solution](#)

4338.

1081F

[Tricky Interactor](#) · [Tutorial](#)

Quality: 505 global accepts · Rating: 2600 · first AC: 2021-12-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[Vercingetorix's solution](#)

4339.

494C

[Helping People](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: 2600 · first AC: 2021-12-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, probabilities

[Vercingetorix's solution](#)

4340.

6D

[Lizards and Basements 2](#) · [Tutorial](#)

Quality: 2,279 global accepts · Rating: 2600 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp

[Vercingetorix's solution](#)

4341.

966D

[Aztec Catacombs](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-12-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs

[Vercingetorix's solution](#)

4342.

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,879 global accepts · Rating: 2600 · first AC: 2021-12-04 · C++20 (GCC 11-64) (first AC) · Tags: interactive, math, number theory

[Vercingetorix's solution](#)

4343.

1613F

[Tree Coloring](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2600 · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, fft

[Vercingetorix's solution](#)

4344.

963C

[Cutting Rectangle](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2600 · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Vercingetorix's solution](#)

4345.

1510B

[Button Lock](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2600 · first AC: 2021-11-17 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[Vercingetorix's solution](#)

4346.

1423L

[Light switches](#) · [Tutorial](#)

Quality: 586 global accepts · Rating: 2600 · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: meet-in-the-middle

[Vercingetorix's solution](#)

4347.

1588D

[Strange LCS](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, strings

[Vercingetorix's solution](#)

4348.

1063D

[Candies for Children](#) · [Tutorial](#)

Quality: 472 global accepts · Rating: 2600 · first AC: 2021-11-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Vercingetorix's solution](#)

4349.

1582G

[Kuzya and Homework](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2600 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, number theory
[Vercingetorix's solution](#)

4350.

1599J

[Bob's Beautiful Array](#) · [Tutorial](#)

Quality: 328 global accepts · Rating: 2600 · first AC: 2021-10-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy
[Vercingetorix's solution](#)

4351.

1158D

[Winding polygonal line](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2600 · first AC: 2021-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math
[Vercingetorix's solution](#)

4352.

1592F1

[Alice and Recoloring 1](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[Vercingetorix's solution](#)

4353.

1209F

[Koala and Notebook](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees
[Vercingetorix's solution](#)

4354.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy
[Vercingetorix's solution](#)

4355.

1091F

[New Year and the Mallard Expedition](#) · [Tutorial](#)

Quality: 892 global accepts · Rating: 2600 · first AC: 2021-09-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
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4356.

1240D

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Rating: 2600 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, hashing
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4357.

1261E

[Not Same](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-09-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
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4358.

1566F

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Quality: 1,172 global accepts · Rating: 2600 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings
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4359.

1340D

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Quality: 1,071 global accepts · Rating: 2600 · first AC: 2021-09-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees
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4360.

1569E

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Quality: 875 global accepts · Rating: 2600 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, implementation, meet-in-the-middle

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4361.

1515F

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Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

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4362.

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2021-09-06 · last AC: 2021-09-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[Vercingetorix's solution](#)

4363.

1505G

[Encoded message](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 2600 · first AC: 2021-08-25 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

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4364.

1530F

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Quality: 992 global accepts · Rating: 2600 · first AC: 2021-08-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities

[Vercingetorix's solution](#)

4365.

1558D

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Quality: 1,135 global accepts · Rating: 2600 · first AC: 2021-08-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures

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4366.

1523E

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Quality: 1,939 global accepts · Rating: 2600 · first AC: 2021-08-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[Vercingetorix's solution](#)

4367.

1536F

[Omkar and Akmar](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2021-08-05 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, combinatorics, constructive algorithms, fft, games, geometry, math, meet-in-the-middle, stri...

[Vercingetorix's solution](#)

4368.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2021-08-03 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[Vercingetorix's solution](#)

4369.

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, math, number theory

[Vercingetorix's solution](#)

4370.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2021-03-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[Vercingetorix's solution](#)

4371.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2021-02-26 · last AC: 2021-02-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[Vercingetorix's solution](#)

4372.

1344C

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

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2021-02-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, math

[Vercingetorix's solution](#)

4373.

1486F

[Pairs of Paths](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2600 · first AC: 2021-02-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

[Vercingetorix's solution](#)

4374.

1264D1

[Beautiful Bracket Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2021-02-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, probabilities

[Vercingetorix's solution](#)

4375.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2021-02-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, interactive, math

[Vercingetorix's solution](#)

4376.

1368F

[Lamps on a Circle](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2021-02-12 · C++14 (GCC 6-32) (first AC) · Tags: games, implementation, interactive, math

[Vercingetorix's solution](#)

4377.

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2600 · first AC: 2021-02-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[Vercingetorix's solution](#)

4378.

1394C

[Boboniu and String](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2021-02-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, ternary search

[Vercingetorix's solution](#)

4379.

1178F2

[Long Colorful Strip](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2021-02-02 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Vercingetorix's solution](#)

4380.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,050 global accepts · Rating: 2600 · first AC: 2021-01-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[Vercingetorix's solution](#)

4381.

1416D

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

Quality: 2,713 global accepts · Rating: 2600 · first AC: 2021-01-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[Vercingetorix's solution](#)

4382.

1072E

[Triple Flips](#) · [Tutorial](#)

Rating: 2600 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Vercingetorix's solution](#)

4383.

919F

[A Game With Numbers](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 2600 · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: games, graphs, shortest paths

[Vercingetorix's solution](#)

4384.

875E

[Delivery Club](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp

[Vercingetorix's solution](#)

4385.

286D

[Tourists](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2600 · first AC: 2017-09-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[Vercingetorix's solution](#)

4386.

331D2

[Escaping on Beaveractor](#) · [Tutorial](#)

Quality: 158 global accepts · Rating: 2600 · first AC: 2017-09-20 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[Vercingetorix's solution](#)

4387.

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2017-09-05 · last AC: 2017-09-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[Vercingetorix's solution](#)

4388.

843C

[Upgrading Tree](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2600 · first AC: 2017-08-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math, trees

[Vercingetorix's solution](#)

4389.

809C

[Find a car](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 2600 · first AC: 2017-08-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[Vercingetorix's solution](#)

4390.

813D

[Two Melodies](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2017-08-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows

[Vercingetorix's solution](#)

4391.

814E

[An unavoidable detour for home](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: 2600 · first AC: 2017-08-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graphs, shortest paths

[Vercingetorix's solution](#)

4392.

832E

[Vasya and Shifts](#) · [Tutorial](#)

Quality: 376 global accepts · Rating: 2600 · first AC: 2017-07-26 · C++14 (GCC 6-32) (first AC) · Tags: matrices

[Vercingetorix's solution](#)

4393.

763C

[Timofey and remodeling](#) · [Tutorial](#)

Quality: 781 global accepts · Rating: 2600 · first AC: 2017-02-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory

[Vercingetorix's solution](#)

4394.

758E

[Broken Tree](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2600 · first AC: 2017-01-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[Vercingetorix's solution](#)

4395.

754E

[Dasha and cyclic table](#) · [Tutorial](#)

Quality: 566 global accepts · Rating: 2600 · first AC: 2017-01-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, fft, strings, trees

[Vercingetorix's solution](#)

4396.

755F

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

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[Vercingetorix's solution](#)

4397.

346D

[Robot Control](#) · [Tutorial](#)

Quality: 841 global accepts · Rating: 2600 · first AC: 2016-12-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[Vercingetorix's solution](#)

4398.

338E

[Optimize!](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2600 · first AC: 2016-12-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Vercingetorix's solution](#)

4399.

741C

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Quality: 3,118 global accepts · Rating: 2600 · first AC: 2016-12-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Vercingetorix's solution](#)

4400.

725E

[Too Much Money](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2600 · first AC: 2016-10-22 · last AC: 2016-10-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Vercingetorix's solution](#)

4401.

724G

[Xor-matic Number of the Graph](#) · [Tutorial](#)

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: bitmasks, graphs, math, number theory, trees
[Vercingetorix's solution](#)

4402.

703E

[Mishka and Divisors](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 2600 · first AC: 2016-08-04 · GNU C++11 (first AC) · Tags: dp, number theory
[Vercingetorix's solution](#)

4403.

700C

[Break Up](#) · [Tutorial](#)

Quality: 1,465 global accepts · Rating: 2600 · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: dfs and similar, graphs
[Vercingetorix's solution](#)

4404.

690E2

[Photographs \(II\)](#) · [Tutorial](#)

Quality: 148 global accepts · Rating: 2600 · first AC: 2016-07-11 · GNU C++11 (first AC) · Tags: —
[Vercingetorix's solution](#)

4405.

690B3

[Recover Polygon \(hard\)](#) · [Tutorial](#)

Quality: 111 global accepts · Rating: 2600 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: data structures
[Vercingetorix's solution](#)

4406.

690B2

[Recover Polygon \(medium\)](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2600 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: geometry
[Vercingetorix's solution](#)

4407.

685D

[Kay and Eternity](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2600 · first AC: 2016-06-23 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings
[Vercingetorix's solution](#)

4408.

682E

[Alyona and Triangles](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2600 · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: geometry, two pointers
[Vercingetorix's solution](#)

4409.

360D

[Levko and Sets](#) · [Tutorial](#)

Quality: 487 global accepts · Rating: 2600 · first AC: 2016-06-07 · GNU C++11 (first AC) · Tags: number theory
[Vercingetorix's solution](#)

4410.

566B

[Replicating Processes](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2600 · first AC: 2016-06-05 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[Vercingetorix's solution](#)

4411.

542E

[Playing on Graph](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2600 · first AC: 2016-05-30 · GNU C++11 (first AC) · Tags: graphs, shortest paths
[Vercingetorix's solution](#)

4412.

542D

[Superhero's Job](#) · [Tutorial](#)

Quality: 539 global accepts · Rating: 2600 · first AC: 2016-05-30 · GNU C++11 (first AC) · Tags: dfs and similar, dp, hashing, math, number theory

[Vercingetorix's solution](#)

4413.

568C

[New Language](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2016-04-02 · GNU C++11 (first AC) · Tags: 2-sat, greedy

[Vercingetorix's solution](#)

4414.

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 2600 · first AC: 2016-03-04 · GNU C++11 (first AC) · Tags: data structures, dp, geometry

[Vercingetorix's solution](#)

4415.

634E

[Preorder Test](#) · [Tutorial](#)

Rating: 2600 · first AC: 2016-03-03 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, graphs, greedy

[Vercingetorix's solution](#)

4416.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2015-06-03 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Vercingetorix's solution](#)

4417.

536C

[Tavas and Pashmaks](#) · [Tutorial](#)

Rating: 2600 · first AC: 2015-05-30 · GNU C++11 (first AC) · Tags: geometry, math

[Vercingetorix's solution](#)

4418.

528C

[Data Center Drama](#) · [Tutorial](#)

Rating: 2600 · first AC: 2015-03-18 · GNU C++0x (first AC) · Tags: constructive algorithms, graphs

[Vercingetorix's solution](#)

4419.

513E1

[Subarray Cuts](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2600 · first AC: 2015-02-10 · MS C++ (first AC) · Tags: dp

[Vercingetorix's solution](#)

4420.

2154F1

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

Quality: 565 global accepts · Rating: 2700 · first AC: 2026-04-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math

[Vercingetorix's solution](#)

4421.

2077E

[Another Folding Strip](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math

[Vercingetorix's solution](#)

4422.

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, matrices

[Vercingetorix's solution](#)

4423.

1867F

[Most Different Tree](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 2700 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, hashing

[Vercingetorix's solution](#)

4424.

1866E

[Elevators of Tamem](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2700 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Vercingetorix's solution](#)

4425.

1856E2

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

Quality: 1,756 global accepts · Rating: 2700 · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[Vercingetorix's solution](#)

4426.

107E

[Darts](#) · [Tutorial](#)

Quality: 151 global accepts · Rating: 2700 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: geometry, probabilities

[Vercingetorix's solution](#)

4427.

1849F

[XOR Partition](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2700 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, greedy, trees

[Vercingetorix's solution](#)

4428.

1841F

[Monocarp and a Strategic Game](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: geometry, sortings, two pointers

[Vercingetorix's solution](#)

4429.

1817D

[Toy Machine](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, implementation

[Vercingetorix's solution](#)

4430.

1795G

[Removal Sequences](#) · [Tutorial](#)

Quality: 817 global accepts · Rating: 2700 · first AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, graphs

[Vercingetorix's solution](#)

4431.

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[Vercingetorix's solution](#)

4432.

1801F

[Another n-dimensional chocolate bar](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2023-03-09 · last AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, meet-in-the-middle, number theory

[Vercingetorix's solution](#)

4433.

1799F

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

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[Vercingetorix's solution](#)

4434.

42E

[Baldman and the military](#) · [Tutorial](#)

Quality: 244 global accepts · Rating: 2700 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[Vercingetorix's solution](#)

4435.

70E

[Information Reform](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, trees

[Vercingetorix's solution](#)

4436.

70D

[Professor's task](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 2700 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry

[Vercingetorix's solution](#)

4437.

113E

[Sleeping](#) · [Tutorial](#)

Quality: 142 global accepts · Rating: 2700 · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, implementation, math

[Vercingetorix's solution](#)

4438.

113D

[Museum](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2700 · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices, probabilities

[Vercingetorix's solution](#)

4439.

97D

[Robot in Basement](#) · [Tutorial](#)

Quality: 290 global accepts · Rating: 2700 · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, implementation

[Vercingetorix's solution](#)

4440.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, strings

[Vercingetorix's solution](#)

4441.

1733E

[Conveyor](#) · [Tutorial](#)

Quality: 1,486 global accepts · Rating: 2700 · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math

[Vercingetorix's solution](#)

4442.

1728G

[Illumination](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2700 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force,

combinatorics, dp, math, two pointers

[Vercingetorix's solution](#)

4443.

1715F

[Crop Squares](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[Vercingetorix's solution](#)

4444.

1720E

[Misha and Paintings](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2700 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[Vercingetorix's solution](#)

4445.

1695E

[Ambiguous Dominoes](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2700 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Vercingetorix's solution](#)

4446.

1682F

[MCMF?](#) · [Tutorial](#)

Quality: 393 global accepts · Rating: 2700 · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, flows, graphs, greedy, sortings, two pointers

[Vercingetorix's solution](#)

4447.

1682E

[Unordered Swaps](#) · [Tutorial](#)

Quality: 749 global accepts · Rating: 2700 · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, math, sortings, trees

[Vercingetorix's solution](#)

4448.

1184B3

[The Doctor Meets Vader \(Hard\)](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 2700 · first AC: 2022-04-28 · C++20 (GCC 11-64) (first AC) · Tags: flows, shortest paths

[Vercingetorix's solution](#)

4449.

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Vercingetorix's solution](#)

4450.

1671F

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

Quality: 428 global accepts · Rating: 2700 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[Vercingetorix's solution](#)

4451.

54E

[Vacuum Bots](#) · [Tutorial](#)

Quality: 213 global accepts · Rating: 2700 · first AC: 2022-04-04 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[Vercingetorix's solution](#)

4452.

183D

[T-shirt](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 2700 · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, probabilities

[Vercingetorix's solution](#)

4453.

1514E

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Quality: 697 global accepts · Rating: 2700 · first AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, interactive, sortings, two pointers

[Vercingetorix's solution](#)

4454.

1658F

[Juju and Binary String](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 2700 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Vercingetorix's solution](#)

4455.

1313E

[Concatenation with intersection](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, strings, two pointers

[Vercingetorix's solution](#)

4456.

213E

[Two Permutations](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 2700 · first AC: 2022-03-17 · last AC: 2022-03-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, strings

[Vercingetorix's solution](#)

4457.

191D

[Metro Scheme](#) · [Tutorial](#)

Quality: 392 global accepts · Rating: 2700 · first AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy

[Vercingetorix's solution](#)

4458.

256D

[Liars and Serge](#) · [Tutorial](#)

Quality: 279 global accepts · Rating: 2700 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Vercingetorix's solution](#)

4459.

249D

[Donkey and Stars](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 2700 · first AC: 2022-02-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, math, sortings

[Vercingetorix's solution](#)

4460.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[Vercingetorix's solution](#)

4461.

1468L

[Prime Divisors Selection](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2700 · first AC: 2022-02-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, number theory

[Vercingetorix's solution](#)

4462.

1487G

[String Counting](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2700 · first AC: 2022-02-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math
[Vercingetorix's solution](#)

4463.

1634F

[Fibonacci Additions](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2700 · first AC: 2022-02-06 · last AC: 2022-02-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math
[Vercingetorix's solution](#)

4464.

724F

[Uniformly Branched Trees](#) · [Tutorial](#)

Quality: 522 global accepts · Rating: 2700 · first AC: 2022-02-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, trees
[Vercingetorix's solution](#)

4465.

1453F

[Even Harder](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2700 · first AC: 2022-02-04 · C++20 (GCC 11-64) (first AC) · Tags: dp
[Vercingetorix's solution](#)

4466.

333C

[Lucky Tickets](#) · [Tutorial](#)

Quality: 420 global accepts · Rating: 2700 · first AC: 2022-02-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms
[Vercingetorix's solution](#)

4467.

1632E2

[Distance Tree \(hard version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2700 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, shortest paths, trees
[Vercingetorix's solution](#)

4468.

806D

[Perishable Roads](#) · [Tutorial](#)

Rating: 2700 · first AC: 2022-01-25 · last AC: 2022-01-25 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths
[Vercingetorix's solution](#)

4469.

1627F

[Not Splitting](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2700 · first AC: 2022-01-24 · C++20 (GCC 11-64) (first AC) · Tags: geometry, graphs, greedy, implementation, shortest paths
[Vercingetorix's solution](#)

4470.

293D

[Ksusha and Square](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 2700 · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, probabilities, two pointers
[Vercingetorix's solution](#)

4471.

475E

[Strongly Connected City 2](#) · [Tutorial](#)

Quality: 622 global accepts · Rating: 2700 · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar
[Vercingetorix's solution](#)

4472.

1621F

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

Quality: 637 global accepts · Rating: 2700 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation
[Vercingetorix's solution](#)

4473.

309D

[Tennis Rackets](#) · [Tutorial](#)

Quality: 186 global accepts · Rating: 2700 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry

[Vercingetorix's solution](#)

4474.

949E

[Binary Cards](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2700 · first AC: 2021-12-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[Vercingetorix's solution](#)

4475.

1146G

[Zoning Restrictions](#) · [Tutorial](#)

Quality: 1,046 global accepts · Rating: 2700 · first AC: 2021-12-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, graphs

[Vercingetorix's solution](#)

4476.

605E

[Intergalaxy Trips](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2021-12-17 · C++20 (GCC 11-64) (first AC) · Tags: probabilities, shortest paths

[Vercingetorix's solution](#)

4477.

578E

[Walking!](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2700 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Vercingetorix's solution](#)

4478.

578D

[LCS Again](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2700 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Vercingetorix's solution](#)

4479.

1617E

[Christmas Chocolates](#) · [Tutorial](#)

Quality: 1,018 global accepts · Rating: 2700 · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games, graphs, implementation, math, number theory, shortest paths, trees

[Vercingetorix's solution](#)

4480.

494D

[Birthday](#) · [Tutorial](#)

Quality: 669 global accepts · Rating: 2700 · first AC: 2021-12-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, trees

[Vercingetorix's solution](#)

4481.

1408G

[Clusterization Counting](#) · [Tutorial](#)

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2021-12-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[Vercingetorix's solution](#)

4482.

956E

[Wardrobe](#) · [Tutorial](#)

Rating: 2700 · first AC: 2021-12-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Vercingetorix's solution](#)

4483.

529A

[And Yet Another Bracket Sequence](#) · [Tutorial](#)

Rating: 2700 · first AC: 2021-12-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, hashing, string suffix structures, strings
[Vercingetorix's solution](#)

4484.

995E

[Number Clicker](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2021-12-06 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, graphs, meet-in-the-middle, number theory

[Vercingetorix's solution](#)

4485.

1074F

[DFS](#) · [Tutorial](#)

Rating: 2700 · first AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[Vercingetorix's solution](#)

4486.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,116 global accepts · Rating: 2700 · first AC: 2021-11-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry

[Vercingetorix's solution](#)

4487.

1473F

[Strange Set](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2021-11-21 · C++20 (GCC 11-64) (first AC) · Tags: flows, math

[Vercingetorix's solution](#)

4488.

1510I

[Is It Rated?](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2700 · first AC: 2021-11-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, interactive, math, probabilities

[Vercingetorix's solution](#)

4489.

1510J

[Japanese Game](#) · [Tutorial](#)

Quality: 561 global accepts · Rating: 2700 · first AC: 2021-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Vercingetorix's solution](#)

4490.

1423F

[Coins](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2700 · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: math

[Vercingetorix's solution](#)

4491.

1521E

[Nastia and a Beautiful Matrix](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2700 · first AC: 2021-11-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dp, greedy

[Vercingetorix's solution](#)

4492.

1034C

[Region Separation](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2700 · first AC: 2021-11-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, number theory, trees

[Vercingetorix's solution](#)

4493.

1603F

[October 18, 2017](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 2700 · first AC: 2021-11-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math

[Vercingetorix's solution](#)

4494.

1025E

[Colored Cubes](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2700 · first AC: 2021-10-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, matrices

[Vercingetorix's solution](#)

4495.

1601D

[Difficult Mountain](#) · [Tutorial](#)

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2021-10-25 · last AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, sortings

[Vercingetorix's solution](#)

4496.

1599G

[Shortest path](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2700 · first AC: 2021-10-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, shortest paths

[Vercingetorix's solution](#)

4497.

1120B

[Once in a casino](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2700 · first AC: 2021-10-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Vercingetorix's solution](#)

4498.

1214F

[Employment](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Vercingetorix's solution](#)

4499.

1137E

[Train Car Selection](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2700 · first AC: 2021-09-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Vercingetorix's solution](#)

4500.

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, trees

[Vercingetorix's solution](#)

4501.

1229D

[Wojtek and Card Tricks](#) · [Tutorial](#)

Rating: 2700 · first AC: 2021-09-21 · C++17 (GCC 7-32) (first AC) · Tags: math

[Vercingetorix's solution](#)

4502.

1574F

[Occurrences](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 2700 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, fft, graphs

[Vercingetorix's solution](#)

4503.

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,724 global accepts · Rating: 2700 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Vercingetorix's solution](#)

4504.

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math, number theory

[Vercingetorix's solution](#)

4505.

1336E1

[Chiori and Doll Picking \(easy version\)](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[Vercingetorix's solution](#)

4506.

1511F

[Chainword](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2700 · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, matrices, string suffix structures, strings

[Vercingetorix's solution](#)

4507.

1567F

[One-Four Overload](#) · [Tutorial](#)

Quality: 880 global accepts · Rating: 2700 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, implementation

[Vercingetorix's solution](#)

4508.

1519E

[Off by One](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2021-09-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, geometry, graphs, sortings, trees

[Vercingetorix's solution](#)

4509.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2021-09-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities, trees

[Vercingetorix's solution](#)

4510.

1550F

[Jumping Around](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2700 · first AC: 2021-08-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, graphs, shortest paths

[Vercingetorix's solution](#)

4511.

1555F

[Good Graph](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 2700 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees

[Vercingetorix's solution](#)

4512.

1540C1

[Converging Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 2700 · first AC: 2021-08-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[Vercingetorix's solution](#)

4513.

1553G

[Common Divisor Graph](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2021-08-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[Vercingetorix's solution](#)

4514.

1543E

[The Final Pursuit](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 2700 · first AC: 2021-08-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[Vercingetorix's solution](#)

4515.

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2021-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Vercingetorix's solution](#)

4516.

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2021-03-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[Vercingetorix's solution](#)

4517.

1464E

[No Game No Life](#) · [Tutorial](#)

Rating: 2700 · first AC: 2021-02-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, games, math, matrices, probabilities

[Vercingetorix's solution](#)

4518.

1205D

[Almost All](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2700 · first AC: 2021-02-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

[Vercingetorix's solution](#)

4519.

1338D

[Nested Rubber Bands](#) · [Tutorial](#)

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2021-02-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees

[Vercingetorix's solution](#)

4520.

1179D

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Quality: 1,035 global accepts · Rating: 2700 · first AC: 2020-12-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[Vercingetorix's solution](#)

4521.

1451F

[Nullify The Matrix](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2020-12-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games

[Vercingetorix's solution](#)

4522.

1461F

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

Quality: 601 global accepts · Rating: 2700 · first AC: 2020-12-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Vercingetorix's solution](#)

4523.

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2020-07-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities

[Vercingetorix's solution](#)

4524.

1370F2

[The Hidden Pair \(Hard Version\) · Tutorial](#)

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2020-07-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[Vercingetorix's solution](#)

4525.

1054F

[Electric Scheme · Tutorial](#)

Quality: 387 global accepts · Rating: 2700 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings

[Vercingetorix's solution](#)

4526.

933C

[A Colourful Prospect · Tutorial](#)

Quality: 649 global accepts · Rating: 2700 · first AC: 2018-02-14 · C++14 (GCC 6-32) (first AC) · Tags: geometry, graphs

[Vercingetorix's solution](#)

4527.

901D

[Weighting a Tree · Tutorial](#)

Quality: 630 global accepts · Rating: 2700 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Vercingetorix's solution](#)

4528.

878C

[Tournament · Tutorial](#)

Quality: 1,029 global accepts · Rating: 2700 · first AC: 2017-12-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs

[Vercingetorix's solution](#)

4529.

871D

[Paths · Tutorial](#)

Rating: 2700 · first AC: 2017-12-06 · C++14 (GCC 6-32) (first AC) · Tags: number theory, sortings

[Vercingetorix's solution](#)

4530.

860E

[Arkady and a Nobody-men · Tutorial](#)

Quality: 507 global accepts · Rating: 2700 · first AC: 2017-09-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[Vercingetorix's solution](#)

4531.

781E

[Andryusha and Nervous Barriers · Tutorial](#)

Rating: 2700 · first AC: 2017-09-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Vercingetorix's solution](#)

4532.

812D

[Sagheer and Kindergarten · Tutorial](#)

Quality: 349 global accepts · Rating: 2700 · first AC: 2017-08-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[Vercingetorix's solution](#)

4533.

827D

[Best Edge Weight · Tutorial](#)

Quality: 1,371 global accepts · Rating: 2700 · first AC: 2017-08-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[Vercingetorix's solution](#)

4534.

827E

[Rusty String](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2017-08-03 · last AC: 2017-08-03 · C++14 (GCC 6-32) (first AC) · Tags: fft, math, strings
[Vercingetorix's solution](#)

4535.

833C

[Ever-Hungry Krakozyabra](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2700 · first AC: 2017-08-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, greedy, math
[Vercingetorix's solution](#)

4536.

800D

[Varying Kibibits](#) · [Tutorial](#)

Rating: 2700 · first AC: 2017-07-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp
[Vercingetorix's solution](#)

4537.

778D

[Parquet Re-laying](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2017-07-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[Vercingetorix's solution](#)

4538.

795G

[Perfectionist Arkadiy](#) · [Tutorial](#)

Rating: 2700 · first AC: 2017-04-06 · C++14 (GCC 6-32) (first AC) · Tags: *special, math, number theory
[Vercingetorix's solution](#)

4539.

721E

[Road to Home](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 2700 · first AC: 2016-10-12 · GNU C++11 (first AC) · Tags: binary search, dp
[Vercingetorix's solution](#)

4540.

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2700 · first AC: 2016-09-22 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees
[Vercingetorix's solution](#)

4541.

713D

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

Quality: 1,359 global accepts · Rating: 2700 · first AC: 2016-09-22 · GNU C++11 (first AC) · Tags: binary search, data structures
[Vercingetorix's solution](#)

4542.

356D

[Bags and Coins](#) · [Tutorial](#)

Quality: 1,091 global accepts · Rating: 2700 · first AC: 2016-07-20 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[Vercingetorix's solution](#)

4543.

592E

[BCPC](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 2700 · first AC: 2016-07-04 · GNU C++11 (first AC) · Tags: binary search, geometry, two pointers
[Vercingetorix's solution](#)

4544.

674E

[Bear and Destroying Subtrees](#) · [Tutorial](#)

Rating: 2700 · first AC: 2016-06-09 · GNU C++11 (first AC) · Tags: dp, math, probabilities, trees
[Vercingetorix's solution](#)

4545.

623D

[Birthday](#) · [Tutorial](#)

Quality: 555 global accepts · Rating: 2700 · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: greedy, math, probabilities

[Vercingetorix's solution](#)

4546.

487D

[Conveyor Belts](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2700 · first AC: 2014-12-16 · GNU C++ (first AC) · Tags: data structures

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4547.

458D

[Bingo!](#) · [Tutorial](#)

Rating: 2700 · first AC: 2014-08-11 · MS C++ (first AC) · Tags: combinatorics, probabilities

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4548.

2039F1

[Shohag Loves Counting \(Easy Version\)](#) · [Tutorial](#)

Quality: 506 global accepts · Rating: 2800 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

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4549.

2053I1

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Quality: 557 global accepts · Rating: 2800 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

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4550.

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers

[Vercingetorix's solution](#)

4551.

1900F

[Local Deletions](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 2800 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation

[Vercingetorix's solution](#)

4552.

1874D

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Quality: 932 global accepts · Rating: 2800 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, math, probabilities

[Vercingetorix's solution](#)

4553.

1808E3

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

Quality: 575 global accepts · Rating: 2800 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math

[Vercingetorix's solution](#)

4554.

1863G

[Swaps](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2800 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs, math

[Vercingetorix's solution](#)

4555.

74E

[Shift It!](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 2800 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Vercingetorix's solution](#)

4556.

1844F2

[Min Cost Permutation \(Hard Version\)](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2800 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math, sortings

[Vercingetorix's solution](#)

4557.

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees

[Vercingetorix's solution](#)

4558.

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 979 global accepts · Rating: 2800 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Vercingetorix's solution](#)

4559.

1826F

[Fading into Fog](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2800 · first AC: 2023-05-09 · last AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: geometry, interactive, math, probabilities

[Vercingetorix's solution](#)

4560.

1819D

[Misha and Apples](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 2800 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, two pointers

[Vercingetorix's solution](#)

4561.

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, sortings, trees

[Vercingetorix's solution](#)

4562.

1809G

[Prediction](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2800 · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Vercingetorix's solution](#)

4563.

77E

[Martian Food](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2800 · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[Vercingetorix's solution](#)

4564.

1783G

[Weighed Tree Radius](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2800 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, implementation, trees

[Vercingetorix's solution](#)

4565.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 2800 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Vercingetorix's solution](#)

4566.

1721F

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

Quality: 514 global accepts · Rating: 2800 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, flows, graph matchings, graphs, interactive

[Vercingetorix's solution](#)

4567.

1732E

[Location](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2800 · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math, number theory

[Vercingetorix's solution](#)

4568.

1749F

[Distance to the Path](#) · [Tutorial](#)

Quality: 612 global accepts · Rating: 2800 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[Vercingetorix's solution](#)

4569.

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, probabilities

[Vercingetorix's solution](#)

4570.

1267D

[DevOps Best Practices](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 2800 · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Vercingetorix's solution](#)

4571.

1698F

[Equal Reversal](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2800 · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation, math

[Vercingetorix's solution](#)

4572.

1393E1

[Twilight and Ancient Scroll \(easier version\)](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 2800 · first AC: 2022-06-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings

[Vercingetorix's solution](#)

4573.

1685D1

[Permutation Weight \(Easy Version\)](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2022-05-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[Vercingetorix's solution](#)

4574.

1684G

[Euclid Guess](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory

[Vercingetorix's solution](#)

4575.

1316F

[Battalion Strength](#) · [Tutorial](#)

Quality: 894 global accepts · Rating: 2800 · first AC: 2022-04-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer,

probabilities

[Vercingetorix's solution](#)

4576.

1672F2

[Checker for Array Shuffling](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 2800 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Vercingetorix's solution](#)

4577.

1152F1

[Neko Rules the Catniverse \(Small Version\)](#) · [Tutorial](#)

Quality: 756 global accepts · Rating: 2800 · first AC: 2022-04-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, matrices

[Vercingetorix's solution](#)

4578.

187D

[BRT Contract](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2800 · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Vercingetorix's solution](#)

4579.

240E

[Road Repairs](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 2800 · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy

[Vercingetorix's solution](#)

4580.

261E

[Maxim and Calculator](#) · [Tutorial](#)

Quality: 438 global accepts · Rating: 2800 · first AC: 2022-02-27 · last AC: 2022-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, two pointers

[Vercingetorix's solution](#)

4581.

301E

[Yaroslav and Arrangements](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2022-02-25 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Vercingetorix's solution](#)

4582.

288E

[Polo the Penguin and Lucky Numbers](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2800 · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, math

[Vercingetorix's solution](#)

4583.

1455F

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

Quality: 519 global accepts · Rating: 2800 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Vercingetorix's solution](#)

4584.

1419F

[Rain of Fire](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2800 · first AC: 2022-02-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, implementation

[Vercingetorix's solution](#)

4585.

1633F

[Perfect Matching](#) · [Tutorial](#)

Quality: 370 global accepts · Rating: 2800 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, interactive, trees

[Vercingetorix's solution](#)

4586.

685E

[Travelling Through the Snow Queen's Kingdom](#) · [Tutorial](#)

Quality: 611 global accepts · Rating: 2800 · first AC: 2022-01-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, graphs

[Vercingetorix's solution](#)

4587.

1626F

[A Random Code Problem](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2800 · first AC: 2022-01-16 · last AC: 2022-01-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[Vercingetorix's solution](#)

4588.

1625E2

[Cats on the Upgrade \(hard version\)](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2800 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[Vercingetorix's solution](#)

4589.

280D

[k-Maximum Subsequence Sum](#) · [Tutorial](#)

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2022-01-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, flows, graphs, implementation

[Vercingetorix's solution](#)

4590.

1615F

[LEGOnDary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Vercingetorix's solution](#)

4591.

418D

[Big Problems for Organizers](#) · [Tutorial](#)

Quality: 546 global accepts · Rating: 2800 · first AC: 2021-12-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, trees

[Vercingetorix's solution](#)

4592.

1620F

[Bipartite Array](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Vercingetorix's solution](#)

4593.

1033E

[Hidden Bipartite Graph](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, interactive

[Vercingetorix's solution](#)

4594.

1608E

[The Cells on the Paper](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, sortings

[Vercingetorix's solution](#)

4595.

819E

[Mister B and Flight to the Moon](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2021-12-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs

[Vercingetorix's solution](#)

4596.

1612F

[Armor and Weapons](#) · [Tutorial](#)

Quality: 695 global accepts · Rating: 2800 · first AC: 2021-11-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, shortest paths
[Vercingetorix's solution](#)

4597.

1473G

[Tiles](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2800 · first AC: 2021-11-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math
[Vercingetorix's solution](#)

4598.

983E

[NN country](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2800 · first AC: 2021-11-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, trees
[Vercingetorix's solution](#)

4599.

1012D

[AB-Strings](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 2800 · first AC: 2021-11-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
[Vercingetorix's solution](#)

4600.

1592F2

[Alice and Recoloring 2](#) · [Tutorial](#)

Quality: 972 global accepts · Rating: 2800 · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy
[Vercingetorix's solution](#)

4601.

1098D

[Eels](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[Vercingetorix's solution](#)

4602.

1109C

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Quality: 288 global accepts · Rating: 2800 · first AC: 2021-10-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation
[Vercingetorix's solution](#)

4603.

1578B

[Building Forest Trails](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu
[Vercingetorix's solution](#)

4604.

1214H

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Quality: 461 global accepts · Rating: 2800 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees
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4605.

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[Vercingetorix's solution](#)

4606.

1291F

[Coffee Varieties \(easy version\)](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2800 · first AC: 2021-09-21 · C++17 (GCC 7-32) (first AC) · Tags: graphs, interactive

[Vercingetorix's solution](#)

4607.

1525F

[Goblins And Gnomes](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2800 · first AC: 2021-08-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, flows, graph matchings

[Vercingetorix's solution](#)

4608.

1545C

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

Quality: 767 global accepts · Rating: 2800 · first AC: 2021-08-08 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs

[Vercingetorix's solution](#)

4609.

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2021-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math

[Vercingetorix's solution](#)

4610.

1286C2

[Madhouse \(Hard version\)](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2800 · first AC: 2021-02-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, hashing, interactive, math

[Vercingetorix's solution](#)

4611.

1477D

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

Quality: 787 global accepts · Rating: 2800 · first AC: 2021-02-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Vercingetorix's solution](#)

4612.

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,271 global accepts · Rating: 2800 · first AC: 2021-02-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory

[Vercingetorix's solution](#)

4613.

1383D

[Rearrange](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2021-01-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, sortings

[Vercingetorix's solution](#)

4614.

1383E

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

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2021-01-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp

[Vercingetorix's solution](#)

4615.

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2020-07-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math

[Vercingetorix's solution](#)

4616.

908G

[New Year and Original Order](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2018-01-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[Vercingetorix's solution](#)

4617.

794F

[Leha and security system](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2800 · first AC: 2017-09-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Vercingetorix's solution](#)

4618.

794E

[Choosing Carrot](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2800 · first AC: 2017-09-08 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[Vercingetorix's solution](#)

4619.

776F

[Sherlock's bet to Moriarty](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2800 · first AC: 2017-09-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, geometry, graphs, implementation, trees

[Vercingetorix's solution](#)

4620.

850F

[Rainbow Balls](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2017-09-05 · C++14 (GCC 6-32) (first AC) · Tags: math

[Vercingetorix's solution](#)

4621.

830D

[Singer House](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2800 · first AC: 2017-08-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graphs, trees

[Vercingetorix's solution](#)

4622.

833D

[Red-Black Cobweb](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2017-08-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, implementation, trees

[Vercingetorix's solution](#)

4623.

815D

[Karen and Cards](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2017-07-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, geometry

[Vercingetorix's solution](#)

4624.

736D

[Permutations](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2800 · first AC: 2016-12-02 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices

[Vercingetorix's solution](#)

4625.

657D

[Bear and Paradox](#) · [Tutorial](#)

Rating: 2800 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: binary search, math, sortings

[Vercingetorix's solution](#)

4626.

652F

[Ants on a Circle](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2800 · first AC: 2016-03-25 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Vercingetorix's solution](#)

4627.

493E

[Vasya and Polynomial](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2800 · first AC: 2015-06-16 · GNU C++11 (first AC) · Tags: math

[Vercingetorix's solution](#)

4628.

549F

[Yura and Developers](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2800 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[Vercingetorix's solution](#)

4629.

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2015-03-02 · last AC: 2015-03-02 · GNU C++0x (first AC) · Tags: greedy

[Vercingetorix's solution](#)

4630.

2066D2

[Club of Young Aircraft Builders \(hard version\)](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2900 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Vercingetorix's solution](#)

4631.

2062F

[Traveling Salescat](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2900 · first AC: 2025-01-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings

[Vercingetorix's solution](#)

4632.

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 498 global accepts · Rating: 2900 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[Vercingetorix's solution](#)

4633.

2046E1

[Cheops and a Contest \(Easy Version\)](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 2900 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Vercingetorix's solution](#)

4634.

1928F

[Digital Patterns](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2900 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[Vercingetorix's solution](#)

4635.

1916F

[Group Division](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2900 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Vercingetorix's solution](#)

4636.

1870F

[Lazy Numbers](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 2900 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[Vercingetorix's solution](#)

4637.

1860F

[Evaluate RBS](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 2900 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry, implementation, math, sortings

[Vercingetorix's solution](#)

4638.

117E

[Tree or not Tree](#) · [Tutorial](#)

Quality: 414 global accepts · Rating: 2900 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, graphs, implementation, trees

[Vercingetorix's solution](#)

4639.

103E

[Buying Sets](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2900 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings

[Vercingetorix's solution](#)

4640.

1835D

[Doctor's Brown Hypothesis](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2900 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[Vercingetorix's solution](#)

4641.

126E

[Pills](#) · [Tutorial](#)

Quality: 98 global accepts · Rating: 2900 · first AC: 2023-05-12 · last AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, flows

[Vercingetorix's solution](#)

4642.

1806F1

[GCD Master \(easy version\)](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2900 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory, sortings

[Vercingetorix's solution](#)

4643.

73F

[Plane of Tanks](#) · [Tutorial](#)

Quality: 107 global accepts · Rating: 2900 · first AC: 2023-01-10 · last AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry

[Vercingetorix's solution](#)

4644.

1764G1

[Doremy's Perfect DS Class \(Easy Version\)](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[Vercingetorix's solution](#)

4645.

1747E

[List Generation](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2900 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Vercingetorix's solution](#)

4646.

1735F

[Pebbles and Beads](#) · [Tutorial](#)

Quality: 254 global accepts · Rating: 2900 · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry

[Vercingetorix's solution](#)

4647.

1738G

[Anti-Increasing Addicts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 2900 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[Vercingetorix's solution](#)

4648.

1698G

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

Quality: 384 global accepts · Rating: 2900 · first AC: 2022-07-13 · last AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math, matrices, meet-in-the-middle, number theory

[Vercingetorix's solution](#)

4649.

138E

[Hellish Constraints](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 2900 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, two pointers

[Vercingetorix's solution](#)

4650.

145D

[Lucky Pair](#) · [Tutorial](#)

Quality: 269 global accepts · Rating: 2900 · first AC: 2022-06-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation

[Vercingetorix's solution](#)

4651.

1359F

[RC Kaboom Show](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2900 · first AC: 2022-06-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, geometry, math

[Vercingetorix's solution](#)

4652.

1687D

[Cute number](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math

[Vercingetorix's solution](#)

4653.

1677E

[Tokitsukaze and Beautiful Subsegments](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2900 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Vercingetorix's solution](#)

4654.

183E

[Candy Shop](#) · [Tutorial](#)

Quality: 186 global accepts · Rating: 2900 · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Vercingetorix's solution](#)

4655.

788E

[New task](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2900 · first AC: 2022-03-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Vercingetorix's solution](#)

4656.

1654G

[Snowy Mountain](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths, trees

[Vercingetorix's solution](#)

4657.

193E

[Fibonacci Number](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2900 · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, matrices

[Vercingetorix's solution](#)

4658.

187E

[Heaven Tour](#) · [Tutorial](#)

Quality: 117 global accepts · Rating: 2900 · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Vercingetorix's solution](#)

4659.

1646F

[Playing Around the Table](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 2900 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Vercingetorix's solution](#)

4660.

226E

[Noble Knight's Path](#) · [Tutorial](#)

Quality: 548 global accepts · Rating: 2900 · first AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[Vercingetorix's solution](#)

4661.

167E

[Wizards and Bets](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2900 · first AC: 2022-02-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, matrices

[Vercingetorix's solution](#)

4662.

217D

[Bitonix' Patrol](#) · [Tutorial](#)

Quality: 273 global accepts · Rating: 2900 · first AC: 2022-02-26 · last AC: 2022-02-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, math

[Vercingetorix's solution](#)

4663.

314E

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

Quality: 396 global accepts · Rating: 2900 · first AC: 2022-02-24 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Vercingetorix's solution](#)

4664.

1468B

[Bakery](#) · [Tutorial](#)

Quality: 241 global accepts · Rating: 2900 · first AC: 2022-02-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[Vercingetorix's solution](#)

4665.

1487F

[Ones](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2900 · first AC: 2022-02-16 · PyPy 3-64 (first AC) · Tags: dp, greedy, shortest paths

[Vercingetorix's solution](#)

4666.

1455G

[Forbidden Value](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 2900 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Vercingetorix's solution](#)

4667.

718D

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

Quality: 494 global accepts · Rating: 2900 · first AC: 2022-02-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, hashing, trees

[Vercingetorix's solution](#)

4668.

1630E

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

Quality: 554 global accepts · Rating: 2900 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory, probabilities

[Vercingetorix's solution](#)

4669.

475F

[Meta-universe](#) · [Tutorial](#)

Quality: 267 global accepts · Rating: 2900 · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Vercingetorix's solution](#)

4670.

321D

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

Quality: 594 global accepts · Rating: 2900 · first AC: 2022-01-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[Vercingetorix's solution](#)

4671.

343E

[Pumping Stations](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 2900 · first AC: 2021-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, flows, graphs, greedy, trees

[Vercingetorix's solution](#)

4672.

1616F

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

Quality: 720 global accepts · Rating: 2900 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, math, matrices

[Vercingetorix's solution](#)

4673.

1622F

[Quadratic Set](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2900 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, hashing, math, number theory

[Vercingetorix's solution](#)

4674.

1056G

[Take Metro](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 2900 · first AC: 2021-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, graphs

[Vercingetorix's solution](#)

4675.

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2021-12-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[Vercingetorix's solution](#)

4676.

585E

[Present for Vitalik the Philatelist](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2900 · first AC: 2021-12-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Vercingetorix's solution](#)

4677.

819D

[Mister B and Astronomers](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 2900 · first AC: 2021-12-06 · C++20 (GCC 11-64) (first AC) · Tags: number theory

[Vercingetorix's solution](#)

4678.

819C

[Mister B and Beacons on Field](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2900 · first AC: 2021-12-06 · C++20 (GCC 11-64) (first AC) · Tags: number theory

[Vercingetorix's solution](#)

4679.

1078D

[Chattering](#) · [Tutorial](#)

Rating: 2900 · first AC: 2021-11-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Vercingetorix's solution](#)

4680.

1028F

[Make Symmetrical](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2900 · first AC: 2021-11-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Vercingetorix's solution](#)

4681.

1053D

[Linear Congruential Generator](#) · [Tutorial](#)

Rating: 2900 · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[Vercingetorix's solution](#)

4682.

1086E

[Beautiful Matrix](#) · [Tutorial](#)

Rating: 2900 · first AC: 2021-11-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp

[Vercingetorix's solution](#)

4683.

1172D

[Nauuo and Portals](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2021-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Vercingetorix's solution](#)

4684.

1571H

[Laser Beams](#) · [Tutorial](#)

Quality: 56 global accepts · Rating: 2900 · first AC: 2021-10-07 · Kotlin 1.5 (first AC) · Tags: *special, geometry, probabilities

[Vercingetorix's solution](#)

4685.

1578F

[Framing Pictures](#) · [Tutorial](#)

Quality: 187 global accepts · Rating: 2900 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[Vercingetorix's solution](#)

4686.

1494F

[Delete The Edges](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2021-09-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation

[Vercingetorix's solution](#)

4687.

1361D

[Johnny and James](#) · [Tutorial](#)

Quality: 340 global accepts · Rating: 2900 · first AC: 2021-08-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, trees

[Vercingetorix's solution](#)

4688.

1562F

[Tubular Bells](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math, number theory, probabilities

[Vercingetorix's solution](#)

4689.

1444D

[Rectangular Polyline](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2021-08-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, geometry

[Vercingetorix's solution](#)

4690.

1540C2

[Converging Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2900 · first AC: 2021-08-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[Vercingetorix's solution](#)

4691.

1553H

[XOR and Distance](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2021-08-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, trees

[Vercingetorix's solution](#)

4692.

1450H1

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

Quality: 513 global accepts · Rating: 2900 · first AC: 2021-03-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math

[Vercingetorix's solution](#)

4693.

1280E

[Kirchhoff's Current Loss](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 2900 · first AC: 2021-02-18 · C++14 (GCC 6-32) (first AC) · Tags: math

[Vercingetorix's solution](#)

4694.

1372E

[Omkar and Last Floor](#) · [Tutorial](#)

Quality: 1,433 global accepts · Rating: 2900 · first AC: 2020-12-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers

[Vercingetorix's solution](#)

4695.

889D

[Symmetric Projections](#) · [Tutorial](#)

Rating: 2900 · first AC: 2017-12-11 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[Vercingetorix's solution](#)

4696.

848D

[Shake It!](#) · [Tutorial](#)

Quality: 456 global accepts · Rating: 2900 · first AC: 2017-09-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, flows, graphs

[Vercingetorix's solution](#)

4697.

815E

[Karen and Neighborhood](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 2900 · first AC: 2017-07-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, implementation

[Vercingetorix's solution](#)

4698.

793E

[Problem of offices](#) · [Tutorial](#)

Quality: 305 global accepts · Rating: 2900 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[Vercingetorix's solution](#)

4699.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,508 global accepts · Rating: 2900 · first AC: 2016-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, probabilities

[Vercingetorix's solution](#)

4700.

338D

[GCD Table](#) · [Tutorial](#)

Quality: 1,404 global accepts · Rating: 2900 · first AC: 2016-12-09 · last AC: 2016-12-09 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[Vercingetorix's solution](#)

4701.

736E

[Chess Championship](#) · [Tutorial](#)

Quality: 205 global accepts · Rating: 2900 · first AC: 2016-12-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, greedy, math

[Vercingetorix's solution](#)

4702.

725F

[Family Photos](#) · [Tutorial](#)

Quality: 724 global accepts · Rating: 2900 · first AC: 2016-10-22 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[Vercingetorix's solution](#)

4703.

724E

[Goods transportation](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2900 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: dp, flows, greedy

[Vercingetorix's solution](#)

4704.

704C

[Black Widow](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 2900 · first AC: 2016-08-08 · GNU C++11 (first AC) · Tags: dp, graphs, implementation, math

[Vercingetorix's solution](#)

4705.

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2016-05-20 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[Vercingetorix's solution](#)

4706.

478E

[Wavy numbers](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 2900 · first AC: 2016-04-04 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, meet-in-the-middle, sortings

[Vercingetorix's solution](#)

4707.

2057G

[Secret Message](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2025-01-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, math

[Vercingetorix's solution](#)

4708.

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees

[Vercingetorix's solution](#)

4709.

1868D

[Flower-like Pseudotree](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 3000 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs,

greedy, implementation, trees

[Vercingetorix's solution](#)

4710.

1854D

[Michael and Hotel](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, trees

[Vercingetorix's solution](#)

4711.

185E

[Soap Time! - 2](#) · [Tutorial](#)

Quality: 173 global accepts · Rating: 3000 · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[Vercingetorix's solution](#)

4712.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[Vercingetorix's solution](#)

4713.

1776M

[Parmigiana With Seafood](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 3000 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, trees

[Vercingetorix's solution](#)

4714.

1824D

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

Quality: 655 global accepts · Rating: 3000 · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Vercingetorix's solution](#)

4715.

1838F

[Stuck Conveyor](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 3000 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[Vercingetorix's solution](#)

4716.

1797F

[Li Hua and Path](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 3000 · first AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, trees

[Vercingetorix's solution](#)

4717.

1787G

[Colorful Tree Again](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3000 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, trees

[Vercingetorix's solution](#)

4718.

1779G

[The Game of the Century](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 3000 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Vercingetorix's solution](#)

4719.

1758F

[Decent Division](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: 3000 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

[Vercingetorix's solution](#)

4720.

1764G2

[Doremy's Perfect DS Class \(Medium Version\)](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3000 · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive
[Vercingetorix's solution](#)

4721.

212A

[Privatization](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 3000 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs
[Vercingetorix's solution](#)

4722.

1743G

[Antifibonacci Cut](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3000 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, data structures, dp, hashing, math
[Vercingetorix's solution](#)

4723.

1175G

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

Quality: 707 global accepts · Rating: 3000 · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, two pointers
[Vercingetorix's solution](#)

4724.

1609G

[A Stroll Around the Matrix](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 3000 · first AC: 2022-04-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math
[Vercingetorix's solution](#)

4725.

1361E

[James and the Chase](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2022-04-06 · last AC: 2022-04-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, probabilities, trees
[Vercingetorix's solution](#)

4726.

243E

[Matrix](#) · [Tutorial](#)

Quality: 216 global accepts · Rating: 3000 · first AC: 2022-04-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[Vercingetorix's solution](#)

4727.

1152F2

[Neko Rules the Catniverse \(Large Version\)](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 3000 · first AC: 2022-04-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, matrices
[Vercingetorix's solution](#)

4728.

150E

[Freezing with Style](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 3000 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, trees
[Vercingetorix's solution](#)

4729.

156E

[Mrs. Hudson's Pancakes](#) · [Tutorial](#)

Quality: 176 global accepts · Rating: 3000 · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp
[Vercingetorix's solution](#)

4730.

1651F

[Tower Defense](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 3000 · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures

[Vercingetorix's solution](#)

4731.

154E

[Martian Colony](#) · [Tutorial](#)

Quality: 112 global accepts · Rating: 3000 · first AC: 2022-02-26 · last AC: 2022-02-26 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[Vercingetorix's solution](#)

4732.

297E

[Mystic Carvings](#) · [Tutorial](#)

Quality: 433 global accepts · Rating: 3000 · first AC: 2022-02-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Vercingetorix's solution](#)

4733.

1637G

[Birthday](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 3000 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Vercingetorix's solution](#)

4734.

264E

[Roadside Trees](#) · [Tutorial](#)

Quality: 469 global accepts · Rating: 3000 · first AC: 2022-02-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Vercingetorix's solution](#)

4735.

1063E

[Lasers and Mirrors](#) · [Tutorial](#)

Quality: 402 global accepts · Rating: 3000 · first AC: 2022-01-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Vercingetorix's solution](#)

4736.

341E

[Candies Game](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 3000 · first AC: 2022-01-11 · last AC: 2022-01-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Vercingetorix's solution](#)

4737.

533A

[Berland Miners](#) · [Tutorial](#)

Quality: 485 global accepts · Rating: 3000 · first AC: 2022-01-10 · last AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[Vercingetorix's solution](#)

4738.

1250D

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

Quality: 216 global accepts · Rating: 3000 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Vercingetorix's solution](#)

4739.

573D

[Bear and Cavalry](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2022-01-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp

[Vercingetorix's solution](#)

4740.

568E

[Longest Increasing Subsequence](#) · [Tutorial](#)

Quality: 633 global accepts · Rating: 3000 · first AC: 2022-01-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Vercingetorix's solution](#)

4741.

1236F

[Alice and the Cactus](#) · [Tutorial](#)

Quality: 213 global accepts · Rating: 3000 · first AC: 2022-01-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, probabilities

[Vercingetorix's solution](#)

4742.

1342F

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

Quality: 990 global accepts · Rating: 3000 · first AC: 2022-01-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[Vercingetorix's solution](#)

4743.

843E

[Maximum Flow](#) · [Tutorial](#)

Quality: 473 global accepts · Rating: 3000 · first AC: 2022-01-07 · last AC: 2022-01-07 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[Vercingetorix's solution](#)

4744.

1418F

[Equal Product](#) · [Tutorial](#)

Quality: 427 global accepts · Rating: 3000 · first AC: 2022-01-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory, two pointers

[Vercingetorix's solution](#)

4745.

506E

[Mr. Kitayuta's Gift](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 3000 · first AC: 2021-12-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, matrices, strings

[Vercingetorix's solution](#)

4746.

1610F

[Mashtali: a Space Odyssey](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Vercingetorix's solution](#)

4747.

1028G

[Guess the number](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 3000 · first AC: 2021-11-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, interactive

[Vercingetorix's solution](#)

4748.

1007C

[Guess two numbers](#) · [Tutorial](#)

Quality: 527 global accepts · Rating: 3000 · first AC: 2021-11-11 · last AC: 2021-11-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[Vercingetorix's solution](#)

4749.

1603D

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

Quality: 884 global accepts · Rating: 3000 · first AC: 2021-11-05 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, number theory

[Vercingetorix's solution](#)

4750.

1168D

[Anagram Paths](#) · [Tutorial](#)

Quality: 435 global accepts · Rating: 3000 · first AC: 2021-10-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, trees

[Vercingetorix's solution](#)

4751.

1149D

[Abandoning Roads](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 3000 · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs, greedy
[Vercingetorix's solution](#)

4752.

1290D

[Coffee Varieties \(hard version\)](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 3000 · first AC: 2021-09-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, interactive
[Vercingetorix's solution](#)

4753.

1572E

[Polygon](#) · [Tutorial](#)

Quality: 374 global accepts · Rating: 3000 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, geometry
[Vercingetorix's solution](#)

4754.

1535F

[String Distance](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3000 · first AC: 2021-08-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, hashing, implementation, strings
[Vercingetorix's solution](#)

4755.

1558E

[Down Below](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 3000 · first AC: 2021-08-24 · last AC: 2021-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, meet-in-the-middle, shortest paths
[Vercingetorix's solution](#)

4756.

1552G

[A Serious Referee](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2021-08-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings
[Vercingetorix's solution](#)

4757.

1545D

[AquaMoon and Wrong Coordinate](#) · [Tutorial](#)

Quality: 606 global accepts · Rating: 3000 · first AC: 2021-08-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math
[Vercingetorix's solution](#)

4758.

1464D

[The Thorny Path](#) · [Tutorial](#)

Rating: 3000 · first AC: 2021-02-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[Vercingetorix's solution](#)

4759.

1299D

[Around the World](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3000 · first AC: 2021-02-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, graphs, math, trees
[Vercingetorix's solution](#)

4760.

1381D

[The Majestic Brown Tree Snake](#) · [Tutorial](#)

Quality: 825 global accepts · Rating: 3000 · first AC: 2021-02-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees, two pointers
[Vercingetorix's solution](#)

4761.

1438F

[Olha and Igor](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 3000 · first AC: 2020-12-15 · C++14 (GCC 6-32) (first AC) · Tags: interactive, probabilities, trees

[Vercingetorix's solution](#)

4762.

936D

[World of Tank](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3000 · first AC: 2018-09-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Vercingetorix's solution](#)

4763.

859G

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

Quality: 189 global accepts · Rating: 3000 · first AC: 2017-09-17 · C++14 (GCC 6-32) (first AC) · Tags: math

[Vercingetorix's solution](#)

4764.

806E

[Blog Post Rating](#) · [Tutorial](#)

Rating: 3000 · first AC: 2017-09-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Vercingetorix's solution](#)

4765.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,628 global accepts · Rating: 3000 · first AC: 2017-07-24 · last AC: 2017-07-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[Vercingetorix's solution](#)

4766.

778E

[Selling Numbers](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3000 · first AC: 2017-07-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[Vercingetorix's solution](#)

4767.

788D

[Finding lines](#) · [Tutorial](#)

Quality: 409 global accepts · Rating: 3000 · first AC: 2017-03-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer, interactive

[Vercingetorix's solution](#)

4768.

698F

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

Quality: 490 global accepts · Rating: 3000 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: combinatorics, number theory

[Vercingetorix's solution](#)

4769.

696E

[...Wait for it...](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 3000 · first AC: 2016-07-15 · GNU C++11 (first AC) · Tags: data structures, dsu, trees

[Vercingetorix's solution](#)

4770.

2006E

[Iris's Full Binary Tree](#) · [Tutorial](#)

Quality: 318 global accepts · Rating: 3100 · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[Vercingetorix's solution](#)

4771.

1965E

[Connected Cubes](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3100 · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games
[Vercingetorix's solution](#)

4772.

1948G

[MST with Matching](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dsu, graph matchings, trees

[Vercingetorix's solution](#)

4773.

1930G

[Prefix Max Set Counting](#) · [Tutorial](#)

Quality: 494 global accepts · Rating: 3100 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, trees

[Vercingetorix's solution](#)

4774.

1887E

[Good Colorings](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, graphs, interactive

[Vercingetorix's solution](#)

4775.

1882E2

[Two Permutations \(Hard Version\)](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3100 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Vercingetorix's solution](#)

4776.

1785E

[Infinite Game](#) · [Tutorial](#)

Rating: 3100 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, games

[Vercingetorix's solution](#)

4777.

1761F1

[Anti-median \(Easy Version\)](#) · [Tutorial](#)

Quality: 254 global accepts · Rating: 3100 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[Vercingetorix's solution](#)

4778.

1740G

[Dangerous Laser Power](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3100 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, sortings

[Vercingetorix's solution](#)

4779.

1666G

[Global Warming](#) · [Tutorial](#)

Quality: 153 global accepts · Rating: 3100 · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[Vercingetorix's solution](#)

4780.

1728F

[Fishermen](#) · [Tutorial](#)

Quality: 506 global accepts · Rating: 3100 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, greedy

[Vercingetorix's solution](#)

4781.

1344E

[Train Tracks](#) · [Tutorial](#)

Quality: 521 global accepts · Rating: 3100 · first AC: 2022-08-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[Vercingetorix's solution](#)

4782.

809E

[Surprise me!](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 3100 · first AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, math, number theory, trees

[Vercingetorix's solution](#)

4783.

704D

[Captain America](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3100 · first AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: flows, greedy

[Vercingetorix's solution](#)

4784.

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[Vercingetorix's solution](#)

4785.

1184D2

[Parallel Universes \(Hard\)](#) · [Tutorial](#)

Quality: 128 global accepts · Rating: 3100 · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices

[Vercingetorix's solution](#)

4786.

720E

[Cipher](#) · [Tutorial](#)

Quality: 72 global accepts · Rating: 3100 · first AC: 2022-08-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Vercingetorix's solution](#)

4787.

662E

[To Hack or not to Hack](#) · [Tutorial](#)

Quality: 164 global accepts · Rating: 3100 · first AC: 2022-06-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy

[Vercingetorix's solution](#)

4788.

1119G

[Get Ready for the Battle](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2022-04-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[Vercingetorix's solution](#)

4789.

1647F

[Madoka and Laziness](#) · [Tutorial](#)

Quality: 543 global accepts · Rating: 3100 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Vercingetorix's solution](#)

4790.

856E

[Satellites](#) · [Tutorial](#)

Quality: 82 global accepts · Rating: 3100 · first AC: 2022-02-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Vercingetorix's solution](#)

4791.

317E

[Princess and Her Shadow](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3100 · first AC: 2022-02-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, shortest paths

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4792.

1481F

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Quality: 737 global accepts · Rating: 3100 · first AC: 2022-02-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, trees

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4793.

1463F

[Max Correct Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 3100 · first AC: 2022-01-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math

[Vercingetorix's solution](#)

4794.

418E

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Quality: 351 global accepts · Rating: 3100 · first AC: 2021-12-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Vercingetorix's solution](#)

4795.

1074E

[Grid Sort](#) · [Tutorial](#)

Rating: 3100 · first AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Vercingetorix's solution](#)

4796.

986D

[Perfect Encoding](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3100 · first AC: 2021-11-18 · last AC: 2021-11-18 · C++20 (GCC 11-64) (first AC) · Tags: fft, math

[Vercingetorix's solution](#)

4797.

1012E

[Cycle sort](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3100 · first AC: 2021-11-13 · C++17 (GCC 7-32) (first AC) · Tags: dsu, math

[Vercingetorix's solution](#)

4798.

1190E

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

Quality: 262 global accepts · Rating: 3100 · first AC: 2021-10-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Vercingetorix's solution](#)

4799.

1599B

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Quality: 160 global accepts · Rating: 3100 · first AC: 2021-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Vercingetorix's solution](#)

4800.

1067D

[Computer Game](#) · [Tutorial](#)

Quality: 491 global accepts · Rating: 3100 · first AC: 2021-10-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, probabilities

[Vercingetorix's solution](#)

4801.

1103D

[Professional layer](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2021-10-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[Vercingetorix's solution](#)

4802.

1286D

[LCC](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3100 · first AC: 2021-02-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, matrices, probabilities

[Vercingetorix's solution](#)

4803.

1329D

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

Quality: 536 global accepts · Rating: 3100 · first AC: 2021-02-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures

[Vercingetorix's solution](#)

4804.

1458D

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Quality: 1,562 global accepts · Rating: 3100 · first AC: 2021-01-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, greedy
[Vercingetorix's solution](#)

4805.

765F

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Quality: 2,558 global accepts · Rating: 3100 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[Vercingetorix's solution](#)

4806.

830E

[Perpetual Motion Machine](#) · [Tutorial](#)

Quality: 338 global accepts · Rating: 3100 · first AC: 2017-08-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, graphs, implementation, math, trees
[Vercingetorix's solution](#)

4807.

804E

[The same permutation](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 3100 · first AC: 2017-07-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[Vercingetorix's solution](#)

4808.

720C

[Homework](#) · [Tutorial](#)

Quality: 157 global accepts · Rating: 3100 · first AC: 2016-10-11 · GNU C++11 (first AC) · Tags: constructive algorithms
[Vercingetorix's solution](#)

4809.

521E

[Cycling City](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: 3100 · first AC: 2015-03-08 · GNU C++0x (first AC) · Tags: dfs and similar, graphs
[Vercingetorix's solution](#)

4810.

1951H

[Thanos Snap](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3200 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, games, greedy, trees
[Vercingetorix's solution](#)

4811.

1896G

[Pepe Racing](#) · [Tutorial](#)

Quality: 410 global accepts · Rating: 3200 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive, sortings
[Vercingetorix's solution](#)

4812.

1861F

[Four Suits](#) · [Tutorial](#)

Quality: 297 global accepts · Rating: 3200 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, flows, greedy
[Vercingetorix's solution](#)

4813.

1344F

[Piet's Palette](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3200 · first AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: matrices
[Vercingetorix's solution](#)

4814.

1037H

[Security](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 3200 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures

[Vercingetorix's solution](#)

4815.

1832F

[Zombies](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3200 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp

[Vercingetorix's solution](#)

4816.

1819E

[Roads in E City](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3200 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: interactive, math, probabilities, trees

[Vercingetorix's solution](#)

4817.

1267H

[Help BerLine](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 3200 · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Vercingetorix's solution](#)

4818.

993F

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

Quality: 67 global accepts · Rating: 3200 · first AC: 2022-08-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Vercingetorix's solution](#)

4819.

1704H1

[Game of AI \(easy version\)](#) · [Tutorial](#)

Quality: 238 global accepts · Rating: 3200 · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, fft, math

[Vercingetorix's solution](#)

4820.

1184C3

[Heidi and the Turing Test \(Hard\)](#) · [Tutorial](#)

Quality: 45 global accepts · Rating: 3200 · first AC: 2022-08-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Vercingetorix's solution](#)

4821.

1672G

[Cross Xor](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3200 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math, matrices

[Vercingetorix's solution](#)

4822.

1656H

[Equal LCM Subsets](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 3200 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory

[Vercingetorix's solution](#)

4823.

1648E

[Air Reform](#) · [Tutorial](#)

Quality: 510 global accepts · Rating: 3200 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs, implementation, trees

[Vercingetorix's solution](#)

4824.

1621G

[Weighted Increasing Subsequences](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 3200 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math

[Vercingetorix's solution](#)

4825.

1056H

[Detect Robots](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 3200 · first AC: 2021-12-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings

[Vercingetorix's solution](#)

4826.

571E

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

Quality: 295 global accepts · Rating: 3200 · first AC: 2021-12-21 · C++20 (GCC 11-64) (first AC) · Tags: math

[Vercingetorix's solution](#)

4827.

1081G

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

Quality: 434 global accepts · Rating: 3200 · first AC: 2021-12-19 · C++20 (GCC 11-64) (first AC) · Tags: math, probabilities

[Vercingetorix's solution](#)

4828.

1408I

[Bitwise Magic](#) · [Tutorial](#)

Quality: 200 global accepts · Rating: 3200 · first AC: 2021-12-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[Vercingetorix's solution](#)

4829.

1598G

[The Sum of Good Numbers](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3200 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math, string suffix structures, strings

[Vercingetorix's solution](#)

4830.

1571I

[Physical Examination](#) · [Tutorial](#)

Quality: 65 global accepts · Rating: 3200 · first AC: 2021-10-08 · last AC: 2021-10-08 · Kotlin 1.5 (first AC) · Tags: *special, binary search, data structures

[Vercingetorix's solution](#)

4831.

1142E

[Pink Floyd](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 3200 · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: graphs, interactive

[Vercingetorix's solution](#)

4832.

1242E

[Planar Perimeter](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3200 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[Vercingetorix's solution](#)

4833.

1091G

[New Year and the Factorisation Collaboration](#) · [Tutorial](#)

Quality: 227 global accepts · Rating: 3200 · first AC: 2021-09-23 · Python 3 (first AC) · Tags: interactive, math, number theory

[Vercingetorix's solution](#)

4834.

1091H

[New Year and the Tricolore Recreation](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3200 · first AC: 2021-09-23 · C++17 (GCC 7-32) (first AC) · Tags: games

[Vercingetorix's solution](#)

4835.

1149E

[Election Promises](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: games, graphs

[Vercingetorix's solution](#)

4836.

1336D

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

Quality: 529 global accepts · Rating: 3200 · first AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive
[Vercingetorix's solution](#)

4837.

1495E

[Qingshan and Daniel](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 3200 · first AC: 2021-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[Vercingetorix's solution](#)

4838.

1446F

[Line Distance](#) · [Tutorial](#)

Quality: 376 global accepts · Rating: 3200 · first AC: 2021-02-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, geometry
[Vercingetorix's solution](#)

4839.

1396E

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

Quality: 434 global accepts · Rating: 3200 · first AC: 2021-02-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[Vercingetorix's solution](#)

4840.

827F

[Dirty Arkady's Kitchen](#) · [Tutorial](#)

Quality: 582 global accepts · Rating: 3200 · first AC: 2017-08-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs, shortest paths

[Vercingetorix's solution](#)

4841.

786E

[ALT](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 3200 · first AC: 2017-03-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, flows, graphs, trees
[Vercingetorix's solution](#)

4842.

2066E

[Tropical Season](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 3300 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[Vercingetorix's solution](#)

4843.

1764G3

[Doremy's Perfect DS Class \(Hard Version\)](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3300 · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive
[Vercingetorix's solution](#)

4844.

1737F

[Ela and Prime GCD](#) · [Tutorial](#)

Quality: 158 global accepts · Rating: 3300 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Vercingetorix's solution](#)

4845.

1718D

[Permutation for Burenka](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 3300 · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graph matchings, greedy, math, trees

[Vercingetorix's solution](#)

4846.

1556G

[Gates to Another World](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dsu, two pointers

[Vercingetorix's solution](#)

4847.

1237H

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

Quality: 437 global accepts · Rating: 3300 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Vercingetorix's solution](#)

4848.

1063F

[String Journey](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3300 · first AC: 2022-04-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, string suffix structures

[Vercingetorix's solution](#)

4849.

1615G

[Maximum Adjacent Pairs](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3300 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graph matchings

[Vercingetorix's solution](#)

4850.

1083F

[The Fair Nut and Amusing Xor](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3300 · first AC: 2021-10-26 · last AC: 2021-10-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Vercingetorix's solution](#)

4851.

1060H

[Sophisticated Device](#) · [Tutorial](#)

Quality: 245 global accepts · Rating: 3300 · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Vercingetorix's solution](#)

4852.

1188E

[Problem from Red Panda](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3300 · first AC: 2021-09-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[Vercingetorix's solution](#)

4853.

1209H

[Moving Walkways](#) · [Tutorial](#)

Quality: 230 global accepts · Rating: 3300 · first AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[Vercingetorix's solution](#)

4854.

1466H

[Finding satisfactory solutions](#) · [Tutorial](#)

Quality: 489 global accepts · Rating: 3300 · first AC: 2021-09-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, greedy, math

[Vercingetorix's solution](#)

4855.

1530G

[What a Reversal](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: 3300 · first AC: 2021-08-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Vercingetorix's solution](#)

4856.

1552H

[Guess the Perimeter](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 3300 · first AC: 2021-08-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, number theory
[Vercingetorix's solution](#)

4857.

1548D2

[Gregor and the Odd Cows \(Hard\)](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3300 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, number theory
[Vercingetorix's solution](#)

4858.

713E

[Sonya Partymaker](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3300 · first AC: 2016-09-21 · GNU C++11 (first AC) · Tags: binary search, dp
[Vercingetorix's solution](#)

4859.

607E

[Cross Sum](#) · [Tutorial](#)

Quality: 291 global accepts · Rating: 3300 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: binary search, geometry
[Vercingetorix's solution](#)

4860.

1827E

[Bus Routes](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3400 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees
[Vercingetorix's solution](#)

4861.

1764H

[Doremy's Paint 2](#) · [Tutorial](#)

Quality: 252 global accepts · Rating: 3400 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[Vercingetorix's solution](#)

4862.

1299E

[So Mean](#) · [Tutorial](#)

Quality: 196 global accepts · Rating: 3400 · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: interactive, math
[Vercingetorix's solution](#)

4863.

1693F

[I Might Be Wrong](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3400 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, two pointers
[Vercingetorix's solution](#)

4864.

1693E

[Outermost Maximums](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 3400 · first AC: 2022-06-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[Vercingetorix's solution](#)

4865.

1684H

[Hard Cut](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3400 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, math
[Vercingetorix's solution](#)

4866.

1630F

[Making It Bipartite](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 3400 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs, number theory

[Vercingetorix's solution](#)

4867.

1078E

[Negative Time Summation](#) · [Tutorial](#)

Quality: 104 global accepts · Rating: 3400 · first AC: 2021-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Vercingetorix's solution](#)

4868.

1098E

[Fedya the Potter](#) · [Tutorial](#)

Quality: 273 global accepts · Rating: 3400 · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, number theory

[Vercingetorix's solution](#)

4869.

1314F

[Bad Cryptography](#) · [Tutorial](#)

Rating: 3400 · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Vercingetorix's solution](#)

4870.

1552I

[Organizing a Music Festival](#) · [Tutorial](#)

Quality: 147 global accepts · Rating: 3400 · first AC: 2021-08-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, math

[Vercingetorix's solution](#)

4871.

833E

[Caramel Clouds](#) · [Tutorial](#)

Quality: 276 global accepts · Rating: 3400 · first AC: 2017-08-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, sortings

[Vercingetorix's solution](#)

4872.

804F

[Fake bullions](#) · [Tutorial](#)

Quality: 215 global accepts · Rating: 3400 · first AC: 2017-07-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, number theory

[Vercingetorix's solution](#)

4873.

739D

[Recover a functional graph](#) · [Tutorial](#)

Quality: 215 global accepts · Rating: 3400 · first AC: 2016-11-25 · GNU C++11 (first AC) · Tags: graph matchings

[Vercingetorix's solution](#)

4874.

2061H1

[Kevin and Stones \(Easy Version\)](#) · [Tutorial](#)

Quality: 103 global accepts · Rating: 3500 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, graphs

[Vercingetorix's solution](#)

4875.

2053H

[Delicate Anti-monotonous Operations](#) · [Tutorial](#)

Quality: 76 global accepts · Rating: 3500 · first AC: 2024-12-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[Vercingetorix's solution](#)

4876.

1924F

[Anti-Proxy Attendance](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3500 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, interactive, ternary search

[Vercingetorix's solution](#)

4877.

1876F

[Indefinite Clownfish](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 3500 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs

[Vercingetorix's solution](#)

4878.

1815F

[OH NO1 \(-2-3-4\)](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 3500 · first AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math

[Vercingetorix's solution](#)

4879.

1464F

[My Beautiful Madness](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3500 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[Vercingetorix's solution](#)

4880.

1055G

[Jellyfish Nightmare](#) · [Tutorial](#)

Quality: 104 global accepts · Rating: 3500 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Vercingetorix's solution](#)

4881.

1033G

[Chip Game](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 3500 · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: games

[Vercingetorix's solution](#)

4882.

1053E

[Euler tour](#) · [Tutorial](#)

Quality: 240 global accepts · Rating: 3500 · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees

[Vercingetorix's solution](#)

4883.

1043G

[Speckled Band](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 3500 · first AC: 2021-11-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, hashing, string suffix structures, strings

[Vercingetorix's solution](#)

4884.

1586I

[Omkar and Mosaic](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 3500 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[Vercingetorix's solution](#)

4885.

1161F

[Zigzag Game](#) · [Tutorial](#)

Rating: 3500 · first AC: 2021-10-11 · C++17 (GCC 7-32) (first AC) · Tags: games, interactive

[Vercingetorix's solution](#)

4886.

1320F

[Blocks and Sensors](#) · [Tutorial](#)

Quality: 176 global accepts · Rating: 3500 · first AC: 2021-08-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Vercingetorix's solution](#)

4887.

1446E

[Long Recovery](#) · [Tutorial](#)

Quality: 122 global accepts · Rating: 3500 · first AC: 2021-02-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar

[Vercingetorix's solution](#)

4888.

799F

[Beautiful fountains rows](#) · [Tutorial](#)

Quality: 516 global accepts · Rating: 3500 · first AC: 2017-07-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Vercingetorix's solution](#)

4889.

799G

[Cut the pie](#) · [Tutorial](#)

Quality: 122 global accepts · Rating: 3500 · first AC: 2017-07-25 · last AC: 2017-07-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, geometry

[Vercingetorix's solution](#)

4890.

104679J

[XORted](#) · [Tutorial](#)

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

[Vercingetorix's solution](#)

4891.

104679I

[Stairway To Heaven](#) · [Tutorial](#)

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

[Vercingetorix's solution](#)

4892.

104679H

[A Dance with DS](#) · [Tutorial](#)

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

[Vercingetorix's solution](#)

4893.

104679G

[Winter Gifts](#) · [Tutorial](#)

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

[Vercingetorix's solution](#)

4894.

104679F

[Lucky Seats](#) · [Tutorial](#)

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

[Vercingetorix's solution](#)

4895.

104679E

[Rasta Thamaye Dilo](#) · [Tutorial](#)

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

[Vercingetorix's solution](#)

4896.

104679D

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

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

[Vercingetorix's solution](#)

4897.

104679C

[Odd One Out](#) · [Tutorial](#)

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

[Vercingetorix's solution](#)

4898.

104679B

[Even Out](#) · [Tutorial](#)

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

[Vercingetorix's solution](#)

4899.

104679A

[First Year, Second Year](#) · [Tutorial](#)

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

[Vercingetorix's solution](#)

4900.

1812F

[Factorization](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, number theory

[Vercingetorix's solution](#)

4901.

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,290 global accepts · Rating: — · first AC: 2023-04-01 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings

[Vercingetorix's solution](#)

4902.

1812D

[Trivial Conjecture](#) · [Tutorial](#)

Quality: 4,901 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, constructive algorithms, math, number theory

[Vercingetorix's solution](#)

4903.

1812C

[Digits](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special

[Vercingetorix's solution](#)

4904.

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, expression parsing, strings

[Vercingetorix's solution](#)

4905.

104064D

[Dyson Circle](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Vercingetorix's solution](#)

4906.

104064H

[Heating Up](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Vercingetorix's solution](#)

4907.

104064G

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

Rating: — · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Vercingetorix's solution](#)

4908.

104064J

[Jet Set](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Vercingetorix's solution](#)

4909.

104064K

[Knitpicking](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Vercingetorix's solution](#)

4910.

104064A

[Access Denied](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Vercingetorix's solution](#)

4911.

1662K

[Pandemic Restrictions](#) · [Tutorial](#)

Quality: 389 global accepts · Rating: — · first AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: geometry, ternary search

[Vercingetorix's solution](#)

4912.

1662E

[Round Table](#) · [Tutorial](#)

Quality: 179 global accepts · Rating: — · first AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: math

[Vercingetorix's solution](#)

4913.

1662C

[European Trip](#) · [Tutorial](#)

Quality: 383 global accepts · Rating: — · first AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, matrices

[Vercingetorix's solution](#)

4914.

1662G

[Gastronomic Event](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: — · first AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, trees

[Vercingetorix's solution](#)

4915.

1662N

[Drone Photo](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: — · first AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings

[Vercingetorix's solution](#)

4916.

1662F

[Antennas](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: — · first AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, shortest paths

[Vercingetorix's solution](#)

4917.

1662L

[Il Derby della Madonnina](#) · [Tutorial](#)

Quality: 1,332 global accepts · Rating: — · first AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math

[Vercingetorix's solution](#)

4918.

1662O

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Vercingetorix's solution](#)

4919.

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, sortings

[Vercingetorix's solution](#)

4920.

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Vercingetorix's solution](#)

4921.

1662M

[Bottle Arrangements](#) · [Tutorial](#)

Quality: 3,877 global accepts · Rating: — · first AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Vercingetorix's solution](#)

4922.

1662D

[Evolution of Weasels](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: — · first AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[Vercingetorix's solution](#)

4923.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Vercingetorix's solution](#)

4924.

1331G

[Lingua Romana](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: — · first AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: *special

[Vercingetorix's solution](#)

4925.

1331E

[Jordan Smiley](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: — · first AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: *special, dfs and similar, geometry, implementation

[Vercingetorix's solution](#)

4926.

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2022-08-10 · PyPy 3-64 (first AC) · Tags: *special, implementation

[Vercingetorix's solution](#)

4927.

1331B

[Limericks](#) · [Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: *special, math, number theory

[Vercingetorix's solution](#)

4928.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,507 global accepts · Rating: — · first AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: *special

[Vercingetorix's solution](#)

4929.

100307A

[ASCII Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Vercingetorix's solution](#)

4930.

100307G

[Green Energy](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Vercingetorix's solution](#)

4931.

100307K

[Kabaleo Lite](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Vercingetorix's solution](#)

4932.

100307I

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

Rating: — · first AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Vercingetorix's solution](#)

4933.

100307H

[Hack Protection](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Vercingetorix's solution](#)

4934.

100307B

[Bonus Cards](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-05 · last AC: 2022-04-10 · GNU C++0x (first AC) · Tags: —

[Vercingetorix's solution](#)

4935.

100307J

[Join the Conversation](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-05 · last AC: 2022-04-10 · GNU C++0x (first AC) · Tags: —

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4936.

100307F

[Fraud Busters](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-05 · last AC: 2022-04-10 · GNU C++0x (first AC) · Tags: —

[Vercingetorix's solution](#)

4937.

1663E

[Are You Safe?](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, implementation

[Vercingetorix's solution](#)

4938.

1663D

[Is it rated - 3](#) · [Tutorial](#)

Quality: 1,484 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, combinatorics, dp, math

[Vercingetorix's solution](#)

4939.

1663F

[In Every Generation...](#) · [Tutorial](#)

Quality: 378 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, strings

[Vercingetorix's solution](#)

4940.

1663H

[Cross-Language Program](#) · [Tutorial](#)

Quality: 1,353 global accepts · Rating: — · first AC: 2022-04-01 · Text (first AC) · Tags: *special, constructive algorithms

[Vercingetorix's solution](#)

4941.

1663C

[P Ö! Verdon](#) [Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, implementation, math

[Vercingetorix's solution](#)

4942.

1663B

[Mike's Sequence](#) · [Tutorial](#)

Quality: 3,570 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, divide and conquer, implementation, math

[Vercingetorix's solution](#)

4943.

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · Text (first AC) · Tags: *special, expression parsing, trees

[Vercingetorix's solution](#)

4944.

392C

[Yet Another Number Sequence](#) · [Tutorial](#)

Quality: 677 global accepts · Rating: — · first AC: 2022-01-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, matrices

[Vercingetorix's solution](#)

4945.

392B

[Tower of Hanoi](#) · [Tutorial](#)

Quality: 1,053 global accepts · Rating: — · first AC: 2022-01-11 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Vercingetorix's solution](#)

4946.

392A

[Blocked Points](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: — · first AC: 2022-01-11 · C++20 (GCC 11-64) (first AC) · Tags: math

[Vercingetorix's solution](#)

4947.

103102H

[AND = OR](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Vercingetorix's solution](#)

4948.

103102I

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

Rating: — · first AC: 2021-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Vercingetorix's solution](#)

4949.

103102D

[Disk Sort](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Vercingetorix's solution](#)

4950.

103102L

[Neo-Robin Hood](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Vercingetorix's solution](#)

4951.

103102M

[Mistake](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Vercingetorix's solution](#)

4952.

103102B

[Reverse Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Vercingetorix's solution](#)

4953.

103102E

[Divisible by 3](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Vercingetorix's solution](#)

4954.

103439L

[Primes and XOR? Nonsense](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Vercingetorix's solution](#)

4955.

103439C

[Counting Phenomenal Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Vercingetorix's solution](#)

4956.

103439H

[Werewolves](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Vercingetorix's solution](#)

4957.

103439E

[Flood Fill](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Vercingetorix's solution](#)

4958.

103439K

[Amazing Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Vercingetorix's solution](#)

4959.

103439J

[Jason ABC](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Vercingetorix's solution](#)

4960.

103439F

[to Pay Respects](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Vercingetorix's solution](#)

4961.

103439N

[Max Pair Matching](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Vercingetorix's solution](#)

4962.

103439A

[ABC Legacy](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Vercingetorix's solution](#)

4963.

103260L

[Extreme Wealth](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Vercingetorix's solution](#)

4964.

103260C

[Multiple?](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[Vercingetorix's solution](#)

4965.

103260J

[Increasing or Decreasing](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[Vercingetorix's solution](#)

4966.

103260B

[Lockout vs tourist](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[Vercingetorix's solution](#)

4967.

103260E

[Smol Vertex Cover](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[Vercingetorix's solution](#)

4968.

103260I

[Trade](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[Vercingetorix's solution](#)

4969.

103260A

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

Rating: — · first AC: 2021-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[Vercingetorix's solution](#)

4970.

103260G

[Remove the Prime](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[Vercingetorix's solution](#)

4971.

103260M

[Discrete Logarithm is a Joke](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[Vercingetorix's solution](#)

4972.

103329B

[Might and Magic](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[Vercingetorix's solution](#)

4973.

103329G

[Power Station of Art](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[Vercingetorix's solution](#)

4974.

103329E

[Median](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[Vercingetorix's solution](#)

4975.

103329A

[Yes, Prime Minister](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Vercingetorix's solution](#)

4976.

103371A

[Automatic Sprayer 2](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Vercingetorix's solution](#)

4977.

103371B

[Cilantro](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Vercingetorix's solution](#)

4978.

103371C

[Equivalent Pipelines](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Vercingetorix's solution](#)

4979.

103371H

[Or Machine](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Vercingetorix's solution](#)

4980.

103371J

[Periodic Ruler](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Vercingetorix's solution](#)

4981.

1570G

[XOR Guessing](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-07 · Kotlin 1.5 (first AC) · Tags: *special, interactive

[Vercingetorix's solution](#)

4982.

1570F

[Square Filling](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-07 · Kotlin 1.5 (first AC) · Tags: *special

[Vercingetorix's solution](#)

4983.

1570E

[Erasing Zeroes](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-07 · Kotlin 1.5 (first AC) · Tags: *special, strings

[Vercingetorix's solution](#)

4984.

1570D

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

Rating: — · first AC: 2021-10-07 · Kotlin 1.5 (first AC) · Tags: *special, implementation

[Vercingetorix's solution](#)

4985.

1570C

[Shooting](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-07 · Kotlin 1.5 (first AC) · Tags: *special, greedy, implementation

[Vercingetorix's solution](#)

4986.

1570B

[Yellow Cards](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-07 · Kotlin 1.5 (first AC) · Tags: *special, math

[Vercingetorix's solution](#)

4987.

1570A

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

Rating: — · first AC: 2021-10-07 · Kotlin 1.5 (first AC) · Tags: *special

[Vercingetorix's solution](#)

4988.

undefined107

[987654321 problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Vercingetorix's solution](#)

4989.

undefined105

[Div 3](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Vercingetorix's solution](#)

4990.

undefined102

[Coprimes](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Vercingetorix's solution](#)

4991.

undefined100

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-10 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Vercingetorix's solution](#)

4992.

101262B

[Vera And LCS](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Vercingetorix's solution](#)

4993.

101262D

[Vera and Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Vercingetorix's solution](#)

4994.

101262C

[Vera and Mean Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Vercingetorix's solution](#)

4995.

101262A

[Vera and Outfits](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Vercingetorix's solution](#)

4996.

100959A

[2016](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Vercingetorix's solution](#)

4997.

100959B

[Airports](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Vercingetorix's solution](#)

4998.

100959F

[Number Cards](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Vercingetorix's solution](#)

4999.

100959I

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Vercingetorix's solution](#)

5000.

100959C

[Jump](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Vercingetorix's solution](#)

5001.

100959J

[Ropes](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Vercingetorix's solution](#)

5002.

100959L

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

Rating: — · first AC: 2018-01-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Vercingetorix's solution](#)

5003.

100959E

[Mirror Rice Cake](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Vercingetorix's solution](#)

5004.

101635I

[Burglary](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Vercingetorix's solution](#)

5005.

101635G

[Cordon Bleu](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Vercingetorix's solution](#)

5006.

101635K

[Blowing Candles](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Vercingetorix's solution](#)

5007.

101635E

[Ingredients](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Vercingetorix's solution](#)

5008.

101635C

[Macarons](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Vercingetorix's solution](#)

5009.

101635J

[Frosting on the Cake](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Vercingetorix's solution](#)

5010.

101635F

[Shattered Cake](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Vercingetorix's solution](#)

5011.

101635A

[Cakey McCakeFace](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Vercingetorix's solution](#)

5012.

101630L

[Laminar Family](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Vercingetorix's solution](#)

5013.

101630F

[The Final Level](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Vercingetorix's solution](#)

5014.

101630D

[Designing the Toy](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Vercingetorix's solution](#)

5015.

101630C

[Connections](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Vercingetorix's solution](#)

5016.

101630B

[Box](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Vercingetorix's solution](#)

5017.

101630E

[Easy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Vercingetorix's solution](#)

5018.

396E

[On Iteration of One Well-Known Function](#) · [Tutorial](#)

Quality: 167 global accepts · Rating: — · first AC: 2017-09-18 · last AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: math

[Vercingetorix's solution](#)

5019.

396D

[On Sum of Number of Inversions in Permutations](#) · [Tutorial](#)

Quality: 465 global accepts · Rating: — · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Vercingetorix's solution](#)

5020.

396C

[On Changing Tree](#) · [Tutorial](#)

Quality: 1,806 global accepts · Rating: — · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, trees

[Vercingetorix's solution](#)

5021.

396B

[On Sum of Fractions](#) · [Tutorial](#)

Quality: 1,193 global accepts · Rating: — · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Vercingetorix's solution](#)

5022.

396A

[On Number of Decompositions into Multipliers](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: — · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[Vercingetorix's solution](#)

5023.

101206C

[Mr. Panda and Survey](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Vercingetorix's solution](#)

5024.

101206F

[Periodical Cicadas](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Vercingetorix's solution](#)

5025.

101206G

[Pandaland](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Vercingetorix's solution](#)

5026.

101206I

[Mr. Panda and Crystal](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Vercingetorix's solution](#)

5027.

101206E

[Problem Buyer](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Vercingetorix's solution](#)

5028.

101206B

[Wash](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Vercingetorix's solution](#)

5029.

101206H

[Engineer Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Vercingetorix's solution](#)

5030.

101206L

[Daylight Saving Time](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-22 · Python 3 (first AC) · Tags: —

[Vercingetorix's solution](#)

5031.

101206J

[Worried School](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Vercingetorix's solution](#)

5032.

101206D

[Game Leader](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Vercingetorix's solution](#)

5033.

101206A

[The Third Cup is Free](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Vercingetorix's solution](#)

5034.

100162A

[Box Game](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Vercingetorix's solution](#)

5035.

100162G

[Lyndon Words](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Vercingetorix's solution](#)

5036.

100162F

[Longest Two Graphs Common String](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Vercingetorix's solution](#)

5037.

100162B

[Circle of Stones](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Vercingetorix's solution](#)

5038.

100162H

[Temperature](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Vercingetorix's solution](#)

5039.

101196A

[Bubbly Troubly](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-03 · last AC: 2017-01-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Vercingetorix's solution](#)

5040.

101196J

[Yes, Yes, It's Nonograms](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Vercingetorix's solution](#)

5041.

101196H

[Vin Diagrams](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[Vercingetorix's solution](#)

5042.

101196D

[Lost in Translation](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[Vercingetorix's solution](#)

5043.

101196I

[Waif Until Dark](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[Vercingetorix's solution](#)

5044.

101196G

[That's One Hanoi-ed Teacher](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-03 · C++14 (GCC 6-32) (first AC) · Tags: —
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5045.

101196F

[Removal Game](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-03 · C++14 (GCC 6-32) (first AC) · Tags: —
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5046.

101196E

[Red Rover](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-03 · C++14 (GCC 6-32) (first AC) · Tags: —
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5047.

101196B

[Foosball Dynasty](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-03 · C++14 (GCC 6-32) (first AC) · Tags: —
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5048.

101196C

[The Key to Cryptography](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-03 · C++14 (GCC 6-32) (first AC) · Tags: —
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5049.

101164F

[Letters](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-03 · C++14 (GCC 6-32) (first AC) · Tags: —
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5050.

101194I

[Cherry Pick](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[Vercingetorix's solution](#)

5051.

101194B

[Hemi Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-02 · C++14 (GCC 6-32) (first AC) · Tags: —
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5052.

101194G

[Pandaria](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Vercingetorix's solution](#)

5053.

101194F

[Mr. Panda and Fantastic Beasts](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Vercingetorix's solution](#)

5054.

101194E

[Bet](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-02 · Python 3 (first AC) · Tags: —

[Vercingetorix's solution](#)

5055.

101194A

[Mr. Panda and Strips](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Vercingetorix's solution](#)

5056.

101194D

[Great Cells](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Vercingetorix's solution](#)

5057.

101194H

[Ice Cream Tower](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Vercingetorix's solution](#)

5058.

101194C

[World Cup](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Vercingetorix's solution](#)

5059.

101194L

[Number Theory Problem](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Vercingetorix's solution](#)

5060.

101174G

[Cairo Corridor](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Vercingetorix's solution](#)

5061.

101174A

[Within Arm's Reach](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-01 · C++14 (GCC 6-32) (first AC) · Tags: —

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5062.

101174D

[Dinner Bet](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Vercingetorix's solution](#)

5063.

101174E

[Passwords](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Vercingetorix's solution](#)

5064.

101174H

[Pascal's Hyper-Pyramids](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Vercingetorix's solution](#)

5065.

101174F

[Performance Review](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Vercingetorix's solution](#)

5066.

101174B

[Bribing Eve](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Vercingetorix's solution](#)

5067.

101174K

[Balls and Needles](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Vercingetorix's solution](#)

5068.

101174C

[Candle Box](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Vercingetorix's solution](#)

5069.

100451J

[Gennady and Problems](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[Vercingetorix's solution](#)

5070.

100451K

[TopoCM++](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[Vercingetorix's solution](#)

5071.

100451F

[Berland-Strike](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[Vercingetorix's solution](#)

5072.

100451C

[Drawing with CSS](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-31 · GNU C++11 (first AC) · Tags: —

[Vercingetorix's solution](#)

5073.

101199H

[B 0DHC@CT=CÔKC' ?C @C 4Cä:D Cä=D\\$8-BT>C';C](#)

Rating: — · first AC: 2016-12-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Vercingetorix's solution](#)

5074.

101199E

[B >0d4C TAD\\$2CT=D :C,,9 Cô>CD0D >C](#)

Rating: — · first AC: 2016-12-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Vercingetorix's solution](#)

5075.

101199D

[B CD\\$8CÔ=C O Ct0CD0Dt0](#)

Rating: — · first AC: 2016-12-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Vercingetorix's solution](#)

5076.

101199B

[B BD>0α>C\\$0Dò ;Câ2D4HCα0](#)

Rating: — · first AC: 2016-12-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Vercingetorix's solution](#)

5077.

101190G

[Game on Graph](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Vercingetorix's solution](#)

5078.

101190L

[List of Primes](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Vercingetorix's solution](#)

5079.

101190J

[Jenga Boom](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Vercingetorix's solution](#)

5080.

101190E

[Expect to Wait](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Vercingetorix's solution](#)

5081.

101190H

[Hard Refactoring](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Vercingetorix's solution](#)

5082.

101190F

[Foreign Postcards](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Vercingetorix's solution](#)

5083.

101190A

[Abbreviation](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Vercingetorix's solution](#)

5084.

100956H

[Points](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-04 · last AC: 2016-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Vercingetorix's solution](#)

5085.

100956E

[Odd Grammar](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Vercingetorix's solution](#)

5086.

100956J

[Sort It!](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Vercingetorix's solution](#)

5087.

100956I

[Set Intersection](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Vercingetorix's solution](#)

5088.

100956B

[Lines](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Vercingetorix's solution](#)

5089.

100956K

[Two Strings](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Vercingetorix's solution](#)

5090.

100956C

[Fraction Factory](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Vercingetorix's solution](#)

5091.

100956D

[Greedy Game](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Vercingetorix's solution](#)

5092.

100956F

[Colored Path](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Vercingetorix's solution](#)

5093.

100524D

[Dichromatic Trees](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-15 · GNU C++11 (first AC) · Tags: —

[Vercingetorix's solution](#)

5094.

100524I

[Interactive Memory Management](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-15 · GNU C++11 (first AC) · Tags: —

[Vercingetorix's solution](#)

5095.

100524E

[Ebola Virus](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-15 · GNU C++11 (first AC) · Tags: —

[Vercingetorix's solution](#)

5096.

100524B

[Bipartite Bicolored Graphs](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-15 · GNU C++11 (first AC) · Tags: —

[Vercingetorix's solution](#)

5097.

100524G

[Game of Col on Bamboo Forests](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-15 · GNU C++11 (first AC) · Tags: —

[Vercingetorix's solution](#)

5098.

100524F

[Figure Skating](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-15 · GNU C++11 (first AC) · Tags: —

[Vercingetorix's solution](#)

5099.

100524A

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

Rating: — · first AC: 2016-10-15 · GNU C++11 (first AC) · Tags: —

[Vercingetorix's solution](#)

5100.

100524J

[Jingles of a String](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-15 · GNU C++11 (first AC) · Tags: —

[Vercingetorix's solution](#)

5101.

100851C

[Cactus Jubilee](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-13 · GNU C++11 (first AC) · Tags: —

[Vercingetorix's solution](#)

5102.

100851K

[King's Inspection](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-13 · GNU C++11 (first AC) · Tags: —

[Vercingetorix's solution](#)

5103.

100851B

[Binary vs Decimal](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-13 · GNU C++11 (first AC) · Tags: —

[Vercingetorix's solution](#)

5104.

100851L

[Landscape Improved](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-13 · GNU C++11 (first AC) · Tags: —

[Vercingetorix's solution](#)

5105.

100851F

[Froggy Ford](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-13 · GNU C++11 (first AC) · Tags: —

[Vercingetorix's solution](#)

5106.

100851J

[Jump](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-13 · GNU C++11 (first AC) · Tags: —

[Vercingetorix's solution](#)

5107.

100851G

[Generators](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-13 · GNU C++11 (first AC) · Tags: —

[Vercingetorix's solution](#)

5108.

100851E

[Easy Problemset](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-13 · GNU C++11 (first AC) · Tags: —

[Vercingetorix's solution](#)

5109.

100851A

[Adjustment Office](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-13 · GNU C++11 (first AC) · Tags: —

[Vercingetorix's solution](#)

5110.

100863G

[tourist](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-20 · GNU C++11 (first AC) · Tags: —

[Vercingetorix's solution](#)

5111.

100863F

[File Sharing](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-20 · GNU C++11 (first AC) · Tags: —

[Vercingetorix's solution](#)

5112.

100863J

[Jams](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-20 · GNU C++11 (first AC) · Tags: —

[Vercingetorix's solution](#)

5113.

100863H

[Heroes of Money and Magic](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-20 · GNU C++11 (first AC) · Tags: —

[Vercingetorix's solution](#)

5114.

100863A

[Age of Retirement](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-20 · GNU C++11 (first AC) · Tags: —

[Vercingetorix's solution](#)

5115.

100863C

[Crisis](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-20 · GNU C++11 (first AC) · Tags: —

[Vercingetorix's solution](#)

5116.

100863I

[I, V, X, L, C, D, M Problem](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-20 · GNU C++11 (first AC) · Tags: —

[Vercingetorix's solution](#)

5117.

100701D

[AD5C90D BCä2D² 4CT@CT2DÄO](#)

Rating: — · first AC: 2015-06-14 · GNU C++11 (first AC) · Tags: —

[Vercingetorix's solution](#)

5118.

100693E

[A.T.D\\$D =CTBCä?D >C\\$>C@](#)

Rating: — · first AC: 2015-06-01 · last AC: 2015-06-01 · GNU C++11 (first AC) · Tags: —

[Vercingetorix's solution](#)

5119.

100513K

[Treeland](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-25 · GNU C++11 (first AC) · Tags: —

[Vercingetorix's solution](#)

5120.

100513M

[Variable Shadowing](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-25 · GNU C++11 (first AC) · Tags: —

[Vercingetorix's solution](#)

5121.

100513E

[Election of a Mayor](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-25 · GNU C++11 (first AC) · Tags: —

[Vercingetorix's solution](#)

5122.

100513B

[Colored Blankets](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-25 · GNU C++11 (first AC) · Tags: —

[Vercingetorix's solution](#)

5123.

100513G

[FacePalm Accounting](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-25 · GNU C++11 (first AC) · Tags: —

[Vercingetorix's solution](#)

5124.

100513D

[Data Center](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-25 · GNU C++11 (first AC) · Tags: —

[Vercingetorix's solution](#)

5125.

100513F

[Ilya Muromets](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-25 · GNU C++11 (first AC) · Tags: —

[Vercingetorix's solution](#)

5126.

100513I

[Sale in GameStore](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-25 · GNU C++11 (first AC) · Tags: —

[Vercingetorix's solution](#)

5127.

100543L

[Outer space invaders](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-10 · GNU C++0x (first AC) · Tags: —

[Vercingetorix's solution](#)

5128.

100543I

[Bricks](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-10 · GNU C++0x (first AC) · Tags: —

[Vercingetorix's solution](#)

5129.

100543D

[Wheels](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-10 · GNU C++0x (first AC) · Tags: —

[Vercingetorix's solution](#)

5130.

100543H

[Good morning!](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-10 · GNU C++0x (first AC) · Tags: —

[Vercingetorix's solution](#)

5131.

100543C

[Sums](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-10 · GNU C++0x (first AC) · Tags: —

[Vercingetorix's solution](#)

5132.

100519E

[Equal Digits](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-03 · GNU C++0x (first AC) · Tags: —

[Vercingetorix's solution](#)

5133.

100519B

[Bring Your Own Bombs](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-02 · GNU C++0x (first AC) · Tags: —

[Vercingetorix's solution](#)

5134.

100519G

[Genealogy](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-02 · GNU C++0x (first AC) · Tags: —

[Vercingetorix's solution](#)

5135.

100519H

[Holes](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-02 · GNU C++0x (first AC) · Tags: —

[Vercingetorix's solution](#)

5136.

100519C

[CIA Datacenter](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-02 · GNU C++0x (first AC) · Tags: —

[Vercingetorix's solution](#)

5137.

100519F

[Friends](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-02 · MS C++ (first AC) · Tags: —

[Vercingetorix's solution](#)

5138.

100519D

[Do it Right!](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-02 · MS C++ (first AC) · Tags: —

[Vercingetorix's solution](#)

5139.

398B

[Painting The Wall](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: — · first AC: 2014-08-10 · MS C++ (first AC) · Tags: dp, probabilities

[Vercingetorix's solution](#)

5140.

398A

[Cards](#) · [Tutorial](#)

Quality: 962 global accepts · Rating: — · first AC: 2014-08-10 · MS C++ (first AC) · Tags: constructive algorithms, implementation

[Vercingetorix's solution](#)