

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

<https://cfelitetracker.vercel.app>

Unique solved — Vladithur

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

Sort: [Problem rating](#) · [easier first](#)

Filters: [none](#)

Count: 2,210

1.

2124A

[Deranged Deletions](#) · [Tutorial](#)

Quality: 19,211 global accepts · Rating: 800 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Vladithur's solution](#)

2.

1993A

[Question Marks](#) · [Tutorial](#)

Quality: 33,172 global accepts · Rating: 800 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Vladithur's solution](#)

3.

1776A

[Walking Boy](#) · [Tutorial](#)

Quality: 7,964 global accepts · Rating: 800 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Vladithur's solution](#)

4.

1912L

[LOL Lovers](#) · [Tutorial](#)

Quality: 8,598 global accepts · Rating: 800 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: strings

[Vladithur's solution](#)

5.

1984A

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

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Vladithur's solution](#)

6.

1981A

[Turtle and Piggy Are Playing a Game](#) · [Tutorial](#)

Quality: 24,251 global accepts · Rating: 800 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[Vladithur's solution](#)

7.

1972A

[Contest Proposal](#) · [Tutorial](#)

Quality: 25,904 global accepts · Rating: 800 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, two pointers

[Vladithur's solution](#)

8.

1932A

[Thorns and Coins](#) · [Tutorial](#)

Quality: 33,901 global accepts · Rating: 800 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[Vladithur's solution](#)

9.

1927A

[Make it White](#) · [Tutorial](#)

Quality: 51,440 global accepts · Rating: 800 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Vladithur's solution](#)

10.

1925A

[We Got Everything Covered!](#) · [Tutorial](#)

Quality: 31,150 global accepts · Rating: 800 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Vladithur's solution](#)

11.

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,852 global accepts · Rating: 800 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, strings

[Vladithur's solution](#)

12.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,313 global accepts · Rating: 800 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[Vladithur's solution](#)

13.

1903A

[Halloumi Boxes](#) · [Tutorial](#)

Quality: 79,688 global accepts · Rating: 800 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[Vladithur's solution](#)

14.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,384 global accepts · Rating: 800 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[Vladithur's solution](#)

15.

1864A

[Increasing and Decreasing](#) · [Tutorial](#)

Quality: 21,420 global accepts · Rating: 800 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Vladithur's solution](#)

16.

1850C

[Word on the Paper](#) · [Tutorial](#)

Quality: 53,548 global accepts · Rating: 800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Vladithur's solution](#)

17.

1850B

[Ten Words of Wisdom](#) · [Tutorial](#)

Quality: 50,382 global accepts · Rating: 800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[Vladithur's solution](#)

18.

1850A

[To My Critics](#) · [Tutorial](#)

Quality: 74,215 global accepts · Rating: 800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[Vladithur's solution](#)

19.

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,958 global accepts · Rating: 800 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games

[Vladithur's solution](#)

20.

1846B

[Rudolph and Tic-Tac-Toe](#) · [Tutorial](#)

Quality: 28,917 global accepts · Rating: 800 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[Vladithur's solution](#)

21.

1846A

[Rudolph and Cut the Rope](#) · [Tutorial](#)

Quality: 34,783 global accepts · Rating: 800 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[Vladithur's solution](#)

22.

1842A

[Tenzing and Tsondu](#) · [Tutorial](#)

Quality: 20,797 global accepts · Rating: 800 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: games, math
[Vladithur's solution](#)

23.

1837A

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

Quality: 54,854 global accepts · Rating: 800 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[Vladithur's solution](#)

24.

1816A

[Ian Visits Mary](#) · [Tutorial](#)

Quality: 18,864 global accepts · Rating: 800 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, number theory
[Vladithur's solution](#)

25.

1783A

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

Quality: 48,751 global accepts · Rating: 800 · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, sortings
[Vladithur's solution](#)

26.

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
[Vladithur's solution](#)

27.

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
[Vladithur's solution](#)

28.

1769A

[B47CmDò 4Cä @ Cä3C](#)

Quality: 2,156 global accepts · Rating: 800 · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: *special, math
[Vladithur's solution](#)

29.

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
[Vladithur's solution](#)

30.

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
[Vladithur's solution](#)

31.

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

[Vladithur's solution](#)

32.

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

[Vladithur's solution](#)

33.

1735A

[Working Week](#) · [Tutorial](#)

Quality: 21,058 global accepts · Rating: 800 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Vladithur's solution](#)

34.

1713A

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

Quality: 22,821 global accepts · Rating: 800 · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, implementation

[Vladithur's solution](#)

35.

1672B

[I love AAAB](#) · [Tutorial](#)

Quality: 16,468 global accepts · Rating: 800 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[Vladithur's solution](#)

36.

1672A

[Log Chopping](#) · [Tutorial](#)

Quality: 16,818 global accepts · Rating: 800 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: games, implementation, math

[Vladithur's solution](#)

37.

1652B

[Prefix Removals](#) · [Tutorial](#)

Rating: 800 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: strings

[Vladithur's solution](#)

38.

1652A

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

Rating: 800 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Vladithur's solution](#)

39.

1647A

[Madoka and Math Dad](#) · [Tutorial](#)

Quality: 23,492 global accepts · Rating: 800 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Vladithur's solution](#)

40.

1638A

[Reverse](#) · [Tutorial](#)

Quality: 22,146 global accepts · Rating: 800 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Vladithur's solution](#)

41.

1637A

[Sorting Parts](#) · [Tutorial](#)

Quality: 24,135 global accepts · Rating: 800 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings

[Vladithur's solution](#)

42.

1621A

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

Quality: 24,767 global accepts · Rating: 800 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Vladithur's solution](#)

43.

1616A

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

Quality: 23,829 global accepts · Rating: 800 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

44.

1615A

[Closing The Gap](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 800 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Vladithur's solution](#)

45.

1618A

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

Quality: 34,382 global accepts · Rating: 800 · first AC: 2021-12-15 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[Vladithur's solution](#)

46.

1592A

[Gamer Hemose](#) · [Tutorial](#)

Quality: 23,791 global accepts · Rating: 800 · first AC: 2021-11-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings

[Vladithur's solution](#)

47.

1584A

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

Quality: 15,537 global accepts · Rating: 800 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: math

[Vladithur's solution](#)

48.

1574A

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

Quality: 23,066 global accepts · Rating: 800 · first AC: 2021-09-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Vladithur's solution](#)

49.

1573A

[Countdown](#) · [Tutorial](#)

Quality: 21,955 global accepts · Rating: 800 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Vladithur's solution](#)

50.

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

Quality: 21,212 global accepts · Rating: 800 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Vladithur's solution](#)

51.

1566A

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

Quality: 25,376 global accepts · Rating: 800 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math

[Vladithur's solution](#)

52.

1569A

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

Quality: 26,554 global accepts · Rating: 800 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

53.

1567A

[Domino Disaster](#) · [Tutorial](#)

Quality: 31,718 global accepts · Rating: 800 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[Vladithur's solution](#)

54.

1561A

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

Quality: 17,168 global accepts · Rating: 800 · first AC: 2021-09-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, sortings
[Vladithur's solution](#)

55.

1549B

[Gregor and the Pawn Game](#) · [Tutorial](#)

Quality: 26,831 global accepts · Rating: 800 · first AC: 2021-08-30 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation
[Vladithur's solution](#)

56.

1556A

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

Quality: 18,543 global accepts · Rating: 800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: math
[Vladithur's solution](#)

57.

1562A

[The Miracle and the Sleeper](#) · [Tutorial](#)

Quality: 26,366 global accepts · Rating: 800 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[Vladithur's solution](#)

58.

1560C

[Infinity Table](#) · [Tutorial](#)

Quality: 27,998 global accepts · Rating: 800 · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[Vladithur's solution](#)

59.

1560B

[Who's Opposite?](#) · [Tutorial](#)

Quality: 38,803 global accepts · Rating: 800 · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: math
[Vladithur's solution](#)

60.

1560A

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

Quality: 73,518 global accepts · Rating: 800 · first AC: 2021-08-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[Vladithur's solution](#)

61.

1557A

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

Quality: 29,147 global accepts · Rating: 800 · first AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, sortings
[Vladithur's solution](#)

62.

1549A

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

Quality: 35,567 global accepts · Rating: 800 · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[Vladithur's solution](#)

63.

1554A

[Cherry](#) · [Tutorial](#)

Quality: 31,389 global accepts · Rating: 800 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[Vladithur's solution](#)

64.

1552A

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

Quality: 25,341 global accepts · Rating: 800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: sortings, strings
[Vladithur's solution](#)

65.

1551B1

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

Quality: 31,326 global accepts · Rating: 800 · first AC: 2021-07-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings
[Vladithur's solution](#)

66.

1551A

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

Quality: 58,363 global accepts · Rating: 800 · first AC: 2021-07-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[Vladithur's solution](#)

67.

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,268 global accepts · Rating: 800 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[Vladithur's solution](#)

68.

1530B

[Putting Plates](#) · [Tutorial](#)

Quality: 16,287 global accepts · Rating: 800 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation
[Vladithur's solution](#)

69.

1530A

[Binary Decimal](#) · [Tutorial](#)

Quality: 21,925 global accepts · Rating: 800 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[Vladithur's solution](#)

70.

1550A

[Find The Array](#) · [Tutorial](#)

Quality: 29,463 global accepts · Rating: 800 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[Vladithur's solution](#)

71.

1546A

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

Quality: 18,588 global accepts · Rating: 800 · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy
[Vladithur's solution](#)

72.

1547B

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

Quality: 27,902 global accepts · Rating: 800 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings
[Vladithur's solution](#)

73.

1547A

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

Quality: 32,289 global accepts · Rating: 800 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[Vladithur's solution](#)

74.

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,639 global accepts · Rating: 800 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: math
[Vladithur's solution](#)

75.

1541A

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

Quality: 30,717 global accepts · Rating: 800 · first AC: 2021-07-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Vladithur's solution](#)

76.

1539B

[Love Song](#) · [Tutorial](#)

Quality: 26,751 global accepts · Rating: 800 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, strings

[Vladithur's solution](#)

77.

1537A

[Arithmetic Array](#) · [Tutorial](#)

Quality: 40,982 global accepts · Rating: 800 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Vladithur's solution](#)

78.

1431A

[Selling Hamburgers](#) · [Tutorial](#)

Quality: 2,153 global accepts · Rating: 800 · first AC: 2021-06-16 · Kotlin 1.4 (first AC) · Tags: *special

[Vladithur's solution](#)

79.

306A

[Candies](#) · [Tutorial](#)

Quality: 8,175 global accepts · Rating: 800 · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

80.

386A

[Second-Price Auction](#) · [Tutorial](#)

Quality: 7,735 global accepts · Rating: 800 · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

81.

802G1

[Fake News \(easy\)](#) · [Tutorial](#)

Quality: 8,148 global accepts · Rating: 800 · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Vladithur's solution](#)

82.

421A

[Pasha and Hamsters](#) · [Tutorial](#)

Quality: 6,885 global accepts · Rating: 800 · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[Vladithur's solution](#)

83.

172A

[Phone Code](#) · [Tutorial](#)

Quality: 7,517 global accepts · Rating: 800 · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: *special, brute force, implementation

[Vladithur's solution](#)

84.

169A

[Chores](#) · [Tutorial](#)

Quality: 8,184 global accepts · Rating: 800 · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: sortings

[Vladithur's solution](#)

85.

440A

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

Quality: 8,935 global accepts · Rating: 800 · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

86.

769A

[Year of University Entrance](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 800 · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation, sortings
[Vladithur's solution](#)

87.

181A

[Series of Crimes](#) · [Tutorial](#)

Quality: 8,786 global accepts · Rating: 800 · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, implementation
[Vladithur's solution](#)

88.

99A

[Help Far Away Kingdom](#) · [Tutorial](#)

Quality: 7,726 global accepts · Rating: 800 · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: strings
[Vladithur's solution](#)

89.

411A

[Password Check](#) · [Tutorial](#)

Quality: 8,103 global accepts · Rating: 800 · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation
[Vladithur's solution](#)

90.

291A

[Spyke Talks](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 800 · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation, sortings
[Vladithur's solution](#)

91.

177A2

[Good Matrix Elements](#) · [Tutorial](#)

Quality: 8,566 global accepts · Rating: 800 · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[Vladithur's solution](#)

92.

1056A

[Determine Line](#) · [Tutorial](#)

Quality: 7,308 global accepts · Rating: 800 · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[Vladithur's solution](#)

93.

818A

[Diplomas and Certificates](#) · [Tutorial](#)

Quality: 7,788 global accepts · Rating: 800 · first AC: 2021-06-15 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[Vladithur's solution](#)

94.

177A1

[Good Matrix Elements](#) · [Tutorial](#)

Quality: 11,502 global accepts · Rating: 800 · first AC: 2021-06-15 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[Vladithur's solution](#)

95.

157A

[Game Outcome](#) · [Tutorial](#)

Quality: 8,614 global accepts · Rating: 800 · first AC: 2021-06-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force
[Vladithur's solution](#)

96.

46A

[Ball Game](#) · [Tutorial](#)

Quality: 9,935 global accepts · Rating: 800 · first AC: 2021-06-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[Vladithur's solution](#)

97.

1250F

[Data Center](#) · [Tutorial](#)

Quality: 8,384 global accepts · Rating: 800 · first AC: 2021-06-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[Vladithur's solution](#)

98.

794A

[Bank Robbery](#) · [Tutorial](#)

Quality: 7,777 global accepts · Rating: 800 · first AC: 2021-06-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[Vladithur's solution](#)

99.

658A

[Bear and Reverse Radewoosh](#) · [Tutorial](#)

Quality: 7,697 global accepts · Rating: 800 · first AC: 2021-06-15 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[Vladithur's solution](#)

100.

873A

[Chores](#) · [Tutorial](#)

Quality: 10,595 global accepts · Rating: 800 · first AC: 2021-06-15 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[Vladithur's solution](#)

101.

245A

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

Quality: 9,133 global accepts · Rating: 800 · first AC: 2021-06-15 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[Vladithur's solution](#)

102.

859A

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

Quality: 8,619 global accepts · Rating: 800 · first AC: 2021-06-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[Vladithur's solution](#)

103.

1075A

[The King's Race](#) · [Tutorial](#)

Quality: 9,138 global accepts · Rating: 800 · first AC: 2021-06-15 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[Vladithur's solution](#)

104.

14A

[Letter](#) · [Tutorial](#)

Quality: 12,400 global accepts · Rating: 800 · first AC: 2021-06-15 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[Vladithur's solution](#)

105.

302A

[Eugeny and Array](#) · [Tutorial](#)

Quality: 9,761 global accepts · Rating: 800 · first AC: 2021-06-15 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[Vladithur's solution](#)

106.

32A

[Reconnaissance](#) · [Tutorial](#)

Quality: 14,895 global accepts · Rating: 800 · first AC: 2021-06-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force
[Vladithur's solution](#)

107.

760A

[Petr and a calendar](#) · [Tutorial](#)

Quality: 8,645 global accepts · Rating: 800 · first AC: 2021-06-15 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[Vladithur's solution](#)

108.

78A

[Haiku](#) · [Tutorial](#)

Quality: 15,436 global accepts · Rating: 800 · first AC: 2021-06-15 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[Vladithur's solution](#)

109.

1162A

[Zoning Restrictions Again](#) · [Tutorial](#)

Quality: 8,751 global accepts · Rating: 800 · first AC: 2021-06-15 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[Vladithur's solution](#)

110.

12A

[Super Agent](#) · [Tutorial](#)

Quality: 15,430 global accepts · Rating: 800 · first AC: 2021-06-15 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[Vladithur's solution](#)

111.

426A

[Sereja and Mugs](#) · [Tutorial](#)

Quality: 9,956 global accepts · Rating: 800 · first AC: 2021-06-15 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[Vladithur's solution](#)

112.

618A

[Slime Combining](#) · [Tutorial](#)

Quality: 8,807 global accepts · Rating: 800 · first AC: 2021-06-15 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[Vladithur's solution](#)

113.

821A

[Okabe and Future Gadget Laboratory](#) · [Tutorial](#)

Quality: 8,989 global accepts · Rating: 800 · first AC: 2021-06-14 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[Vladithur's solution](#)

114.

748A

[Santa Claus and a Place in a Class](#) · [Tutorial](#)

Quality: 9,347 global accepts · Rating: 800 · first AC: 2021-06-14 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[Vladithur's solution](#)

115.

447A

[DZY Loves Hash](#) · [Tutorial](#)

Quality: 10,284 global accepts · Rating: 800 · first AC: 2021-06-14 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[Vladithur's solution](#)

116.

837A

[Text Volume](#) · [Tutorial](#)

Quality: 10,091 global accepts · Rating: 800 · first AC: 2021-06-14 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[Vladithur's solution](#)

117.

1054A

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

Quality: 9,591 global accepts · Rating: 800 · first AC: 2021-06-14 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[Vladithur's solution](#)

118.

363A

[Soroban](#) · [Tutorial](#)

Quality: 11,438 global accepts · Rating: 800 · first AC: 2021-06-14 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[Vladithur's solution](#)

119.

964A

[Splits](#) · [Tutorial](#)

Quality: 10,310 global accepts · Rating: 800 · first AC: 2021-06-14 · C++17 (GCC 9-64) (first AC) · Tags: math

[Vladithur's solution](#)

120.

965A

[Paper Airplanes](#) · [Tutorial](#)

Quality: 10,356 global accepts · Rating: 800 · first AC: 2021-06-14 · C++17 (GCC 9-64) (first AC) · Tags: math

[Vladithur's solution](#)

121.

910A

[The Way to Home](#) · [Tutorial](#)

Quality: 13,997 global accepts · Rating: 800 · first AC: 2021-06-14 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, implementation

[Vladithur's solution](#)

122.

747A

[Display Size](#) · [Tutorial](#)

Quality: 11,193 global accepts · Rating: 800 · first AC: 2021-06-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[Vladithur's solution](#)

123.

1468E

[Four Segments](#) · [Tutorial](#)

Quality: 9,818 global accepts · Rating: 800 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Vladithur's solution](#)

124.

673A

[Bear and Game](#) · [Tutorial](#)

Quality: 10,854 global accepts · Rating: 800 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

125.

851A

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

Quality: 10,311 global accepts · Rating: 800 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Vladithur's solution](#)

126.

624A

[Save Luke](#) · [Tutorial](#)

Quality: 11,163 global accepts · Rating: 800 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: math

[Vladithur's solution](#)

127.

669A

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

Quality: 11,681 global accepts · Rating: 800 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: math

[Vladithur's solution](#)

128.

1534A

[Colour the Flag](#) · [Tutorial](#)

Quality: 13,175 global accepts · Rating: 800 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Vladithur's solution](#)

129.

16A

[Flag](#) · [Tutorial](#)

Quality: 17,255 global accepts · Rating: 800 · first AC: 2021-06-12 · Kotlin 1.4 (first AC) · Tags: implementation

[Vladithur's solution](#)

130.

49A

[Sleuth](#) · [Tutorial](#)

Quality: 15,267 global accepts · Rating: 800 · first AC: 2021-06-12 · Kotlin 1.4 (first AC) · Tags: implementation

[Vladithur's solution](#)

131.

954A

[Diagonal Walking](#) · [Tutorial](#)

Quality: 11,047 global accepts · Rating: 800 · first AC: 2021-06-12 · Kotlin 1.4 (first AC) · Tags: implementation

[Vladithur's solution](#)

132.

884A

[Book Reading](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 800 · first AC: 2021-06-12 · Kotlin 1.4 (first AC) · Tags: implementation

[Vladithur's solution](#)

133.

899A

[Splitting in Teams](#) · [Tutorial](#)

Quality: 11,098 global accepts · Rating: 800 · first AC: 2021-06-12 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, greedy, math

[Vladithur's solution](#)

134.

888A

[Local Extrema](#) · [Tutorial](#)

Quality: 11,974 global accepts · Rating: 800 · first AC: 2021-06-12 · Kotlin 1.4 (first AC) · Tags: brute force, implementation

[Vladithur's solution](#)

135.

932A

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

Quality: 10,892 global accepts · Rating: 800 · first AC: 2021-06-12 · Kotlin 1.4 (first AC) · Tags: constructive algorithms

[Vladithur's solution](#)

136.

278A

[Circle Line](#) · [Tutorial](#)

Quality: 12,824 global accepts · Rating: 800 · first AC: 2021-06-12 · Kotlin 1.4 (first AC) · Tags: implementation

[Vladithur's solution](#)

137.

678A

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

Quality: 15,169 global accepts · Rating: 800 · first AC: 2021-06-12 · Kotlin 1.4 (first AC) · Tags: implementation, math

[Vladithur's solution](#)

138.

1028A

[Find Square](#) · [Tutorial](#)

Quality: 11,522 global accepts · Rating: 800 · first AC: 2021-06-12 · Kotlin 1.4 (first AC) · Tags: implementation

[Vladithur's solution](#)

139.

1178A

[Prime Minister](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 800 · first AC: 2021-06-12 · Kotlin 1.4 (first AC) · Tags: greedy

[Vladithur's solution](#)

140.

47A

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

Quality: 18,174 global accepts · Rating: 800 · first AC: 2021-06-12 · Kotlin 1.4 (first AC) · Tags: brute force, math

[Vladithur's solution](#)

141.

976A

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

Quality: 10,975 global accepts · Rating: 800 · first AC: 2021-06-12 · Kotlin 1.4 (first AC) · Tags: implementation

[Vladithur's solution](#)

142.

952A

[Quirky Quantifiers](#) · [Tutorial](#)

Quality: 11,976 global accepts · Rating: 800 · first AC: 2021-06-12 · Kotlin 1.4 (first AC) · Tags: *special, math

[Vladithur's solution](#)

143.

1013A

[Piles With Stones](#) · [Tutorial](#)

Quality: 11,708 global accepts · Rating: 800 · first AC: 2021-06-12 · Kotlin 1.4 (first AC) · Tags: math

[Vladithur's solution](#)

144.

1081A

[Definite Game](#) · [Tutorial](#)

Quality: 13,278 global accepts · Rating: 800 · first AC: 2021-06-12 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, math

[Vladithur's solution](#)

145.

931A

[Friends Meeting](#) · [Tutorial](#)

Quality: 13,089 global accepts · Rating: 800 · first AC: 2021-06-12 · Kotlin 1.4 (first AC) · Tags: brute force, greedy, implementation, math

[Vladithur's solution](#)

146.

104A

[Blackjack](#) · [Tutorial](#)

Quality: 17,155 global accepts · Rating: 800 · first AC: 2021-06-11 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

147.

1043A

[Elections](#) · [Tutorial](#)

Quality: 11,280 global accepts · Rating: 800 · first AC: 2021-06-11 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Vladithur's solution](#)

148.

620A

[Professor GukiZ's Robot](#) · [Tutorial](#)

Quality: 14,348 global accepts · Rating: 800 · first AC: 2021-06-11 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Vladithur's solution](#)

149.

938A

[Word Correction](#) · [Tutorial](#)

Quality: 12,043 global accepts · Rating: 800 · first AC: 2021-06-11 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

150.

1130A

[Be Positive](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 800 · first AC: 2021-06-11 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

151.

811A

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

Quality: 12,371 global accepts · Rating: 800 · first AC: 2021-06-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Vladithur's solution](#)

152.

202A

[LLPS](#) · [Tutorial](#)

Quality: 19,757 global accepts · Rating: 800 · first AC: 2021-06-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, strings

[Vladithur's solution](#)

153.

1060A

[Phone Numbers](#) · [Tutorial](#)

Quality: 15,717 global accepts · Rating: 800 · first AC: 2021-06-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[Vladithur's solution](#)

154.

1150A

[Stock Arbitraging](#) · [Tutorial](#)

Quality: 12,519 global accepts · Rating: 800 · first AC: 2021-06-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Vladithur's solution](#)

155.

1501A

[Alexey and Train](#) · [Tutorial](#)

Quality: 12,230 global accepts · Rating: 800 · first AC: 2021-06-11 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

156.

1538B

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

Quality: 33,537 global accepts · Rating: 800 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Vladithur's solution](#)

157.

1538A

[Stone Game](#) · [Tutorial](#)

Quality: 40,401 global accepts · Rating: 800 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy

[Vladithur's solution](#)

158.

1159A

[A pile of stones](#) · [Tutorial](#)

Quality: 13,409 global accepts · Rating: 800 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Vladithur's solution](#)

159.

712A

[Memory and Crow](#) · [Tutorial](#)

Quality: 12,587 global accepts · Rating: 800 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Vladithur's solution](#)

160.

735A

[Ostap and Grasshopper](#) · [Tutorial](#)

Quality: 13,141 global accepts · Rating: 800 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Vladithur's solution](#)

161.

992A

[Nastya and an Array](#) · [Tutorial](#)

Quality: 14,317 global accepts · Rating: 800 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[Vladithur's solution](#)

162.

629A

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

Quality: 14,848 global accepts · Rating: 800 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation

[Vladithur's solution](#)

163.

146A

[Lucky Ticket](#) · [Tutorial](#)

Quality: 17,096 global accepts · Rating: 800 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

164.

1209A

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

Quality: 12,841 global accepts · Rating: 800 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[Vladithur's solution](#)

165.

22A

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

Quality: 27,087 global accepts · Rating: 800 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[Vladithur's solution](#)

166.

680A

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

Quality: 13,295 global accepts · Rating: 800 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[Vladithur's solution](#)

167.

1085A

[Right-Left Cipher](#) · [Tutorial](#)

Quality: 12,697 global accepts · Rating: 800 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Vladithur's solution](#)

168.

1009A

[Game Shopping](#) · [Tutorial](#)

Quality: 12,311 global accepts · Rating: 800 · first AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

169.

710A

[King Moves](#) · [Tutorial](#)

Quality: 14,786 global accepts · Rating: 800 · first AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

170.

770A

[New Password](#) · [Tutorial](#)

Quality: 21,736 global accepts · Rating: 800 · first AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation

[Vladithur's solution](#)

171.

900A

[Find Extra One](#) · [Tutorial](#)

Quality: 14,955 global accepts · Rating: 800 · first AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation

[Vladithur's solution](#)

172.

796A

[Buying A House](#) · [Tutorial](#)

Quality: 13,816 global accepts · Rating: 800 · first AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Vladithur's solution](#)

173.

1031A

[Golden Plate](#) · [Tutorial](#)

Quality: 13,396 global accepts · Rating: 800 · first AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Vladithur's solution](#)

174.

1131A

[Sea Battle](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 800 · first AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: math

[Vladithur's solution](#)

175.

1099A

[Snowball](#) · [Tutorial](#)

Quality: 13,348 global accepts · Rating: 800 · first AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

176.

912A

[Tricky Alchemy](#) · [Tutorial](#)

Quality: 14,384 global accepts · Rating: 800 · first AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

177.

854A

[Fraction](#) · [Tutorial](#)

Quality: 14,535 global accepts · Rating: 800 · first AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

[Vladithur's solution](#)

178.

831B

[Keyboard Layouts](#) · [Tutorial](#)

Quality: 15,649 global accepts · Rating: 800 · first AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Vladithur's solution](#)

179.

897A

[Scarborough Fair](#) · [Tutorial](#)

Quality: 15,095 global accepts · Rating: 800 · first AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

180.

676A

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

Quality: 14,703 global accepts · Rating: 800 · first AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[Vladithur's solution](#)

181.

950A

[Left-handers, Right-handers and Ambidexters](#) · [Tutorial](#)

Quality: 16,376 global accepts · Rating: 800 · first AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Vladithur's solution](#)

182.

361A

[Levko and Table](#) · [Tutorial](#)

Quality: 17,821 global accepts · Rating: 800 · first AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[Vladithur's solution](#)

183.

994A

[Fingerprints](#) · [Tutorial](#)

Quality: 15,214 global accepts · Rating: 800 · first AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

184.

1106A

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

Quality: 12,864 global accepts · Rating: 800 · first AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[Vladithur's solution](#)

185.

780A

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

Quality: 22,787 global accepts · Rating: 800 · first AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[Vladithur's solution](#)

186.

1143A

[The Doors](#) · [Tutorial](#)

Quality: 14,041 global accepts · Rating: 800 · first AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[Vladithur's solution](#)

187.

664A

[Complicated GCD](#) · [Tutorial](#)

Quality: 21,672 global accepts · Rating: 800 · first AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[Vladithur's solution](#)

188.

937A

[Olympiad](#) · [Tutorial](#)

Quality: 16,399 global accepts · Rating: 800 · first AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings
[Vladithur's solution](#)

189.

454A

[Little Pony and Crystal Mine](#) · [Tutorial](#)

Quality: 16,120 global accepts · Rating: 800 · first AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[Vladithur's solution](#)

190.

855A

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

Quality: 27,350 global accepts · Rating: 800 · first AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings
[Vladithur's solution](#)

191.

1447A

[Add Candies](#) · [Tutorial](#)

Quality: 14,451 global accepts · Rating: 800 · first AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[Vladithur's solution](#)

192.

688A

[Opponents](#) · [Tutorial](#)

Quality: 14,807 global accepts · Rating: 800 · first AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[Vladithur's solution](#)

193.

946A

[Partition](#) · [Tutorial](#)

Quality: 18,160 global accepts · Rating: 800 · first AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[Vladithur's solution](#)

194.

898A

[Rounding](#) · [Tutorial](#)

Quality: 17,581 global accepts · Rating: 800 · first AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[Vladithur's solution](#)

195.

1038A

[Equality](#) · [Tutorial](#)

Quality: 15,646 global accepts · Rating: 800 · first AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[Vladithur's solution](#)

196.

595A

[Vitaly and Night](#) · [Tutorial](#)

Quality: 15,502 global accepts · Rating: 800 · first AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation
[Vladithur's solution](#)

197.

1152A

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

Quality: 16,210 global accepts · Rating: 800 · first AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
[Vladithur's solution](#)

198.

672A

[Summer Camp](#) · [Tutorial](#)

Quality: 16,679 global accepts · Rating: 800 · first AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[Vladithur's solution](#)

199.

1148A

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

Quality: 15,547 global accepts · Rating: 800 · first AC: 2021-06-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[Vladithur's solution](#)

200.

248A

[Cupboards](#) · [Tutorial](#)

Quality: 25,061 global accepts · Rating: 800 · first AC: 2021-06-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[Vladithur's solution](#)

201.

681A

[A Good Contest](#) · [Tutorial](#)

Quality: 16,866 global accepts · Rating: 800 · first AC: 2021-06-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[Vladithur's solution](#)

202.

92A

[Chips](#) · [Tutorial](#)

Quality: 21,531 global accepts · Rating: 800 · first AC: 2021-06-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[Vladithur's solution](#)

203.

1415A

[Prison Break](#) · [Tutorial](#)

Quality: 15,870 global accepts · Rating: 800 · first AC: 2021-06-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
[Vladithur's solution](#)

204.

1092A

[Uniform String](#) · [Tutorial](#)

Quality: 17,275 global accepts · Rating: 800 · first AC: 2021-06-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[Vladithur's solution](#)

205.

609A

[USB Flash Drives](#) · [Tutorial](#)

Quality: 19,431 global accepts · Rating: 800 · first AC: 2021-06-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings
[Vladithur's solution](#)

206.

384A

[Coder](#) · [Tutorial](#)

Quality: 17,219 global accepts · Rating: 800 · first AC: 2021-06-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

207.

1189A

[Keanu Reeves](#) · [Tutorial](#)

Quality: 16,106 global accepts · Rating: 800 · first AC: 2021-06-08 · C++17 (GCC 9-64) (first AC) · Tags: strings

[Vladithur's solution](#)

208.

294A

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

Quality: 28,398 global accepts · Rating: 800 · first AC: 2021-06-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Vladithur's solution](#)

209.

1065A

[Vasya and Chocolate](#) · [Tutorial](#)

Quality: 15,264 global accepts · Rating: 800 · first AC: 2021-06-07 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Vladithur's solution](#)

210.

262A

[Roma and Lucky Numbers](#) · [Tutorial](#)

Quality: 22,456 global accepts · Rating: 800 · first AC: 2021-06-07 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

211.

908A

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

Quality: 15,842 global accepts · Rating: 800 · first AC: 2021-06-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Vladithur's solution](#)

212.

1185A

[Ropewalkers](#) · [Tutorial](#)

Quality: 15,384 global accepts · Rating: 800 · first AC: 2021-06-07 · C++17 (GCC 9-64) (first AC) · Tags: math

[Vladithur's solution](#)

213.

401A

[Vanya and Cards](#) · [Tutorial](#)

Quality: 17,422 global accepts · Rating: 800 · first AC: 2021-06-07 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Vladithur's solution](#)

214.

987A

[Infinity Gauntlet](#) · [Tutorial](#)

Quality: 17,503 global accepts · Rating: 800 · first AC: 2021-06-07 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

215.

919A

[Supermarket](#) · [Tutorial](#)

Quality: 16,957 global accepts · Rating: 800 · first AC: 2021-06-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[Vladithur's solution](#)

216.

755A

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

Quality: 19,785 global accepts · Rating: 800 · first AC: 2021-06-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, math, number theory

[Vladithur's solution](#)

217.

918A

[Eleven](#) · [Tutorial](#)

Quality: 18,243 global accepts · Rating: 800 · first AC: 2021-06-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Vladithur's solution](#)

218.

38A

[Army](#) · [Tutorial](#)

Quality: 26,489 global accepts · Rating: 800 · first AC: 2021-06-07 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

219.

551A

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

Quality: 17,860 global accepts · Rating: 800 · first AC: 2021-06-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, sortings

[Vladithur's solution](#)

220.

1088A

[Ehab and another construction problem](#) · [Tutorial](#)

Quality: 17,636 global accepts · Rating: 800 · first AC: 2021-06-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms

[Vladithur's solution](#)

221.

1194A

[Remove a Progression](#) · [Tutorial](#)

Quality: 17,376 global accepts · Rating: 800 · first AC: 2021-06-07 · C++17 (GCC 9-64) (first AC) · Tags: math

[Vladithur's solution](#)

222.

615A

[Bulbs](#) · [Tutorial](#)

Quality: 19,761 global accepts · Rating: 800 · first AC: 2021-06-07 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

223.

1104A

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

Quality: 15,904 global accepts · Rating: 800 · first AC: 2021-06-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math

[Vladithur's solution](#)

224.

1173A

[Nauuo and Votes](#) · [Tutorial](#)

Quality: 17,260 global accepts · Rating: 800 · first AC: 2021-06-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Vladithur's solution](#)

225.

764A

[Taymyr is calling you](#) · [Tutorial](#)

Quality: 17,106 global accepts · Rating: 800 · first AC: 2021-06-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[Vladithur's solution](#)

226.

1236A

[Stones](#) · [Tutorial](#)

Quality: 17,251 global accepts · Rating: 800 · first AC: 2021-06-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[Vladithur's solution](#)

227.

1459A

[Red-Blue Shuffle](#) · [Tutorial](#)

Quality: 17,658 global accepts · Rating: 800 · first AC: 2021-06-07 · C++17 (GCC 9-64) (first AC) · Tags: math, probabilities

[Vladithur's solution](#)

228.

1136A

[Nastya Is Reading a Book](#) · [Tutorial](#)

Quality: 17,250 global accepts · Rating: 800 · first AC: 2021-06-07 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

229.

1139A

[Even Substrings](#) · [Tutorial](#)

Quality: 17,651 global accepts · Rating: 800 · first AC: 2021-06-07 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Vladithur's solution](#)

230.

1096A

[Find Divisible](#) · [Tutorial](#)

Quality: 19,634 global accepts · Rating: 800 · first AC: 2021-06-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[Vladithur's solution](#)

231.

1080A

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

Quality: 19,176 global accepts · Rating: 800 · first AC: 2021-06-07 · C++17 (GCC 9-64) (first AC) · Tags: math

[Vladithur's solution](#)

232.

1443A

[Kids Seating](#) · [Tutorial](#)

Quality: 16,683 global accepts · Rating: 800 · first AC: 2021-06-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Vladithur's solution](#)

233.

984A

[Game](#) · [Tutorial](#)

Quality: 20,744 global accepts · Rating: 800 · first AC: 2021-06-07 · C++17 (GCC 9-64) (first AC) · Tags: sortings

[Vladithur's solution](#)

234.

1047A

[Little C Loves 3 I](#) · [Tutorial](#)

Quality: 21,286 global accepts · Rating: 800 · first AC: 2021-06-07 · C++17 (GCC 9-64) (first AC) · Tags: math

[Vladithur's solution](#)

235.

1093A

[Dice Rolling](#) · [Tutorial](#)

Quality: 18,359 global accepts · Rating: 800 · first AC: 2021-06-07 · C++17 (GCC 9-64) (first AC) · Tags: math

[Vladithur's solution](#)

236.

1017A

[The Rank](#) · [Tutorial](#)

Quality: 21,586 global accepts · Rating: 800 · first AC: 2021-06-07 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

237.

746A

[Compute](#) · [Tutorial](#)

Quality: 23,844 global accepts · Rating: 800 · first AC: 2021-06-07 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Vladithur's solution](#)

238.

1216A

[Prefixes](#) · [Tutorial](#)

Quality: 19,550 global accepts · Rating: 800 · first AC: 2021-06-07 · C++17 (GCC 9-64) (first AC) · Tags: strings

[Vladithur's solution](#)

239.

34A

[Reconnaissance 2](#) · [Tutorial](#)

Quality: 34,688 global accepts · Rating: 800 · first AC: 2021-06-07 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

240.

1536A

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

Quality: 20,771 global accepts · Rating: 800 · first AC: 2021-06-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms

[Vladithur's solution](#)

241.

1144A

[Diverse Strings](#) · [Tutorial](#)

Quality: 22,028 global accepts · Rating: 800 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Vladithur's solution](#)

242.

1191A

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

Quality: 18,985 global accepts · Rating: 800 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[Vladithur's solution](#)

243.

867A

[Between the Offices](#) · [Tutorial](#)

Quality: 20,637 global accepts · Rating: 800 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

244.

1061A

[Coins](#) · [Tutorial](#)

Quality: 24,108 global accepts · Rating: 800 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[Vladithur's solution](#)

245.

1452C

[Two Brackets](#) · [Tutorial](#)

Quality: 21,119 global accepts · Rating: 800 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Vladithur's solution](#)

246.

1118A

[Water Buying](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 800 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: math

[Vladithur's solution](#)

247.

1146A

[Love "A"](#) · [Tutorial](#)

Quality: 23,648 global accepts · Rating: 800 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Vladithur's solution](#)

248.

1091A

[New Year and the Christmas Ornament](#) · [Tutorial](#)

Quality: 18,565 global accepts · Rating: 800 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[Vladithur's solution](#)

249.

721A

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

Quality: 19,353 global accepts · Rating: 800 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

250.

1167A

[Telephone Number](#) · [Tutorial](#)

Quality: 20,276 global accepts · Rating: 800 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, strings
[Vladithur's solution](#)

251.

1445A

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

Quality: 20,364 global accepts · Rating: 800 · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[Vladithur's solution](#)

252.

701A

[Cards](#) · [Tutorial](#)

Quality: 21,204 global accepts · Rating: 800 · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[Vladithur's solution](#)

253.

1244A

[Pens and Pencils](#) · [Tutorial](#)

Quality: 20,069 global accepts · Rating: 800 · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: math
[Vladithur's solution](#)

254.

1417A

[Copy-paste](#) · [Tutorial](#)

Quality: 18,722 global accepts · Rating: 800 · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[Vladithur's solution](#)

255.

939A

[Love Triangle](#) · [Tutorial](#)

Quality: 29,710 global accepts · Rating: 800 · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: graphs
[Vladithur's solution](#)

256.

1513A

[Array and Peaks](#) · [Tutorial](#)

Quality: 20,018 global accepts · Rating: 800 · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation
[Vladithur's solution](#)

257.

1437A

[Marketing Scheme](#) · [Tutorial](#)

Quality: 18,466 global accepts · Rating: 800 · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[Vladithur's solution](#)

258.

1200A

[Hotelier](#) · [Tutorial](#)

Quality: 21,814 global accepts · Rating: 800 · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation
[Vladithur's solution](#)

259.

1482A

[Prison Break](#) · [Tutorial](#)

Quality: 21,295 global accepts · Rating: 800 · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: math
[Vladithur's solution](#)

260.

1015A

[Points in Segments](#) · [Tutorial](#)

Quality: 22,434 global accepts · Rating: 800 · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

261.

832A

[Sasha and Sticks](#) · [Tutorial](#)

Quality: 22,148 global accepts · Rating: 800 · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: games, math

[Vladithur's solution](#)

262.

999A

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

Quality: 25,329 global accepts · Rating: 800 · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Vladithur's solution](#)

263.

378A

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

Quality: 25,936 global accepts · Rating: 800 · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[Vladithur's solution](#)

264.

1114A

[Got Any Grapes?](#) · [Tutorial](#)

Quality: 19,755 global accepts · Rating: 800 · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[Vladithur's solution](#)

265.

1515A

[Phoenix and Gold](#) · [Tutorial](#)

Quality: 21,130 global accepts · Rating: 800 · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Vladithur's solution](#)

266.

1102A

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

Quality: 26,616 global accepts · Rating: 800 · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: math

[Vladithur's solution](#)

267.

1440A

[Buy the String](#) · [Tutorial](#)

Quality: 20,378 global accepts · Rating: 800 · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Vladithur's solution](#)

268.

978A

[Remove Duplicates](#) · [Tutorial](#)

Quality: 30,739 global accepts · Rating: 800 · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

269.

835A

[Key races](#) · [Tutorial](#)

Quality: 21,712 global accepts · Rating: 800 · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: math

[Vladithur's solution](#)

270.

513A

[Game](#) · [Tutorial](#)

Quality: 21,849 global accepts · Rating: 800 · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Vladithur's solution](#)

271.

1498A

[GCD Sum](#) · [Tutorial](#)

Quality: 24,713 global accepts · Rating: 800 · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[Vladithur's solution](#)

272.

988A

[Diverse Team](#) · [Tutorial](#)

Quality: 28,504 global accepts · Rating: 800 · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Vladithur's solution](#)

273.

1411A

[In-game Chat](#) · [Tutorial](#)

Quality: 21,750 global accepts · Rating: 800 · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

274.

1176A

[Divide it!](#) · [Tutorial](#)

Quality: 24,981 global accepts · Rating: 800 · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[Vladithur's solution](#)

275.

1006A

[Adjacent Replacements](#) · [Tutorial](#)

Quality: 22,874 global accepts · Rating: 800 · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

276.

1005A

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

Quality: 27,507 global accepts · Rating: 800 · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

277.

1499A

[Domino on Windowsill](#) · [Tutorial](#)

Quality: 21,969 global accepts · Rating: 800 · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[Vladithur's solution](#)

278.

1421A

[XORwice](#) · [Tutorial](#)

Quality: 35,480 global accepts · Rating: 800 · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[Vladithur's solution](#)

279.

1230A

[Dawid and Bags of Candies](#) · [Tutorial](#)

Quality: 22,921 global accepts · Rating: 800 · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Vladithur's solution](#)

280.

1108A

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

Quality: 23,354 global accepts · Rating: 800 · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

281.

716A

[Crazy Computer](#) · [Tutorial](#)

Quality: 24,042 global accepts · Rating: 800 · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

282.

1535A

[Fair Playoff](#) · [Tutorial](#)

Quality: 57,161 global accepts · Rating: 800 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Vladithur's solution](#)

283.

1504A

[Déjà Vu](#) · [Tutorial](#)

Quality: 22,802 global accepts · Rating: 800 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings

[Vladithur's solution](#)

284.

1228A

[Distinct Digits](#) · [Tutorial](#)

Quality: 23,293 global accepts · Rating: 800 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Vladithur's solution](#)

285.

1497A

[Meximization](#) · [Tutorial](#)

Quality: 26,097 global accepts · Rating: 800 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, sortings

[Vladithur's solution](#)

286.

1041A

[Heist](#) · [Tutorial](#)

Quality: 26,845 global accepts · Rating: 800 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[Vladithur's solution](#)

287.

255A

[Greg's Workout](#) · [Tutorial](#)

Quality: 31,202 global accepts · Rating: 800 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

288.

265A

[Colorful Stones \(Simplified Edition\)](#) · [Tutorial](#)

Quality: 42,678 global accepts · Rating: 800 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

289.

330A

[Cakeminator](#) · [Tutorial](#)

Quality: 31,442 global accepts · Rating: 800 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Vladithur's solution](#)

290.

1180A

[Alex and a Rhombus](#) · [Tutorial](#)

Quality: 27,428 global accepts · Rating: 800 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, math

[Vladithur's solution](#)

291.

1452A

[Robot Program](#) · [Tutorial](#)

Quality: 22,939 global accepts · Rating: 800 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: math

[Vladithur's solution](#)

292.

1249A

[Yet Another Dividing into Teams](#) · [Tutorial](#)

Quality: 23,712 global accepts · Rating: 800 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: math

[Vladithur's solution](#)

293.

1206A

[Choose Two Numbers](#) · [Tutorial](#)

Quality: 26,050 global accepts · Rating: 800 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings

[Vladithur's solution](#)

294.

1207A

[There Are Two Types Of Burgers](#) · [Tutorial](#)

Quality: 23,388 global accepts · Rating: 800 · first AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math

[Vladithur's solution](#)

295.

1092B

[Teams Forming](#) · [Tutorial](#)

Quality: 29,214 global accepts · Rating: 800 · first AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: sortings

[Vladithur's solution](#)

296.

1393A

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

Quality: 20,832 global accepts · Rating: 800 · first AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Vladithur's solution](#)

297.

1095A

[Repeating Cipher](#) · [Tutorial](#)

Quality: 36,494 global accepts · Rating: 800 · first AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

298.

1003A

[Polycarp's Pockets](#) · [Tutorial](#)

Quality: 29,983 global accepts · Rating: 800 · first AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

299.

1512B

[Almost Rectangle](#) · [Tutorial](#)

Quality: 26,529 global accepts · Rating: 800 · first AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

300.

1183A

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

Quality: 27,024 global accepts · Rating: 800 · first AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

301.

1405A

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

Quality: 21,908 global accepts · Rating: 800 · first AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Vladithur's solution](#)

302.

214A

[System of Equations](#) · [Tutorial](#)

Quality: 42,925 global accepts · Rating: 800 · first AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[Vladithur's solution](#)

303.

1519B

[The Cake Is a Lie](#) · [Tutorial](#)

Quality: 33,399 global accepts · Rating: 800 · first AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[Vladithur's solution](#)

304.

1516A

[Tit for Tat](#) · [Tutorial](#)

Quality: 24,656 global accepts · Rating: 800 · first AC: 2021-06-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Vladithur's solution](#)

305.

448A

[Rewards](#) · [Tutorial](#)

Quality: 25,914 global accepts · Rating: 800 · first AC: 2021-06-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

306.

1511A

[Review Site](#) · [Tutorial](#)

Quality: 28,833 global accepts · Rating: 800 · first AC: 2021-06-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Vladithur's solution](#)

307.

1077A

[Frog Jumping](#) · [Tutorial](#)

Quality: 32,252 global accepts · Rating: 800 · first AC: 2021-06-02 · C++17 (GCC 9-64) (first AC) · Tags: math

[Vladithur's solution](#)

308.

1519A

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

Quality: 30,561 global accepts · Rating: 800 · first AC: 2021-06-02 · C++17 (GCC 9-64) (first AC) · Tags: math

[Vladithur's solution](#)

309.

686A

[Free Ice Cream](#) · [Tutorial](#)

Quality: 43,420 global accepts · Rating: 800 · first AC: 2021-06-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[Vladithur's solution](#)

310.

1455A

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

Quality: 27,411 global accepts · Rating: 800 · first AC: 2021-06-02 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Vladithur's solution](#)

311.

894A

[QAQ](#) · [Tutorial](#)

Quality: 39,383 global accepts · Rating: 800 · first AC: 2021-06-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp

[Vladithur's solution](#)

312.

1220A

[Cards](#) · [Tutorial](#)

Quality: 32,800 global accepts · Rating: 800 · first AC: 2021-06-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings, strings

[Vladithur's solution](#)

313.

822A

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

Quality: 36,809 global accepts · Rating: 800 · first AC: 2021-06-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, number theory

[Vladithur's solution](#)

314.

599A

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

Quality: 31,439 global accepts · Rating: 800 · first AC: 2021-06-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

315.

233A

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

Quality: 49,154 global accepts · Rating: 800 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Vladithur's solution](#)

316.

1234A

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

Quality: 29,555 global accepts · Rating: 800 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: math

[Vladithur's solution](#)

317.

734B

[Anton and Digits](#) · [Tutorial](#)

Quality: 31,935 global accepts · Rating: 800 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math

[Vladithur's solution](#)

318.

978B

[File Name](#) · [Tutorial](#)

Quality: 40,914 global accepts · Rating: 800 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[Vladithur's solution](#)

319.

119A

[Epic Game](#) · [Tutorial](#)

Quality: 29,583 global accepts · Rating: 800 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

320.

1196A

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

Quality: 29,128 global accepts · Rating: 800 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

[Vladithur's solution](#)

321.

1506A

[Strange Table](#) · [Tutorial](#)

Quality: 32,436 global accepts · Rating: 800 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: math

[Vladithur's solution](#)

322.

80A

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

Quality: 66,320 global accepts · Rating: 800 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[Vladithur's solution](#)

323.

1433B

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

Quality: 29,855 global accepts · Rating: 800 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Vladithur's solution](#)

324.

1382A

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

Quality: 27,362 global accepts · Rating: 800 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[Vladithur's solution](#)

325.

702A

[Maximum Increase](#) · [Tutorial](#)

Quality: 55,029 global accepts · Rating: 800 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[Vladithur's solution](#)

326.

1520B

[Ordinary Numbers](#) · [Tutorial](#)

Quality: 49,636 global accepts · Rating: 800 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory
[Vladithur's solution](#)

327.

32B

[Borze](#) · [Tutorial](#)

Quality: 79,765 global accepts · Rating: 800 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: expression parsing, implementation
[Vladithur's solution](#)

328.

711A

[Bus to Udayland](#) · [Tutorial](#)

Quality: 30,978 global accepts · Rating: 800 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[Vladithur's solution](#)

329.

540A

[Combination Lock](#) · [Tutorial](#)

Quality: 35,257 global accepts · Rating: 800 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[Vladithur's solution](#)

330.

1473A

[Replacing Elements](#) · [Tutorial](#)

Quality: 37,431 global accepts · Rating: 800 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, sortings
[Vladithur's solution](#)

331.

9A

[Die Roll](#) · [Tutorial](#)

Quality: 69,685 global accepts · Rating: 800 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: math, probabilities
[Vladithur's solution](#)

332.

731A

[Night at the Museum](#) · [Tutorial](#)

Quality: 53,213 global accepts · Rating: 800 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[Vladithur's solution](#)

333.

1186A

[Vus the Cossack and a Contest](#) · [Tutorial](#)

Quality: 42,463 global accepts · Rating: 800 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[Vladithur's solution](#)

334.

1426A

[Floor Number](#) · [Tutorial](#)

Quality: 54,967 global accepts · Rating: 800 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[Vladithur's solution](#)

335.

959A

[Mahmoud and Ehab and the even-odd game](#) · [Tutorial](#)

Quality: 55,675 global accepts · Rating: 800 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: games, math
[Vladithur's solution](#)

336.

630A

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

Quality: 93,534 global accepts · Rating: 800 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: number theory
[Vladithur's solution](#)

337.

935A

[Fafa and his Company](#) · [Tutorial](#)

Quality: 47,237 global accepts · Rating: 800 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Vladithur's solution](#)

338.

1097A

[Gennady and a Card Game](#) · [Tutorial](#)

Quality: 43,811 global accepts · Rating: 800 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Vladithur's solution](#)

339.

492A

[Vanya and Cubes](#) · [Tutorial](#)

Quality: 63,571 global accepts · Rating: 800 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

340.

1512A

[Spy Detected!](#) · [Tutorial](#)

Quality: 80,117 global accepts · Rating: 800 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Vladithur's solution](#)

341.

381A

[Sereja and Dima](#) · [Tutorial](#)

Quality: 89,836 global accepts · Rating: 800 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, two pointers

[Vladithur's solution](#)

342.

151A

[Soft Drinking](#) · [Tutorial](#)

Quality: 94,792 global accepts · Rating: 800 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Vladithur's solution](#)

343.

1520A

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

Quality: 58,463 global accepts · Rating: 800 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Vladithur's solution](#)

344.

707A

[Brain's Photos](#) · [Tutorial](#)

Quality: 55,794 global accepts · Rating: 800 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

345.

509A

[Maximum in Table](#) · [Tutorial](#)

Quality: 44,131 global accepts · Rating: 800 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Vladithur's solution](#)

346.

431A

[Black Square](#) · [Tutorial](#)

Quality: 65,957 global accepts · Rating: 800 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

347.

1433A

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

Quality: 62,658 global accepts · Rating: 800 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Vladithur's solution](#)

348.

749A

[Bachgold Problem](#) · [Tutorial](#)

Quality: 57,097 global accepts · Rating: 800 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, number theory

[Vladithur's solution](#)

349.

703A

[Mishka and Game](#) · [Tutorial](#)

Quality: 66,593 global accepts · Rating: 800 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

350.

490A

[Team Olympiad](#) · [Tutorial](#)

Quality: 71,028 global accepts · Rating: 800 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[Vladithur's solution](#)

351.

758A

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

Quality: 75,314 global accepts · Rating: 800 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Vladithur's solution](#)

352.

432A

[Choosing Teams](#) · [Tutorial](#)

Quality: 69,511 global accepts · Rating: 800 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[Vladithur's solution](#)

353.

723A

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

Quality: 100,726 global accepts · Rating: 800 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, sortings

[Vladithur's solution](#)

354.

427A

[Police Recruits](#) · [Tutorial](#)

Quality: 97,245 global accepts · Rating: 800 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

355.

1154A

[Restoring Three Numbers](#) · [Tutorial](#)

Quality: 87,073 global accepts · Rating: 800 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: math

[Vladithur's solution](#)

356.

732A

[Buy a Shovel](#) · [Tutorial](#)

Quality: 88,845 global accepts · Rating: 800 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[Vladithur's solution](#)

357.

472A

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

Quality: 70,780 global accepts · Rating: 800 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Vladithur's solution](#)

358.

155A

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

Quality: 93,674 global accepts · Rating: 800 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[Vladithur's solution](#)

359.

581A

[Vasya the Hipster](#) · [Tutorial](#)

Quality: 84,967 global accepts · Rating: 800 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Vladithur's solution](#)

360.

750A

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

Quality: 92,563 global accepts · Rating: 800 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation, math

[Vladithur's solution](#)

361.

510A

[Fox And Snake](#) · [Tutorial](#)

Quality: 105,944 global accepts · Rating: 800 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

362.

141A

[Amusing Joke](#) · [Tutorial](#)

Quality: 101,414 global accepts · Rating: 800 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings, strings

[Vladithur's solution](#)

363.

996A

[Hit the Lottery](#) · [Tutorial](#)

Quality: 118,386 global accepts · Rating: 800 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Vladithur's solution](#)

364.

785A

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

Quality: 110,970 global accepts · Rating: 800 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Vladithur's solution](#)

365.

520A

[Pangram](#) · [Tutorial](#)

Quality: 127,552 global accepts · Rating: 800 · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Vladithur's solution](#)

366.

268A

[Games](#) · [Tutorial](#)

Quality: 104,225 global accepts · Rating: 800 · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[Vladithur's solution](#)

367.

443A

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

Quality: 112,076 global accepts · Rating: 800 · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[Vladithur's solution](#)

368.

144A

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

Quality: 121,435 global accepts · Rating: 800 · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

369.

228A

[Is your horseshoe on the other hoof?](#) · [Tutorial](#)

Quality: 139,832 global accepts · Rating: 800 · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

370.

148A

[Insomnia cure](#) · [Tutorial](#)

Quality: 112,416 global accepts · Rating: 800 · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math

[Vladithur's solution](#)

371.

469A

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

Quality: 121,220 global accepts · Rating: 800 · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Vladithur's solution](#)

372.

200B

[Drinks](#) · [Tutorial](#)

Quality: 148,442 global accepts · Rating: 800 · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Vladithur's solution](#)

373.

61A

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

Quality: 136,224 global accepts · Rating: 800 · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

374.

486A

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

Quality: 154,170 global accepts · Rating: 800 · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Vladithur's solution](#)

375.

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,119 global accepts · Rating: 800 · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

376.

344A

[Magnets](#) · [Tutorial](#)

Quality: 153,356 global accepts · Rating: 800 · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

377.

136A

[Presents](#) · [Tutorial](#)

Quality: 146,556 global accepts · Rating: 800 · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

378.

467A

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

Quality: 155,970 global accepts · Rating: 800 · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

379.

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,662 global accepts · Rating: 800 · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

380.

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,766 global accepts · Rating: 800 · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[Vladithur's solution](#)

381.

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,563 global accepts · Rating: 800 · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Vladithur's solution](#)

382.

110A

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

Quality: 199,529 global accepts · Rating: 800 · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

383.

266B

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

Quality: 166,103 global accepts · Rating: 800 · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths

[Vladithur's solution](#)

384.

59A

[Word](#) · [Tutorial](#)

Quality: 227,977 global accepts · Rating: 800 · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Vladithur's solution](#)

385.

116A

[Tram](#) · [Tutorial](#)

Quality: 176,576 global accepts · Rating: 800 · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

386.

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,185 global accepts · Rating: 800 · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: math

[Vladithur's solution](#)

387.

791A

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

Quality: 257,280 global accepts · Rating: 800 · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

388.

546A

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

Quality: 235,251 global accepts · Rating: 800 · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[Vladithur's solution](#)

389.

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,095 global accepts · Rating: 800 · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[Vladithur's solution](#)

390.

266A

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

Quality: 244,612 global accepts · Rating: 800 · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

391.

281A

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

Quality: 271,040 global accepts · Rating: 800 · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Vladithur's solution](#)

392.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,413 global accepts · Rating: 800 · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings, strings

[Vladithur's solution](#)

393.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 318,060 global accepts · Rating: 800 · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

394.

112A

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

Quality: 287,298 global accepts · Rating: 800 · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Vladithur's solution](#)

395.

1523A

[Game of Life](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 800 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

396.

1529A

[Eshag Loves Big Arrays](#) · [Tutorial](#)

Quality: 31,026 global accepts · Rating: 800 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Vladithur's solution](#)

397.

1526A

[Mean Inequality](#) · [Tutorial](#)

Quality: 25,018 global accepts · Rating: 800 · first AC: 2021-05-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[Vladithur's solution](#)

398.

1527A

[And Then There Were K](#) · [Tutorial](#)

Quality: 41,907 global accepts · Rating: 800 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks

[Vladithur's solution](#)

399.

1509A

[Average Height](#) · [Tutorial](#)

Quality: 27,204 global accepts · Rating: 800 · first AC: 2021-05-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Vladithur's solution](#)

400.

1525A

[Potion-making](#) · [Tutorial](#)

Quality: 27,002 global accepts · Rating: 800 · first AC: 2021-05-16 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Vladithur's solution](#)

401.

1517A

[Sum of 2050](#) · [Tutorial](#)

Quality: 26,882 global accepts · Rating: 800 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Vladithur's solution](#)

402.

1514A

[Perfectly Imperfect Array](#) · [Tutorial](#)

Quality: 25,368 global accepts · Rating: 800 · first AC: 2021-04-20 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Vladithur's solution](#)

403.

1493A

[Anti-knapsack](#) · [Tutorial](#)

Quality: 19,773 global accepts · Rating: 800 · first AC: 2021-03-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[Vladithur's solution](#)

404.

1478A

[Nezzar and Colorful Balls](#) · [Tutorial](#)

Quality: 28,014 global accepts · Rating: 800 · first AC: 2021-03-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy
[Vladithur's solution](#)

405.

1491A

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

Quality: 19,029 global accepts · Rating: 800 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[Vladithur's solution](#)

406.

1492A

[Three swimmers](#) · [Tutorial](#)

Quality: 23,381 global accepts · Rating: 800 · first AC: 2021-02-23 · C++17 (GCC 9-64) (first AC) · Tags: math
[Vladithur's solution](#)

407.

1490A

[Dense Array](#) · [Tutorial](#)

Quality: 32,974 global accepts · Rating: 800 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[Vladithur's solution](#)

408.

1480A

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

Quality: 27,148 global accepts · Rating: 800 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, strings
[Vladithur's solution](#)

409.

1487A

[Arena](#) · [Tutorial](#)

Quality: 27,530 global accepts · Rating: 800 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings
[Vladithur's solution](#)

410.

1481A

[Space Navigation](#) · [Tutorial](#)

Quality: 25,736 global accepts · Rating: 800 · first AC: 2021-02-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings
[Vladithur's solution](#)

411.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,361 global accepts · Rating: 800 · first AC: 2021-02-04 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[Vladithur's solution](#)

412.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,994 global accepts · Rating: 800 · first AC: 2019-12-27 · last AC: 2021-02-03 · PyPy 3 (first AC) · Tags: brute force, math
[Vladithur's solution](#)

413.

1472B

[Fair Division](#) · [Tutorial](#)

Quality: 59,851 global accepts · Rating: 800 · first AC: 2021-01-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math
[Vladithur's solution](#)

414.

1472A

[Cards for Friends](#) · [Tutorial](#)

Quality: 45,524 global accepts · Rating: 800 · first AC: 2021-01-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Vladithur's solution](#)

415.

1474A

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

Quality: 23,359 global accepts · Rating: 800 · first AC: 2021-01-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Vladithur's solution](#)

416.

1466B

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

Quality: 23,595 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Vladithur's solution](#)

417.

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math

[Vladithur's solution](#)

418.

1462B

[Last Year's Substring](#) · [Tutorial](#)

Quality: 29,175 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, strings

[Vladithur's solution](#)

419.

1462A

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

Quality: 48,976 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation, two pointers

[Vladithur's solution](#)

420.

1453A

[Cancel the Trains](#) · [Tutorial](#)

Quality: 24,274 global accepts · Rating: 800 · first AC: 2020-12-27 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

421.

1461A

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

Quality: 19,000 global accepts · Rating: 800 · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Vladithur's solution](#)

422.

1450A

[Avoid Trygub](#) · [Tutorial](#)

Quality: 18,487 global accepts · Rating: 800 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[Vladithur's solution](#)

423.

1454B

[Unique Bid Auction](#) · [Tutorial](#)

Quality: 30,041 global accepts · Rating: 800 · first AC: 2020-11-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Vladithur's solution](#)

424.

1454A

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

Quality: 44,064 global accepts · Rating: 800 · first AC: 2020-11-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, probabilities

[Vladithur's solution](#)

425.

1451A

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

Quality: 25,281 global accepts · Rating: 800 · first AC: 2020-11-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Vladithur's solution](#)

426.

1438A

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

Quality: 19,751 global accepts · Rating: 800 · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[Vladithur's solution](#)

427.

1413A

[Finding Sasuke](#) · [Tutorial](#)

Quality: 15,292 global accepts · Rating: 800 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Vladithur's solution](#)

428.

1436A

[Reorder](#) · [Tutorial](#)

Quality: 23,549 global accepts · Rating: 800 · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: math

[Vladithur's solution](#)

429.

1428A

[Box is Pull](#) · [Tutorial](#)

Quality: 17,006 global accepts · Rating: 800 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: math

[Vladithur's solution](#)

430.

1430B

[Barrels](#) · [Tutorial](#)

Quality: 20,279 global accepts · Rating: 800 · first AC: 2020-10-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[Vladithur's solution](#)

431.

1408A

[Circle Coloring](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 800 · first AC: 2020-10-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Vladithur's solution](#)

432.

1422A

[Fence](#) · [Tutorial](#)

Quality: 21,867 global accepts · Rating: 800 · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

[Vladithur's solution](#)

433.

1409A

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

Quality: 80,433 global accepts · Rating: 800 · first AC: 2020-09-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Vladithur's solution](#)

434.

1397A

[Juggling Letters](#) · [Tutorial](#)

Quality: 29,833 global accepts · Rating: 800 · first AC: 2020-08-30 · last AC: 2020-09-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[Vladithur's solution](#)

435.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,776 global accepts · Rating: 800 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Vladithur's solution](#)

436.

231A

[Team](#) · [Tutorial](#)

Quality: 430,343 global accepts · Rating: 800 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[Vladithur's solution](#)

437.

1400A

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

Quality: 27,968 global accepts · Rating: 800 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings

[Vladithur's solution](#)

438.

1392B

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

Quality: 18,891 global accepts · Rating: 800 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Vladithur's solution](#)

439.

1392A

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

Quality: 21,746 global accepts · Rating: 800 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Vladithur's solution](#)

440.

1398B

[Substring Removal Game](#) · [Tutorial](#)

Quality: 25,903 global accepts · Rating: 800 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[Vladithur's solution](#)

441.

1398A

[Bad Triangle](#) · [Tutorial](#)

Quality: 28,790 global accepts · Rating: 800 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[Vladithur's solution](#)

442.

1391B

[Fix You](#) · [Tutorial](#)

Quality: 29,785 global accepts · Rating: 800 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Vladithur's solution](#)

443.

1391A

[Suborrays](#) · [Tutorial](#)

Quality: 25,063 global accepts · Rating: 800 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Vladithur's solution](#)

444.

1399B

[Gifts Fixing](#) · [Tutorial](#)

Quality: 46,813 global accepts · Rating: 800 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Vladithur's solution](#)

445.

1399A

[Remove Smallest](#) · [Tutorial](#)

Quality: 80,610 global accepts · Rating: 800 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Vladithur's solution](#)

446.

1388A

[Captain Flint and Crew Recruitment](#) · [Tutorial](#)

Quality: 25,954 global accepts · Rating: 800 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[Vladithur's solution](#)

447.

1389A

[LCM Problem](#) · [Tutorial](#)

Quality: 49,883 global accepts · Rating: 800 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math,

number theory

[Vladithur's solution](#)

448.

1372A

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

Quality: 33,482 global accepts · Rating: 800 · first AC: 2020-07-11 · last AC: 2020-07-28 · PyPy 3 (first AC) · Tags: constructive algorithms, implementation

[Vladithur's solution](#)

449.

1385B

[Restore the Permutation by Merger](#) · [Tutorial](#)

Quality: 39,593 global accepts · Rating: 800 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Vladithur's solution](#)

450.

1385A

[Three Pairwise Maximums](#) · [Tutorial](#)

Quality: 43,349 global accepts · Rating: 800 · first AC: 2020-07-17 · PyPy 3 (first AC) · Tags: math

[Vladithur's solution](#)

451.

1374A

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

Quality: 64,190 global accepts · Rating: 800 · first AC: 2020-06-30 · last AC: 2020-07-04 · PyPy 3 (first AC) · Tags: math

[Vladithur's solution](#)

452.

1371A

[Magical Sticks](#) · [Tutorial](#)

Quality: 51,264 global accepts · Rating: 800 · first AC: 2020-07-01 · PyPy 3 (first AC) · Tags: math

[Vladithur's solution](#)

453.

1369A

[FashionableLee](#) · [Tutorial](#)

Quality: 39,125 global accepts · Rating: 800 · first AC: 2020-06-23 · PyPy 3 (first AC) · Tags: geometry, math

[Vladithur's solution](#)

454.

1370A

[Maximum GCD](#) · [Tutorial](#)

Quality: 64,482 global accepts · Rating: 800 · first AC: 2020-06-20 · last AC: 2020-06-23 · PyPy 3 (first AC) · Tags: greedy, implementation, math, number theory

[Vladithur's solution](#)

455.

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,261 global accepts · Rating: 800 · first AC: 2020-06-18 · PyPy 3 (first AC) · Tags: brute force, greedy, implementation, math

[Vladithur's solution](#)

456.

1367B

[Even Array](#) · [Tutorial](#)

Quality: 63,951 global accepts · Rating: 800 · first AC: 2020-06-16 · PyPy 3 (first AC) · Tags: greedy, math

[Vladithur's solution](#)

457.

1367A

[Short Substrings](#) · [Tutorial](#)

Quality: 67,713 global accepts · Rating: 800 · first AC: 2020-06-16 · PyPy 3 (first AC) · Tags: implementation, strings

[Vladithur's solution](#)

458.

1358A

[Park Lighting](#) · [Tutorial](#)

Quality: 43,192 global accepts · Rating: 800 · first AC: 2020-05-30 · PyPy 3 (first AC) · Tags: greedy, math

[Vladithur's solution](#)

459.

1360B

[Honest Coach](#) · [Tutorial](#)

Quality: 53,728 global accepts · Rating: 800 · first AC: 2020-05-24 · PyPy 3 (first AC) · Tags: greedy, sortings

[Vladithur's solution](#)

460.

1360A

[Minimal Square](#) · [Tutorial](#)

Quality: 57,100 global accepts · Rating: 800 · first AC: 2020-05-24 · PyPy 3 (first AC) · Tags: greedy, math

[Vladithur's solution](#)

461.

1353B

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

Quality: 58,130 global accepts · Rating: 800 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Vladithur's solution](#)

462.

1353A

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

Quality: 44,590 global accepts · Rating: 800 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Vladithur's solution](#)

463.

1352A

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

Quality: 104,150 global accepts · Rating: 800 · first AC: 2020-05-09 · PyPy 3 (first AC) · Tags: implementation, math

[Vladithur's solution](#)

464.

1351A

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

Quality: 26,941 global accepts · Rating: 800 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Vladithur's solution](#)

465.

1345A

[Puzzle Pieces](#) · [Tutorial](#)

Quality: 24,828 global accepts · Rating: 800 · first AC: 2020-05-06 · PyPy 3 (first AC) · Tags: math

[Vladithur's solution](#)

466.

1064A

[Make a triangle!](#) · [Tutorial](#)

Quality: 25,169 global accepts · Rating: 800 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math

[Vladithur's solution](#)

467.

71A

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

Quality: 503,352 global accepts · Rating: 800 · first AC: 2020-05-03 · PyPy 3 (first AC) · Tags: strings

[Vladithur's solution](#)

468.

41A

[Translation](#) · [Tutorial](#)

Quality: 188,486 global accepts · Rating: 800 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Vladithur's solution](#)

469.

1348A

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

Quality: 42,854 global accepts · Rating: 800 · first AC: 2020-05-01 · PyPy 3 (first AC) · Tags: greedy, math

[Vladithur's solution](#)

470.

1343B

[Balanced Array](#) · [Tutorial](#)

Quality: 65,150 global accepts · Rating: 800 · first AC: 2020-04-21 · PyPy 3 (first AC) · Tags: constructive algorithms, math

[Vladithur's solution](#)

471.

1337A

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

Quality: 42,912 global accepts · Rating: 800 · first AC: 2020-04-15 · PyPy 3 (first AC) · Tags: constructive algorithms, math

[Vladithur's solution](#)

472.

1335A

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

Quality: 104,809 global accepts · Rating: 800 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: math

[Vladithur's solution](#)

473.

1030A

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

Quality: 171,490 global accepts · Rating: 800 · first AC: 2020-03-31 · PyPy 3 (first AC) · Tags: implementation

[Vladithur's solution](#)

474.

977A

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

Quality: 217,530 global accepts · Rating: 800 · first AC: 2020-03-31 · PyPy 3 (first AC) · Tags: implementation

[Vladithur's solution](#)

475.

1328A

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

Quality: 131,926 global accepts · Rating: 800 · first AC: 2020-03-26 · PyPy 3 (first AC) · Tags: math

[Vladithur's solution](#)

476.

1243A

[Maximum Square](#) · [Tutorial](#)

Quality: 16,380 global accepts · Rating: 800 · first AC: 2020-03-26 · PyPy 3 (first AC) · Tags: implementation

[Vladithur's solution](#)

477.

1325B

[CopyCopyCopyCopyCopy](#) · [Tutorial](#)

Quality: 38,826 global accepts · Rating: 800 · first AC: 2020-03-14 · PyPy 3 (first AC) · Tags: greedy, implementation

[Vladithur's solution](#)

478.

1325A

[EhAb AnD gCd](#) · [Tutorial](#)

Quality: 46,208 global accepts · Rating: 800 · first AC: 2020-03-14 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, number theory

[Vladithur's solution](#)

479.

1323A

[Even Subset Sum Problem](#) · [Tutorial](#)

Quality: 20,891 global accepts · Rating: 800 · first AC: 2020-03-11 · PyPy 3 (first AC) · Tags: brute force, dp, greedy, implementation

[Vladithur's solution](#)

480.

1312A

[Two Regular Polygons](#) · [Tutorial](#)

Quality: 27,543 global accepts · Rating: 800 · first AC: 2020-03-09 · PyPy 3 (first AC) · Tags: geometry, greedy, math, number theory

[Vladithur's solution](#)

481.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,534 global accepts · Rating: 800 · first AC: 2020-03-05 · PyPy 3 (first AC) · Tags: *special, implementation

[Vladithur's solution](#)

482.

1316A

[Grade Allocation](#) · [Tutorial](#)

Quality: 19,646 global accepts · Rating: 800 · first AC: 2020-03-04 · PyPy 3 (first AC) · Tags: implementation

[Vladithur's solution](#)

483.

1271A

[Suits](#) · [Tutorial](#)

Quality: 15,676 global accepts · Rating: 800 · first AC: 2020-03-04 · PyPy 3 (first AC) · Tags: brute force, greedy, math

[Vladithur's solution](#)

484.

1305A

[Kuroni and the Gifts](#) · [Tutorial](#)

Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-03-03 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, greedy, sortings

[Vladithur's solution](#)

485.

1311A

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

Quality: 46,274 global accepts · Rating: 800 · first AC: 2020-02-29 · PyPy 3 (first AC) · Tags: greedy, implementation, math

[Vladithur's solution](#)

486.

1315A

[Dead Pixel](#) · [Tutorial](#)

Quality: 12,928 global accepts · Rating: 800 · first AC: 2020-02-23 · PyPy 3 (first AC) · Tags: implementation

[Vladithur's solution](#)

487.

1307A

[Cow and Haybales](#) · [Tutorial](#)

Quality: 15,627 global accepts · Rating: 800 · first AC: 2020-02-17 · PyPy 3 (first AC) · Tags: greedy, implementation

[Vladithur's solution](#)

488.

1304A

[Two Rabbits](#) · [Tutorial](#)

Quality: 26,793 global accepts · Rating: 800 · first AC: 2020-02-15 · PyPy 3 (first AC) · Tags: math

[Vladithur's solution](#)

489.

1301A

[Three Strings](#) · [Tutorial](#)

Quality: 20,113 global accepts · Rating: 800 · first AC: 2020-02-13 · PyPy 3 (first AC) · Tags: implementation, strings

[Vladithur's solution](#)

490.

1303A

[Erasing Zeroes](#) · [Tutorial](#)

Quality: 36,705 global accepts · Rating: 800 · first AC: 2020-02-12 · PyPy 3 (first AC) · Tags: implementation, strings

[Vladithur's solution](#)

491.

1300A

[Non-zero](#) · [Tutorial](#)

Quality: 21,666 global accepts · Rating: 800 · first AC: 2020-02-09 · PyPy 3 (first AC) · Tags: implementation, math

[Vladithur's solution](#)

492.

1296A

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

Quality: 48,348 global accepts · Rating: 800 · first AC: 2020-02-04 · PyPy 3 (first AC) · Tags: math

[Vladithur's solution](#)

493.

1281A

[Suffix Three](#) · [Tutorial](#)

Quality: 18,928 global accepts · Rating: 800 · first AC: 2020-02-04 · PyPy 3 (first AC) · Tags: implementation

[Vladithur's solution](#)

494.

1283A

[Minutes Before the New Year](#) · [Tutorial](#)

Quality: 61,303 global accepts · Rating: 800 · first AC: 2020-02-03 · PyPy 3 (first AC) · Tags: math

[Vladithur's solution](#)

495.

1294A

[Collecting Coins](#) · [Tutorial](#)

Quality: 53,441 global accepts · Rating: 800 · first AC: 2020-01-25 · PyPy 3 (first AC) · Tags: math

[Vladithur's solution](#)

496.

1285A

[Mezo Playing Zoma](#) · [Tutorial](#)

Quality: 29,891 global accepts · Rating: 800 · first AC: 2020-01-10 · PyPy 3 (first AC) · Tags: math

[Vladithur's solution](#)

497.

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-09 · PyPy 3 (first AC) · Tags: implementation, strings

[Vladithur's solution](#)

498.

1287A

[Angry Students](#) · [Tutorial](#)

Quality: 22,460 global accepts · Rating: 800 · first AC: 2020-01-05 · PyPy 3 (first AC) · Tags: greedy, implementation

[Vladithur's solution](#)

499.

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,816 global accepts · Rating: 800 · first AC: 2019-12-31 · PyPy 3 (first AC) · Tags: games, greedy, math

[Vladithur's solution](#)

500.

1269A

[Equation](#) · [Tutorial](#)

Quality: 24,103 global accepts · Rating: 800 · first AC: 2019-12-26 · PyPy 3 (first AC) · Tags: brute force, math

[Vladithur's solution](#)

501.

1257A

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

Quality: 21,663 global accepts · Rating: 800 · first AC: 2019-11-23 · PyPy 3 (first AC) · Tags: greedy, math

[Vladithur's solution](#)

502.

1255A

[Changing Volume](#) · [Tutorial](#)

Quality: 17,987 global accepts · Rating: 800 · first AC: 2019-11-19 · PyPy 3 (first AC) · Tags: math

[Vladithur's solution](#)

503.

1223A

[CME](#) · [Tutorial](#)

Quality: 22,287 global accepts · Rating: 800 · first AC: 2019-10-06 · Python 3 (first AC) · Tags: math

[Vladithur's solution](#)

504.

1972B

[Coin Games](#) · [Tutorial](#)

Quality: 25,385 global accepts · Rating: 900 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: games

[Vladithur's solution](#)

505.

1927B

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

Quality: 38,139 global accepts · Rating: 900 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Vladithur's solution](#)

506.

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,395 global accepts · Rating: 900 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Vladithur's solution](#)

507.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,424 global accepts · Rating: 900 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings, two pointers

[Vladithur's solution](#)

508.

1869A

[Make It Zero](#) · [Tutorial](#)

Quality: 40,078 global accepts · Rating: 900 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Vladithur's solution](#)

509.

1850D

[Balanced Round](#) · [Tutorial](#)

Quality: 60,830 global accepts · Rating: 900 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[Vladithur's solution](#)

510.

1837B

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

Quality: 50,116 global accepts · Rating: 900 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Vladithur's solution](#)

511.

1771A

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

Quality: 25,303 global accepts · Rating: 900 · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings

[Vladithur's solution](#)

512.

1735B

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

Quality: 19,319 global accepts · Rating: 900 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Vladithur's solution](#)

513.

1617B

[GCD Problem](#) · [Tutorial](#)

Quality: 26,836 global accepts · Rating: 900 · first AC: 2021-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Vladithur's solution](#)

514.

1609A

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

Quality: 18,896 global accepts · Rating: 900 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, number theory

[Vladithur's solution](#)

515.

1610A

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

Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: math

[Vladithur's solution](#)

516.

1584C

[Two Arrays](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 900 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[Vladithur's solution](#)

517.

1559B

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

Quality: 24,137 global accepts · Rating: 900 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Vladithur's solution](#)

518.

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,596 global accepts · Rating: 900 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[Vladithur's solution](#)

519.

1555A

[PizzaForces](#) · [Tutorial](#)

Quality: 30,346 global accepts · Rating: 900 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[Vladithur's solution](#)

520.

1543B

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

Quality: 24,479 global accepts · Rating: 900 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math

[Vladithur's solution](#)

521.

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,965 global accepts · Rating: 900 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[Vladithur's solution](#)

522.

1267B

[Balls of Buma](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 900 · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Vladithur's solution](#)

523.

1089L

[Lazyland](#) · [Tutorial](#)

Quality: 4,717 global accepts · Rating: 900 · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Vladithur's solution](#)

524.

412A

[Poster](#) · [Tutorial](#)

Quality: 4,965 global accepts · Rating: 900 · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Vladithur's solution](#)

525.

299B

[Ksusha the Squirrel](#) · [Tutorial](#)

Quality: 6,441 global accepts · Rating: 900 · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Vladithur's solution](#)

526.

45A

[Codecraft III](#) · [Tutorial](#)

Quality: 8,111 global accepts · Rating: 900 · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

527.

1057A

[Bmail Computer Network](#) · [Tutorial](#)

Quality: 7,470 global accepts · Rating: 900 · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: *special, dfs and similar, trees

[Vladithur's solution](#)

528.

412B

[Network Configuration](#) · [Tutorial](#)

Quality: 6,357 global accepts · Rating: 900 · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[Vladithur's solution](#)

529.

48A

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

Quality: 7,292 global accepts · Rating: 900 · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation, schedules

[Vladithur's solution](#)

530.

10A

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

Quality: 8,347 global accepts · Rating: 900 · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

531.

267A

[Subtractions](#) · [Tutorial](#)

Quality: 9,561 global accepts · Rating: 900 · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Vladithur's solution](#)

532.

52A

[123-sequence](#) · [Tutorial](#)

Quality: 10,581 global accepts · Rating: 900 · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

533.

44A

[Indian Summer](#) · [Tutorial](#)

Quality: 17,495 global accepts · Rating: 900 · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

534.

847G

[University Classes](#) · [Tutorial](#)

Quality: 7,648 global accepts · Rating: 900 · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

535.

793A

[Oleg and shares](#) · [Tutorial](#)

Quality: 8,016 global accepts · Rating: 900 · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Vladithur's solution](#)

536.

137A

[Postcards and photos](#) · [Tutorial](#)

Quality: 7,839 global accepts · Rating: 900 · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

537.

1468N

[Waste Sorting](#) · [Tutorial](#)

Quality: 9,119 global accepts · Rating: 900 · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Vladithur's solution](#)

538.

1032A

[Kitchen Utensils](#) · [Tutorial](#)

Quality: 7,336 global accepts · Rating: 900 · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Vladithur's solution](#)

539.

729A

[Interview with Oleg](#) · [Tutorial](#)

Quality: 8,096 global accepts · Rating: 900 · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Vladithur's solution](#)

540.

244A

[Dividing Orange](#) · [Tutorial](#)

Quality: 8,566 global accepts · Rating: 900 · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

541.

424A

[Squats](#) · [Tutorial](#)

Quality: 9,187 global accepts · Rating: 900 · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

542.

653A

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

Quality: 9,182 global accepts · Rating: 900 · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, sortings

[Vladithur's solution](#)

543.

194A

[Exams](#) · [Tutorial](#)

Quality: 10,915 global accepts · Rating: 900 · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Vladithur's solution](#)

544.

747B

[Mammoth's Genome Decoding](#) · [Tutorial](#)

Quality: 9,641 global accepts · Rating: 900 · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Vladithur's solution](#)

545.

868A

[Bark to Unlock](#) · [Tutorial](#)

Quality: 9,955 global accepts · Rating: 900 · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[Vladithur's solution](#)

546.

622B

[The Time](#) · [Tutorial](#)

Quality: 10,960 global accepts · Rating: 900 · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

547.

808A

[Lucky Year](#) · [Tutorial](#)

Quality: 11,004 global accepts · Rating: 900 · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

548.

376A

[Lever](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 900 · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Vladithur's solution](#)

549.

246A

[Buggy Sorting](#) · [Tutorial](#)

Quality: 10,228 global accepts · Rating: 900 · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Vladithur's solution](#)

550.

415A

[Mashmokh and Lights](#) · [Tutorial](#)

Quality: 9,591 global accepts · Rating: 900 · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

551.

11A

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

Quality: 15,496 global accepts · Rating: 900 · first AC: 2021-06-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math

[Vladithur's solution](#)

552.

1055A

[Metro](#) · [Tutorial](#)

Quality: 13,448 global accepts · Rating: 900 · first AC: 2021-06-29 · C++17 (GCC 9-64) (first AC) · Tags: graphs

[Vladithur's solution](#)

553.

263B

[Squares](#) · [Tutorial](#)

Quality: 9,782 global accepts · Rating: 900 · first AC: 2021-06-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[Vladithur's solution](#)

554.

616A

[Comparing Two Long Integers](#) · [Tutorial](#)

Quality: 10,832 global accepts · Rating: 900 · first AC: 2021-06-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Vladithur's solution](#)

555.

94A

[Restoring Password](#) · [Tutorial](#)

Quality: 12,268 global accepts · Rating: 900 · first AC: 2021-06-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Vladithur's solution](#)

556.

820A

[Mister B and Book Reading](#) · [Tutorial](#)

Quality: 8,567 global accepts · Rating: 900 · first AC: 2021-06-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

557.

765A

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

Quality: 9,560 global accepts · Rating: 900 · first AC: 2021-06-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Vladithur's solution](#)

558.

981A

[Antipalindrome](#) · [Tutorial](#)

Quality: 10,330 global accepts · Rating: 900 · first AC: 2021-06-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[Vladithur's solution](#)

559.

975A

[Aramic script](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 900 · first AC: 2021-06-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Vladithur's solution](#)

560.

387A

[George and Sleep](#) · [Tutorial](#)

Quality: 10,544 global accepts · Rating: 900 · first AC: 2021-06-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

561.

834A

[The Useless Toy](#) · [Tutorial](#)

Quality: 9,100 global accepts · Rating: 900 · first AC: 2021-06-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

562.

863A

[Quasi-palindrome](#) · [Tutorial](#)

Quality: 10,932 global accepts · Rating: 900 · first AC: 2021-06-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Vladithur's solution](#)

563.

810A

[Straight <<A>>](#) · [Tutorial](#)

Quality: 9,278 global accepts · Rating: 900 · first AC: 2021-06-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Vladithur's solution](#)

564.

916A

[Jamie and Alarm Snooze](#) · [Tutorial](#)

Quality: 9,556 global accepts · Rating: 900 · first AC: 2021-06-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[Vladithur's solution](#)

565.

631A

[Interview](#) · [Tutorial](#)

Quality: 9,751 global accepts · Rating: 900 · first AC: 2021-06-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Vladithur's solution](#)

566.

63A

[Sinking Ship](#) · [Tutorial](#)

Quality: 13,426 global accepts · Rating: 900 · first AC: 2021-06-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings, strings

[Vladithur's solution](#)

567.

549A

[Face Detection](#) · [Tutorial](#)

Quality: 10,157 global accepts · Rating: 900 · first AC: 2021-06-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Vladithur's solution](#)

568.

373A

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

Quality: 11,466 global accepts · Rating: 900 · first AC: 2021-06-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

569.

586A

[Alena's Schedule](#) · [Tutorial](#)

Quality: 10,591 global accepts · Rating: 900 · first AC: 2021-06-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

570.

801B

[Valued Keys](#) · [Tutorial](#)

Quality: 11,219 global accepts · Rating: 900 · first AC: 2021-06-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Vladithur's solution](#)

571.

879A

[Borya's Diagnosis](#) · [Tutorial](#)

Quality: 9,575 global accepts · Rating: 900 · first AC: 2021-06-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

572.

876A

[Trip For Meal](#) · [Tutorial](#)

Quality: 10,022 global accepts · Rating: 900 · first AC: 2021-06-28 · C++17 (GCC 9-64) (first AC) · Tags: math

[Vladithur's solution](#)

573.

168A

[Wizards and Demonstration](#) · [Tutorial](#)

Quality: 11,506 global accepts · Rating: 900 · first AC: 2021-06-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Vladithur's solution](#)

574.

408A

[Line to Cashier](#) · [Tutorial](#)

Quality: 11,984 global accepts · Rating: 900 · first AC: 2021-06-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

575.

893A

[Chess For Three](#) · [Tutorial](#)

Quality: 11,055 global accepts · Rating: 900 · first AC: 2021-06-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

576.

961A

[Tetris](#) · [Tutorial](#)

Quality: 10,854 global accepts · Rating: 900 · first AC: 2021-06-27 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

577.

465A

[inc ARG](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 900 · first AC: 2021-06-27 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

578.

745A

[Hongcow Learns the Cyclic Shift](#) · [Tutorial](#)

Quality: 10,988 global accepts · Rating: 900 · first AC: 2021-06-27 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Vladithur's solution](#)

579.

989A

[A Blend of Springtime](#) · [Tutorial](#)

Quality: 11,161 global accepts · Rating: 900 · first AC: 2021-06-27 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Vladithur's solution](#)

580.

369A

[Valera and Plates](#) · [Tutorial](#)

Quality: 12,220 global accepts · Rating: 900 · first AC: 2021-06-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Vladithur's solution](#)

581.

870A

[Search for Pretty Integers](#) · [Tutorial](#)

Quality: 10,787 global accepts · Rating: 900 · first AC: 2021-06-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Vladithur's solution](#)

582.

215A

[Bicycle Chain](#) · [Tutorial](#)

Quality: 16,160 global accepts · Rating: 900 · first AC: 2021-06-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Vladithur's solution](#)

583.

814A

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

Quality: 11,046 global accepts · Rating: 900 · first AC: 2021-06-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Vladithur's solution](#)

584.

1150B

[Tiling Challenge](#) · [Tutorial](#)

Quality: 11,851 global accepts · Rating: 900 · first AC: 2021-06-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Vladithur's solution](#)

585.

980A

[Links and Pearls](#) · [Tutorial](#)

Quality: 10,952 global accepts · Rating: 900 · first AC: 2021-06-27 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Vladithur's solution](#)

586.

776A

[A Serial Killer](#) · [Tutorial](#)

Quality: 12,886 global accepts · Rating: 900 · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[Vladithur's solution](#)

587.

935B

[Fafa and the Gates](#) · [Tutorial](#)

Quality: 12,418 global accepts · Rating: 900 · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

588.

16B

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

Quality: 20,771 global accepts · Rating: 900 · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[Vladithur's solution](#)

589.

1004A

[Sonya and Hotels](#) · [Tutorial](#)

Quality: 11,858 global accepts · Rating: 900 · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

590.

1080B

[Margarite and the best present](#) · [Tutorial](#)

Quality: 12,643 global accepts · Rating: 900 · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: math

[Vladithur's solution](#)

591.

991B

[Getting an A](#) · [Tutorial](#)

Quality: 13,733 global accepts · Rating: 900 · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[Vladithur's solution](#)

592.

764B

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

Quality: 12,677 global accepts · Rating: 900 · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[Vladithur's solution](#)

593.

1169A

[Circle Metro](#) · [Tutorial](#)

Quality: 12,695 global accepts · Rating: 900 · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Vladithur's solution](#)

594.

545A

[Toy Cars](#) · [Tutorial](#)

Quality: 12,152 global accepts · Rating: 900 · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

595.

948A

[Protect Sheep](#) · [Tutorial](#)

Quality: 15,320 global accepts · Rating: 900 · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Vladithur's solution](#)

596.

1132B

[Discounts](#) · [Tutorial](#)

Quality: 14,009 global accepts · Rating: 900 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[Vladithur's solution](#)

597.

1011A

[Stages](#) · [Tutorial](#)

Quality: 13,265 global accepts · Rating: 900 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[Vladithur's solution](#)

598.

1163A

[Eating Soup](#) · [Tutorial](#)

Quality: 13,864 global accepts · Rating: 900 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Vladithur's solution](#)

599.

1107A

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

Quality: 12,774 global accepts · Rating: 900 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[Vladithur's solution](#)

600.

611A

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

Quality: 12,180 global accepts · Rating: 900 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

601.

918B

[Radio Station](#) · [Tutorial](#)

Quality: 19,881 global accepts · Rating: 900 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Vladithur's solution](#)

602.

892A

[Greedy](#) · [Tutorial](#)

Quality: 14,944 global accepts · Rating: 900 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Vladithur's solution](#)

603.

84A

[Toy Army](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 900 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Vladithur's solution](#)

604.

554A

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

Quality: 14,492 global accepts · Rating: 900 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, strings

[Vladithur's solution](#)

605.

1025A

[Doggo Recoloring](#) · [Tutorial](#)

Quality: 16,527 global accepts · Rating: 900 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[Vladithur's solution](#)

606.

591A

[Wizards' Duel](#) · [Tutorial](#)

Quality: 17,284 global accepts · Rating: 900 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Vladithur's solution](#)

607.

841A

[Generous Kefa](#) · [Tutorial](#)

Quality: 14,049 global accepts · Rating: 900 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Vladithur's solution](#)

608.

914A

[Perfect Squares](#) · [Tutorial](#)

Quality: 15,724 global accepts · Rating: 900 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[Vladithur's solution](#)

609.

697A

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

Quality: 13,352 global accepts · Rating: 900 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Vladithur's solution](#)

610.

1008A

[Romaji](#) · [Tutorial](#)

Quality: 16,361 global accepts · Rating: 900 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Vladithur's solution](#)

611.

152A

[Marks](#) · [Tutorial](#)

Quality: 18,619 global accepts · Rating: 900 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

612.

903A

[Hungry Student Problem](#) · [Tutorial](#)

Quality: 15,517 global accepts · Rating: 900 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Vladithur's solution](#)

613.

915A

[Garden](#) · [Tutorial](#)

Quality: 16,021 global accepts · Rating: 900 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

614.

807A

[Is it rated?](#) · [Tutorial](#)

Quality: 23,249 global accepts · Rating: 900 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[Vladithur's solution](#)

615.

1501B

[Napoleon Cake](#) · [Tutorial](#)

Quality: 21,078 global accepts · Rating: 900 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, sortings

[Vladithur's solution](#)

616.

1106C

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

Quality: 15,913 global accepts · Rating: 900 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, sortings

[Vladithur's solution](#)

617.

1197A

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

Quality: 14,036 global accepts · Rating: 900 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[Vladithur's solution](#)

618.

1016A

[Death Note](#) · [Tutorial](#)

Quality: 15,975 global accepts · Rating: 900 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[Vladithur's solution](#)

619.

839A

[Arya and Bran](#) · [Tutorial](#)

Quality: 14,928 global accepts · Rating: 900 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

620.

1201A

[Important Exam](#) · [Tutorial](#)

Quality: 17,033 global accepts · Rating: 900 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Vladithur's solution](#)

621.

1093B

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

Quality: 17,704 global accepts · Rating: 900 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Vladithur's solution](#)

622.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,028 global accepts · Rating: 900 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: math

[Vladithur's solution](#)

623.

496A

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

Quality: 17,173 global accepts · Rating: 900 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[Vladithur's solution](#)

624.

1187A

[Stickers and Toys](#) · [Tutorial](#)

Quality: 15,546 global accepts · Rating: 900 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: math

[Vladithur's solution](#)

625.

670A

[Holidays](#) · [Tutorial](#)

Quality: 18,635 global accepts · Rating: 900 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Vladithur's solution](#)

626.

999B

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

Quality: 19,432 global accepts · Rating: 900 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

627.

1445B

[Elimination](#) · [Tutorial](#)

Quality: 15,926 global accepts · Rating: 900 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Vladithur's solution](#)

628.

205A

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

Quality: 25,230 global accepts · Rating: 900 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Vladithur's solution](#)

629.

572A

[Arrays](#) · [Tutorial](#)

Quality: 18,461 global accepts · Rating: 900 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: sortings

[Vladithur's solution](#)

630.

1313A

[Fast Food Restaurant](#) · [Tutorial](#)

Quality: 16,232 global accepts · Rating: 900 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[Vladithur's solution](#)

631.

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: math

[Vladithur's solution](#)

632.

127A

[Wasted Time](#) · [Tutorial](#)

Quality: 12,591 global accepts · Rating: 900 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[Vladithur's solution](#)

633.

6A

[Triangle](#) · [Tutorial](#)

Quality: 22,849 global accepts · Rating: 900 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry

[Vladithur's solution](#)

634.

706A

[Beru-taxi](#) · [Tutorial](#)

Quality: 15,345 global accepts · Rating: 900 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, implementation

[Vladithur's solution](#)

635.

1144B

[Parity Alternated Deletions](#) · [Tutorial](#)

Quality: 18,338 global accepts · Rating: 900 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[Vladithur's solution](#)

636.

1047B

[Cover Points](#) · [Tutorial](#)

Quality: 18,779 global accepts · Rating: 900 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

[Vladithur's solution](#)

637.

1440B

[Sum of Medians](#) · [Tutorial](#)

Quality: 30,342 global accepts · Rating: 900 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Vladithur's solution](#)

638.

1175A

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

Quality: 19,767 global accepts · Rating: 900 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Vladithur's solution](#)

639.

129A

[Cookies](#) · [Tutorial](#)

Quality: 25,210 global accepts · Rating: 900 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

640.

1113A

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

Quality: 18,318 global accepts · Rating: 900 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[Vladithur's solution](#)

641.

1505A

[Is it rated - 2](#) · [Tutorial](#)

Quality: 16,090 global accepts · Rating: 900 · first AC: 2021-06-23 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation, interactive

[Vladithur's solution](#)

642.

1279A

[New Year Garland](#) · [Tutorial](#)

Quality: 17,814 global accepts · Rating: 900 · first AC: 2021-06-23 · C++17 (GCC 9-64) (first AC) · Tags: math

[Vladithur's solution](#)

643.

1216B

[Shooting](#) · [Tutorial](#)

Quality: 19,680 global accepts · Rating: 900 · first AC: 2021-06-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[Vladithur's solution](#)

644.

1005B

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

Quality: 27,389 global accepts · Rating: 900 · first AC: 2021-06-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[Vladithur's solution](#)

645.

26A

[Almost Prime](#) · [Tutorial](#)

Quality: 42,776 global accepts · Rating: 900 · first AC: 2021-06-22 · C++17 (GCC 9-64) (first AC) · Tags: number theory

[Vladithur's solution](#)

646.

1204B

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

Quality: 18,329 global accepts · Rating: 900 · first AC: 2021-06-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Vladithur's solution](#)

647.

199A

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

Quality: 30,293 global accepts · Rating: 900 · first AC: 2021-06-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, number theory

[Vladithur's solution](#)

648.

1183B

[Equalize Prices](#) · [Tutorial](#)

Quality: 19,697 global accepts · Rating: 900 · first AC: 2021-06-22 · C++17 (GCC 9-64) (first AC) · Tags: math

[Vladithur's solution](#)

649.

1095B

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

Quality: 24,340 global accepts · Rating: 900 · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

650.

1496A

[Split it!](#) · [Tutorial](#)

Quality: 22,245 global accepts · Rating: 900 · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[Vladithur's solution](#)

651.

621A

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

Quality: 22,678 global accepts · Rating: 900 · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

652.

501A

[Contest](#) · [Tutorial](#)

Quality: 24,289 global accepts · Rating: 900 · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

653.

275A

[Lights Out](#) · [Tutorial](#)

Quality: 36,472 global accepts · Rating: 900 · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

654.

913A

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

Quality: 24,180 global accepts · Rating: 900 · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Vladithur's solution](#)

655.

746B

[Decoding](#) · [Tutorial](#)

Quality: 31,891 global accepts · Rating: 900 · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Vladithur's solution](#)

656.

519A

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

Quality: 20,130 global accepts · Rating: 900 · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

657.

768A

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

Quality: 30,845 global accepts · Rating: 900 · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[Vladithur's solution](#)

658.

1272A

[Three Friends](#) · [Tutorial](#)

Quality: 22,075 global accepts · Rating: 900 · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, sortings

[Vladithur's solution](#)

659.

1141B

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

Quality: 23,080 global accepts · Rating: 900 · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

660.

709A

[Juicer](#) · [Tutorial](#)

Quality: 37,969 global accepts · Rating: 900 · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

661.

598A

[Tricky Sum](#) · [Tutorial](#)

Quality: 32,221 global accepts · Rating: 900 · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: math

[Vladithur's solution](#)

662.

1426B

[Symmetric Matrix](#) · [Tutorial](#)

Quality: 21,803 global accepts · Rating: 900 · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

663.

276A

[Lunch Rush](#) · [Tutorial](#)

Quality: 30,066 global accepts · Rating: 900 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

664.

1420A

[Cubes Sorting](#) · [Tutorial](#)

Quality: 25,206 global accepts · Rating: 900 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings

[Vladithur's solution](#)

665.

1537B

[Bad Boy](#) · [Tutorial](#)

Quality: 42,320 global accepts · Rating: 900 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Vladithur's solution](#)

666.

1166A

[Silent Classroom](#) · [Tutorial](#)

Quality: 15,077 global accepts · Rating: 900 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy

[Vladithur's solution](#)

667.

1471A

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

Quality: 38,217 global accepts · Rating: 900 · first AC: 2021-06-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[Vladithur's solution](#)

668.

1213A

[Chips Moving](#) · [Tutorial](#)

Quality: 25,604 global accepts · Rating: 900 · first AC: 2021-06-17 · C++17 (GCC 9-64) (first AC) · Tags: math

[Vladithur's solution](#)

669.

439A

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

Quality: 26,623 global accepts · Rating: 900 · first AC: 2021-06-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Vladithur's solution](#)

670.

588A

[Duff and Meat](#) · [Tutorial](#)

Quality: 24,260 global accepts · Rating: 900 · first AC: 2021-06-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Vladithur's solution](#)

671.

1206B

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

Quality: 29,512 global accepts · Rating: 900 · first AC: 2021-06-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[Vladithur's solution](#)

672.

320A

[Magic Numbers](#) · [Tutorial](#)

Quality: 45,425 global accepts · Rating: 900 · first AC: 2021-06-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[Vladithur's solution](#)

673.

567A

[Lineland Mail](#) · [Tutorial](#)

Quality: 35,977 global accepts · Rating: 900 · first AC: 2021-06-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Vladithur's solution](#)

674.

1433C

[Dominant Piranha](#) · [Tutorial](#)

Quality: 28,607 global accepts · Rating: 900 · first AC: 2021-06-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Vladithur's solution](#)

675.

1462C

[Unique Number](#) · [Tutorial](#)

Quality: 36,450 global accepts · Rating: 900 · first AC: 2021-06-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[Vladithur's solution](#)

676.

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,794 global accepts · Rating: 900 · first AC: 2021-06-17 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Vladithur's solution](#)

677.

115A

[Party](#) · [Tutorial](#)

Quality: 43,363 global accepts · Rating: 900 · first AC: 2021-06-17 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees

[Vladithur's solution](#)

678.

149A

[Business trip](#) · [Tutorial](#)

Quality: 45,991 global accepts · Rating: 900 · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[Vladithur's solution](#)

679.

34B

[Sale](#) · [Tutorial](#)

Quality: 66,031 global accepts · Rating: 900 · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[Vladithur's solution](#)

680.

474A

[Keyboard](#) · [Tutorial](#)

Quality: 54,706 global accepts · Rating: 900 · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

681.

556A

[Case of the Zeros and Ones](#) · [Tutorial](#)

Quality: 46,394 global accepts · Rating: 900 · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Vladithur's solution](#)

682.

1475B

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

Quality: 57,262 global accepts · Rating: 900 · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math

[Vladithur's solution](#)

683.

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,845 global accepts · Rating: 900 · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Vladithur's solution](#)

684.

1374B

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

Quality: 71,593 global accepts · Rating: 900 · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: math

[Vladithur's solution](#)

685.

460A

[Vasya and Socks](#) · [Tutorial](#)

Quality: 52,027 global accepts · Rating: 900 · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[Vladithur's solution](#)

686.

313A

[Ilya and Bank Account](#) · [Tutorial](#)

Quality: 65,048 global accepts · Rating: 900 · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation, number theory

[Vladithur's solution](#)

687.

451A

[Game With Sticks](#) · [Tutorial](#)

Quality: 75,701 global accepts · Rating: 900 · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

688.

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,919 global accepts · Rating: 900 · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Vladithur's solution](#)

689.

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,078 global accepts · Rating: 900 · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: strings

[Vladithur's solution](#)

690.

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,496 global accepts · Rating: 900 · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[Vladithur's solution](#)

691.

580A

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

Quality: 104,704 global accepts · Rating: 900 · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation

[Vladithur's solution](#)

692.

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,131 global accepts · Rating: 900 · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: math

[Vladithur's solution](#)

693.

133A

[HQ9+](#) · [Tutorial](#)

Quality: 125,022 global accepts · Rating: 900 · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

694.

160A

[Twins](#) · [Tutorial](#)

Quality: 143,757 global accepts · Rating: 900 · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[Vladithur's solution](#)

695.

96A

[Football](#) · [Tutorial](#)

Quality: 193,673 global accepts · Rating: 900 · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Vladithur's solution](#)

696.

1488A

[From Zero To Y](#) · [Tutorial](#)

Quality: 1,791 global accepts · Rating: 900 · first AC: 2021-06-12 · Kotlin 1.4 (first AC) · Tags: *special, math

[Vladithur's solution](#)

697.

1535B

[Array Reodering](#) · [Tutorial](#)

Quality: 34,204 global accepts · Rating: 900 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory, sortings

[Vladithur's solution](#)

698.

1525B

[Permutation Sort](#) · [Tutorial](#)

Quality: 26,660 global accepts · Rating: 900 · first AC: 2021-05-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Vladithur's solution](#)

699.

1480B

[The Great Hero](#) · [Tutorial](#)

Quality: 17,932 global accepts · Rating: 900 · first AC: 2021-03-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[Vladithur's solution](#)

700.

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,813 global accepts · Rating: 900 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, implementation

[Vladithur's solution](#)

701.

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Vladithur's solution](#)

702.

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,319 global accepts · Rating: 900 · first AC: 2021-01-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Vladithur's solution](#)

703.

1451B

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

Quality: 20,213 global accepts · Rating: 900 · first AC: 2020-11-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings

[Vladithur's solution](#)

704.

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,725 global accepts · Rating: 900 · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Vladithur's solution](#)

705.

1430A

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

Quality: 21,755 global accepts · Rating: 900 · first AC: 2020-10-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

[Vladithur's solution](#)

706.

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,033 global accepts · Rating: 900 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings

[Vladithur's solution](#)

707.

1419A

[Digit Game](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 900 · first AC: 2020-09-23 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, implementation

[Vladithur's solution](#)

708.

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,998 global accepts · Rating: 900 · first AC: 2020-09-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[Vladithur's solution](#)

709.

1401A

[Distance and Axis](#) · [Tutorial](#)

Quality: 28,637 global accepts · Rating: 900 · first AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Vladithur's solution](#)

710.

1380A

[Three Indices](#) · [Tutorial](#)

Quality: 40,081 global accepts · Rating: 900 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[Vladithur's solution](#)

711.

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,691 global accepts · Rating: 900 · first AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: games

[Vladithur's solution](#)

712.

1138A

[Sushi for Two](#) · [Tutorial](#)

Quality: 22,078 global accepts · Rating: 900 · first AC: 2020-05-23 · PyPy 3 (first AC) · Tags: binary search, greedy, implementation

[Vladithur's solution](#)

713.

1354A

[Alarm Clock](#) · [Tutorial](#)

Quality: 24,891 global accepts · Rating: 900 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[Vladithur's solution](#)

714.

1350A

[Orac and Factors](#) · [Tutorial](#)

Quality: 27,382 global accepts · Rating: 900 · first AC: 2020-05-12 · PyPy 3 (first AC) · Tags: math

[Vladithur's solution](#)

715.

1351B

[Square?](#) · [Tutorial](#)

Quality: 18,539 global accepts · Rating: 900 · first AC: 2020-05-07 · PyPy 3 (first AC) · Tags: brute force, implementation, math

[Vladithur's solution](#)

716.

1248B

[Grow The Tree](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2020-04-24 · PyPy 3 (first AC) · Tags: greedy, math, sortings

[Vladithur's solution](#)

717.

1341A

[Nastya and Rice](#) · [Tutorial](#)

Quality: 30,431 global accepts · Rating: 900 · first AC: 2020-04-23 · PyPy 3 (first AC) · Tags: math

[Vladithur's solution](#)

718.

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,397 global accepts · Rating: 900 · first AC: 2020-04-21 · PyPy 3 (first AC) · Tags: brute force, math

[Vladithur's solution](#)

719.

1337B

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

Quality: 36,867 global accepts · Rating: 900 · first AC: 2020-04-15 · PyPy 3 (first AC) · Tags: greedy, implementation, math

[Vladithur's solution](#)

720.

1339A

[Filling Diamonds](#) · [Tutorial](#)

Quality: 34,212 global accepts · Rating: 900 · first AC: 2020-04-15 · PyPy 3 (first AC) · Tags: brute force, dp, implementation, math

[Vladithur's solution](#)

721.

1335B

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

Quality: 42,600 global accepts · Rating: 900 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Vladithur's solution](#)

722.

1330A

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

Quality: 19,461 global accepts · Rating: 900 · first AC: 2020-04-03 · PyPy 3 (first AC) · Tags: implementation

[Vladithur's solution](#)

723.

1238A

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

Quality: 28,066 global accepts · Rating: 900 · first AC: 2020-03-20 · PyPy 3 (first AC) · Tags: math, number theory

[Vladithur's solution](#)

724.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,274 global accepts · Rating: 900 · first AC: 2020-03-19 · PyPy 3 (first AC) · Tags: implementation, math

[Vladithur's solution](#)

725.

1324A

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

Quality: 27,314 global accepts · Rating: 900 · first AC: 2020-03-12 · last AC: 2020-03-14 · PyPy 3 (first AC) · Tags: implementation, number theory

[Vladithur's solution](#)

726.

1321A

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

Quality: 14,990 global accepts · Rating: 900 · first AC: 2020-03-01 · PyPy 3 (first AC) · Tags: greedy

[Vladithur's solution](#)

727.

1295A

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

Quality: 24,148 global accepts · Rating: 900 · first AC: 2020-02-26 · PyPy 3 (first AC) · Tags: greedy

[Vladithur's solution](#)

728.

1296B

[Food Buying](#) · [Tutorial](#)

Quality: 32,696 global accepts · Rating: 900 · first AC: 2020-02-04 · PyPy 3 (first AC) · Tags: math

[Vladithur's solution](#)

729.

1283B

[Candies Division](#) · [Tutorial](#)

Quality: 23,085 global accepts · Rating: 900 · first AC: 2020-02-03 · PyPy 3 (first AC) · Tags: math

[Vladithur's solution](#)

730.

1291A

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

Quality: 20,685 global accepts · Rating: 900 · first AC: 2020-02-02 · PyPy 3 (first AC) · Tags: greedy, math, strings

[Vladithur's solution](#)

731.

1282A

[Temporarily unavailable](#) · [Tutorial](#)

Quality: 15,502 global accepts · Rating: 900 · first AC: 2019-12-24 · PyPy 3 (first AC) · Tags: implementation, math

[Vladithur's solution](#)

732.

1225A

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

Quality: 16,624 global accepts · Rating: 900 · first AC: 2019-10-26 · Python 3 (first AC) · Tags: math

[Vladithur's solution](#)

733.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,286 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Vladithur's solution](#)

734.

1927C

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

Quality: 31,570 global accepts · Rating: 1000 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Vladithur's solution](#)

735.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,914 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Vladithur's solution](#)

736.

1844B

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

Quality: 20,248 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Vladithur's solution](#)

737.

1837C

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

Quality: 24,578 global accepts · Rating: 1000 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Vladithur's solution](#)

738.

1781B

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

Quality: 14,759 global accepts · Rating: 1000 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[Vladithur's solution](#)

739.

1769B1

[A = 1068D > C\\$0CÔ8CR DC 9C'>C" •](#)

Quality: 1,602 global accepts · Rating: 1000 · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, implementation, math

[Vladithur's solution](#)

740.

1713B

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

Quality: 22,690 global accepts · Rating: 1000 · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[Vladithur's solution](#)

741.

103433M

[The Pleasant Walk](#) · [Tutorial](#)

Rating: 1000 · first AC: 2021-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Vladithur's solution](#)

742.

1584B

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

Quality: 14,352 global accepts · Rating: 1000 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Vladithur's solution](#)

743.

777A

[Shell Game](#) · [Tutorial](#)

Quality: 10,884 global accepts · Rating: 1000 · first AC: 2021-09-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math

[Vladithur's solution](#)

744.

893B

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

Quality: 12,665 global accepts · Rating: 1000 · first AC: 2021-09-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Vladithur's solution](#)

745.

435A

[Queue on Bus Stop](#) · [Tutorial](#)

Quality: 11,092 global accepts · Rating: 1000 · first AC: 2021-09-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

746.

727A

[Transformation: from A to B](#) · [Tutorial](#)

Quality: 18,025 global accepts · Rating: 1000 · first AC: 2021-09-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, math

[Vladithur's solution](#)

747.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,037 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Vladithur's solution](#)

748.

1023B

[Pair of Toys](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1000 · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: math

[Vladithur's solution](#)

749.

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,863 global accepts · Rating: 1000 · first AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Vladithur's solution](#)

750.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,946 global accepts · Rating: 1000 · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy

[Vladithur's solution](#)

751.

122B

[Lucky Substring](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1000 · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Vladithur's solution](#)

752.

670B

[Game of Robots](#) · [Tutorial](#)

Quality: 11,989 global accepts · Rating: 1000 · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

753.

864A

[Fair Game](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1000 · first AC: 2021-08-31 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[Vladithur's solution](#)

754.

1562B

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

Quality: 20,544 global accepts · Rating: 1000 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[Vladithur's solution](#)

755.

1153A

[Serval and Bus](#) · [Tutorial](#)

Quality: 12,106 global accepts · Rating: 1000 · first AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[Vladithur's solution](#)

756.

221A

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

Quality: 16,804 global accepts · Rating: 1000 · first AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Vladithur's solution](#)

757.

17A

[Noldbach problem](#) · [Tutorial](#)

Quality: 21,405 global accepts · Rating: 1000 · first AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[Vladithur's solution](#)

758.

1117B

[Emotes](#) · [Tutorial](#)

Quality: 15,738 global accepts · Rating: 1000 · first AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[Vladithur's solution](#)

759.

1215A

[Yellow Cards](#) · [Tutorial](#)

Quality: 12,185 global accepts · Rating: 1000 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[Vladithur's solution](#)

760.

1155A

[Reverse a Substring](#) · [Tutorial](#)

Quality: 25,982 global accepts · Rating: 1000 · first AC: 2021-07-26 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings, strings

[Vladithur's solution](#)

761.

1136B

[Nastya Is Playing Computer Games](#) · [Tutorial](#)

Quality: 12,275 global accepts · Rating: 1000 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Vladithur's solution](#)

762.

699A

[Launch of Collider](#) · [Tutorial](#)

Quality: 18,855 global accepts · Rating: 1000 · first AC: 2021-07-24 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

763.

1181A

[Chunga-Changa](#) · [Tutorial](#)

Quality: 14,794 global accepts · Rating: 1000 · first AC: 2021-07-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Vladithur's solution](#)

764.

114A

[Cifera](#) · [Tutorial](#)

Quality: 15,080 global accepts · Rating: 1000 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: math

[Vladithur's solution](#)

765.

1195A

[Drinks Choosing](#) · [Tutorial](#)

Quality: 14,200 global accepts · Rating: 1000 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Vladithur's solution](#)

766.

1088B

[Ehab and subtraction](#) · [Tutorial](#)

Quality: 13,587 global accepts · Rating: 1000 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[Vladithur's solution](#)

767.

583A

[Asphalting Roads](#) · [Tutorial](#)

Quality: 11,760 global accepts · Rating: 1000 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

768.

389A

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

Quality: 14,978 global accepts · Rating: 1000 · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Vladithur's solution](#)

769.

979A

[Pizza, Pizza, Pizza!!!](#) · [Tutorial](#)

Quality: 14,576 global accepts · Rating: 1000 · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: math

[Vladithur's solution](#)

770.

1140A

[Detective Book](#) · [Tutorial](#)

Quality: 12,808 global accepts · Rating: 1000 · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

771.

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,583 global accepts · Rating: 1000 · first AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Vladithur's solution](#)

772.

1107B

[Digital root](#) · [Tutorial](#)

Quality: 17,722 global accepts · Rating: 1000 · first AC: 2021-07-19 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Vladithur's solution](#)

773.

1041B

[Buying a TV Set](#) · [Tutorial](#)

Quality: 15,025 global accepts · Rating: 1000 · first AC: 2021-07-19 · C++17 (GCC 9-64) (first AC) · Tags: math

[Vladithur's solution](#)

774.

499A

[Watching a movie](#) · [Tutorial](#)

Quality: 14,719 global accepts · Rating: 1000 · first AC: 2021-07-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Vladithur's solution](#)

775.

1260A

[Heating](#) · [Tutorial](#)

Quality: 15,818 global accepts · Rating: 1000 · first AC: 2021-07-19 · C++17 (GCC 9-64) (first AC) · Tags: math

[Vladithur's solution](#)

776.

1139B

[Chocolates](#) · [Tutorial](#)

Quality: 19,395 global accepts · Rating: 1000 · first AC: 2021-07-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[Vladithur's solution](#)

777.

1266A

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

Quality: 17,515 global accepts · Rating: 1000 · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: chinese remainder theorem, math
[Vladithur's solution](#)

778.

1073A

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

Quality: 17,055 global accepts · Rating: 1000 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[Vladithur's solution](#)

779.

109A

[Lucky Sum of Digits](#) · [Tutorial](#)

Quality: 19,822 global accepts · Rating: 1000 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[Vladithur's solution](#)

780.

1550B

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

Quality: 28,554 global accepts · Rating: 1000 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[Vladithur's solution](#)

781.

1199A

[City Day](#) · [Tutorial](#)

Quality: 16,299 global accepts · Rating: 1000 · first AC: 2021-07-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[Vladithur's solution](#)

782.

1197B

[Pillars](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1000 · first AC: 2021-07-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[Vladithur's solution](#)

783.

1144C

[Two Shuffled Sequences](#) · [Tutorial](#)

Quality: 16,364 global accepts · Rating: 1000 · first AC: 2021-07-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings
[Vladithur's solution](#)

784.

1051B

[Relatively Prime Pairs](#) · [Tutorial](#)

Quality: 18,811 global accepts · Rating: 1000 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory
[Vladithur's solution](#)

785.

805B

[3-palindrome](#) · [Tutorial](#)

Quality: 18,761 global accepts · Rating: 1000 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[Vladithur's solution](#)

786.

1244B

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

Quality: 17,544 global accepts · Rating: 1000 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[Vladithur's solution](#)

787.

1027A

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

Quality: 18,809 global accepts · Rating: 1000 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[Vladithur's solution](#)

788.

1133A

[Middle of the Contest](#) · [Tutorial](#)

Quality: 19,707 global accepts · Rating: 1000 · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[Vladithur's solution](#)

789.

761A

[Dasha and Stairs](#) · [Tutorial](#)

Quality: 15,138 global accepts · Rating: 1000 · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math
[Vladithur's solution](#)

790.

1243B1

[Character Swap \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,360 global accepts · Rating: 1000 · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: strings
[Vladithur's solution](#)

791.

265B

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

Quality: 17,924 global accepts · Rating: 1000 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[Vladithur's solution](#)

792.

507A

[Amr and Music](#) · [Tutorial](#)

Quality: 21,742 global accepts · Rating: 1000 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings
[Vladithur's solution](#)

793.

385A

[Bear and Raspberry](#) · [Tutorial](#)

Quality: 17,326 global accepts · Rating: 1000 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation
[Vladithur's solution](#)

794.

1237A

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

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[Vladithur's solution](#)

795.

659A

[Round House](#) · [Tutorial](#)

Quality: 16,831 global accepts · Rating: 1000 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[Vladithur's solution](#)

796.

462A

[Appleman and Easy Task](#) · [Tutorial](#)

Quality: 17,867 global accepts · Rating: 1000 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[Vladithur's solution](#)

797.

3A

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

Quality: 22,148 global accepts · Rating: 1000 · first AC: 2021-07-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, shortest paths
[Vladithur's solution](#)

798.

1174A

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

Quality: 19,212 global accepts · Rating: 1000 · first AC: 2021-07-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Vladithur's solution](#)

799.

560A

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

Quality: 19,885 global accepts · Rating: 1000 · first AC: 2021-07-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[Vladithur's solution](#)

800.

1111A

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

Quality: 18,097 global accepts · Rating: 1000 · first AC: 2021-07-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Vladithur's solution](#)

801.

1101A

[Minimum Integer](#) · [Tutorial](#)

Quality: 18,814 global accepts · Rating: 1000 · first AC: 2021-07-08 · C++17 (GCC 9-64) (first AC) · Tags: math

[Vladithur's solution](#)

802.

805A

[Fake NP](#) · [Tutorial](#)

Quality: 19,173 global accepts · Rating: 1000 · first AC: 2021-07-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Vladithur's solution](#)

803.

672B

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

Quality: 18,533 global accepts · Rating: 1000 · first AC: 2021-07-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, strings

[Vladithur's solution](#)

804.

1447B

[Numbers Box](#) · [Tutorial](#)

Quality: 26,458 global accepts · Rating: 1000 · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Vladithur's solution](#)

805.

859B

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

Quality: 7,904 global accepts · Rating: 1000 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math

[Vladithur's solution](#)

806.

157B

[Trace](#) · [Tutorial](#)

Quality: 14,187 global accepts · Rating: 1000 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: geometry, sortings

[Vladithur's solution](#)

807.

1221A

[2048 Game](#) · [Tutorial](#)

Quality: 18,164 global accepts · Rating: 1000 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[Vladithur's solution](#)

808.

334A

[Candy Bags](#) · [Tutorial](#)

Quality: 20,023 global accepts · Rating: 1000 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

809.

272A

[Dima and Friends](#) · [Tutorial](#)

Quality: 27,680 global accepts · Rating: 1000 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Vladithur's solution](#)

810.

733A

[Grasshopper And the String](#) · [Tutorial](#)

Quality: 16,959 global accepts · Rating: 1000 · first AC: 2021-06-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

811.

1077B

[Disturbed People](#) · [Tutorial](#)

Quality: 20,437 global accepts · Rating: 1000 · first AC: 2021-06-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Vladithur's solution](#)

812.

1203A

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

Quality: 17,679 global accepts · Rating: 1000 · first AC: 2021-06-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

813.

1195B

[Sport Mafia](#) · [Tutorial](#)

Quality: 21,959 global accepts · Rating: 1000 · first AC: 2021-06-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math

[Vladithur's solution](#)

814.

441A

[Valera and Antique Items](#) · [Tutorial](#)

Quality: 19,293 global accepts · Rating: 1000 · first AC: 2021-06-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

815.

139A

[Petr and Book](#) · [Tutorial](#)

Quality: 37,511 global accepts · Rating: 1000 · first AC: 2021-06-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

816.

165A

[Supercentral Point](#) · [Tutorial](#)

Quality: 26,276 global accepts · Rating: 1000 · first AC: 2021-06-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

817.

798A

[Mike and palindrome](#) · [Tutorial](#)

Quality: 23,854 global accepts · Rating: 1000 · first AC: 2021-06-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, strings

[Vladithur's solution](#)

818.

1199B

[Water Lily](#) · [Tutorial](#)

Quality: 22,395 global accepts · Rating: 1000 · first AC: 2021-06-22 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

[Vladithur's solution](#)

819.

1020B

[Badge](#) · [Tutorial](#)

Quality: 25,127 global accepts · Rating: 1000 · first AC: 2021-06-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs

[Vladithur's solution](#)

820.

404A

[Valera and X](#) · [Tutorial](#)

Quality: 26,207 global accepts · Rating: 1000 · first AC: 2021-06-22 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

821.

447B

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

Quality: 21,023 global accepts · Rating: 1000 · first AC: 2021-06-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Vladithur's solution](#)

822.

1165B

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

Quality: 24,289 global accepts · Rating: 1000 · first AC: 2021-06-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[Vladithur's solution](#)

823.

1204A

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

Quality: 22,315 global accepts · Rating: 1000 · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: math

[Vladithur's solution](#)

824.

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation

[Vladithur's solution](#)

825.

1230B

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

Quality: 19,633 global accepts · Rating: 1000 · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Vladithur's solution](#)

826.

75A

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

Quality: 29,726 global accepts · Rating: 1000 · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

827.

219A

[k-String](#) · [Tutorial](#)

Quality: 32,332 global accepts · Rating: 1000 · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Vladithur's solution](#)

828.

515A

[Drazil and Date](#) · [Tutorial](#)

Quality: 21,979 global accepts · Rating: 1000 · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: math

[Vladithur's solution](#)

829.

1234B1

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

Quality: 19,769 global accepts · Rating: 1000 · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

830.

978C

[Letters](#) · [Tutorial](#)

Quality: 29,826 global accepts · Rating: 1000 · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, two

pointers

[Vladithur's solution](#)

831.

1249B1

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

Quality: 22,293 global accepts · Rating: 1000 · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: dsu, math

[Vladithur's solution](#)

832.

352A

[Jeff and Digits](#) · [Tutorial](#)

Quality: 28,533 global accepts · Rating: 1000 · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[Vladithur's solution](#)

833.

680B

[Bear and Finding Criminals](#) · [Tutorial](#)

Quality: 26,244 global accepts · Rating: 1000 · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[Vladithur's solution](#)

834.

450A

[Jzzhu and Children](#) · [Tutorial](#)

Quality: 44,425 global accepts · Rating: 1000 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

835.

766A

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

Quality: 34,548 global accepts · Rating: 1000 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings

[Vladithur's solution](#)

836.

237A

[Free Cash](#) · [Tutorial](#)

Quality: 29,524 global accepts · Rating: 1000 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

837.

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,529 global accepts · Rating: 1000 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, geometry, greedy, math

[Vladithur's solution](#)

838.

610A

[Pasha and Stick](#) · [Tutorial](#)

Quality: 27,558 global accepts · Rating: 1000 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[Vladithur's solution](#)

839.

118B

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

Quality: 34,585 global accepts · Rating: 1000 · first AC: 2021-06-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[Vladithur's solution](#)

840.

1141A

[Game 23](#) · [Tutorial](#)

Quality: 39,482 global accepts · Rating: 1000 · first AC: 2021-06-17 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Vladithur's solution](#)

841.

1362A

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

Quality: 34,088 global accepts · Rating: 1000 · first AC: 2021-06-17 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

842.

1395A

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

Quality: 25,496 global accepts · Rating: 1000 · first AC: 2021-06-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[Vladithur's solution](#)

843.

766B

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

Quality: 38,357 global accepts · Rating: 1000 · first AC: 2021-06-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, number theory, sortings

[Vladithur's solution](#)

844.

732B

[Cormen --- The Best Friend Of a Man](#) · [Tutorial](#)

Quality: 25,776 global accepts · Rating: 1000 · first AC: 2021-06-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Vladithur's solution](#)

845.

688B

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

Quality: 36,023 global accepts · Rating: 1000 · first AC: 2021-06-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Vladithur's solution](#)

846.

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2021-06-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory, strings

[Vladithur's solution](#)

847.

268B

[Buttons](#) · [Tutorial](#)

Quality: 35,790 global accepts · Rating: 1000 · first AC: 2021-06-17 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Vladithur's solution](#)

848.

124A

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

Quality: 44,211 global accepts · Rating: 1000 · first AC: 2021-06-17 · C++17 (GCC 9-64) (first AC) · Tags: math

[Vladithur's solution](#)

849.

742A

[Arpa's hard exam and Mehrdad's naive cheat](#) · [Tutorial](#)

Quality: 51,990 global accepts · Rating: 1000 · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, number theory

[Vladithur's solution](#)

850.

499B

[Lecture](#) · [Tutorial](#)

Quality: 44,836 global accepts · Rating: 1000 · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Vladithur's solution](#)

851.

43A

[Football](#) · [Tutorial](#)

Quality: 69,176 global accepts · Rating: 1000 · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: strings

[Vladithur's solution](#)

852.

476A

[Dreamoon and Stairs](#) · [Tutorial](#)

Quality: 51,621 global accepts · Rating: 1000 · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Vladithur's solution](#)

853.

577A

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

Quality: 45,287 global accepts · Rating: 1000 · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation, number theory

[Vladithur's solution](#)

854.

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,941 global accepts · Rating: 1000 · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[Vladithur's solution](#)

855.

579A

[Raising Bacteria](#) · [Tutorial](#)

Quality: 78,942 global accepts · Rating: 1000 · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks

[Vladithur's solution](#)

856.

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,273 global accepts · Rating: 1000 · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

857.

500A

[New Year Transportation](#) · [Tutorial](#)

Quality: 62,708 global accepts · Rating: 1000 · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, implementation

[Vladithur's solution](#)

858.

339B

[Xenia and Ringroad](#) · [Tutorial](#)

Quality: 81,382 global accepts · Rating: 1000 · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

859.

230A

[Dragons](#) · [Tutorial](#)

Quality: 97,505 global accepts · Rating: 1000 · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[Vladithur's solution](#)

860.

479A

[Expression](#) · [Tutorial](#)

Quality: 112,293 global accepts · Rating: 1000 · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[Vladithur's solution](#)

861.

131A

[cAPS IOCK](#) · [Tutorial](#)

Quality: 100,988 global accepts · Rating: 1000 · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Vladithur's solution](#)

862.

1515B

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

Quality: 27,068 global accepts · Rating: 1000 · first AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, number

theory

[Vladithur's solution](#)

863.

1506C

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

Quality: 35,639 global accepts · Rating: 1000 · first AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[Vladithur's solution](#)

864.

1520C

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

Quality: 34,544 global accepts · Rating: 1000 · first AC: 2021-06-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Vladithur's solution](#)

865.

1521A

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

Quality: 42,046 global accepts · Rating: 1000 · first AC: 2021-05-07 · last AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[Vladithur's solution](#)

866.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,888 global accepts · Rating: 1000 · first AC: 2021-02-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[Vladithur's solution](#)

867.

1490B

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

Quality: 27,901 global accepts · Rating: 1000 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

[Vladithur's solution](#)

868.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,149 global accepts · Rating: 1000 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[Vladithur's solution](#)

869.

1474B

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

Quality: 40,343 global accepts · Rating: 1000 · first AC: 2021-01-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[Vladithur's solution](#)

870.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,062 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Vladithur's solution](#)

871.

1469A

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

Quality: 30,035 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Vladithur's solution](#)

872.

1465B

[Fair Numbers](#) · [Tutorial](#)

Rating: 1000 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[Vladithur's solution](#)

873.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,040 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy

[Vladithur's solution](#)

874.

1438B

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

Quality: 29,076 global accepts · Rating: 1000 · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Vladithur's solution](#)

875.

1430C

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

Quality: 28,238 global accepts · Rating: 1000 · first AC: 2020-10-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[Vladithur's solution](#)

876.

1419D1

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

Quality: 26,388 global accepts · Rating: 1000 · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[Vladithur's solution](#)

877.

1418A

[Buying Torches](#) · [Tutorial](#)

Quality: 33,858 global accepts · Rating: 1000 · first AC: 2020-09-17 · C++17 (GCC 9-64) (first AC) · Tags: math

[Vladithur's solution](#)

878.

1278A

[Shuffle Hashing](#) · [Tutorial](#)

Quality: 18,293 global accepts · Rating: 1000 · first AC: 2020-09-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[Vladithur's solution](#)

879.

1405B

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

Quality: 23,030 global accepts · Rating: 1000 · first AC: 2020-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[Vladithur's solution](#)

880.

584A

[Olesya and Rodion](#) · [Tutorial](#)

Quality: 52,616 global accepts · Rating: 1000 · first AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: math

[Vladithur's solution](#)

881.

1059A

[Cashier](#) · [Tutorial](#)

Quality: 13,811 global accepts · Rating: 1000 · first AC: 2020-08-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Vladithur's solution](#)

882.

1388B

[Captain Flint and a Long Voyage](#) · [Tutorial](#)

Quality: 22,821 global accepts · Rating: 1000 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Vladithur's solution](#)

883.

1277A

[Happy Birthday, Polycarp!](#) · [Tutorial](#)

Quality: 14,488 global accepts · Rating: 1000 · first AC: 2020-07-04 · PyPy 3 (first AC) · Tags: implementation

[Vladithur's solution](#)

884.

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,482 global accepts · Rating: 1000 · first AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Vladithur's solution](#)

885.

1251A

[Broken Keyboard](#) · [Tutorial](#)

Quality: 21,556 global accepts · Rating: 1000 · first AC: 2019-10-27 · last AC: 2020-06-18 · PyPy 3 (first AC) · Tags: brute force, strings, two pointers

[Vladithur's solution](#)

886.

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,816 global accepts · Rating: 1000 · first AC: 2020-06-07 · PyPy 3 (first AC) · Tags: brute force, number theory

[Vladithur's solution](#)

887.

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,401 global accepts · Rating: 1000 · first AC: 2020-06-07 · PyPy 3 (first AC) · Tags: implementation, math

[Vladithur's solution](#)

888.

1358B

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

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-05-30 · PyPy 3 (first AC) · Tags: greedy, sortings

[Vladithur's solution](#)

889.

1359B

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

Quality: 29,386 global accepts · Rating: 1000 · first AC: 2020-05-28 · PyPy 3 (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[Vladithur's solution](#)

890.

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,728 global accepts · Rating: 1000 · first AC: 2020-05-28 · PyPy 3 (first AC) · Tags: brute force, greedy, math

[Vladithur's solution](#)

891.

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,848 global accepts · Rating: 1000 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[Vladithur's solution](#)

892.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,418 global accepts · Rating: 1000 · first AC: 2020-04-26 · PyPy 3 (first AC) · Tags: greedy, math

[Vladithur's solution](#)

893.

1248A

[Integer Points](#) · [Tutorial](#)

Quality: 15,106 global accepts · Rating: 1000 · first AC: 2020-04-24 · PyPy 3 (first AC) · Tags: geometry, math

[Vladithur's solution](#)

894.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,929 global accepts · Rating: 1000 · first AC: 2020-04-08 · PyPy 3 (first AC) · Tags: constructive algorithms

[Vladithur's solution](#)

895.

58A

[Chat room](#) · [Tutorial](#)

Quality: 156,014 global accepts · Rating: 1000 · first AC: 2020-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Vladithur's solution](#)

896.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,682 global accepts · Rating: 1000 · first AC: 2020-03-19 · PyPy 3 (first AC) · Tags: constructive algorithms, number theory

[Vladithur's solution](#)

897.

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,060 global accepts · Rating: 1000 · first AC: 2020-03-09 · PyPy 3 (first AC) · Tags: constructive algorithms, sortings

[Vladithur's solution](#)

898.

1300B

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

Quality: 25,914 global accepts · Rating: 1000 · first AC: 2020-02-09 · PyPy 3 (first AC) · Tags: greedy, implementation, sortings

[Vladithur's solution](#)

899.

1293B

[JOE is on TV!](#) · [Tutorial](#)

Quality: 22,297 global accepts · Rating: 1000 · first AC: 2020-01-19 · PyPy 3 (first AC) · Tags: combinatorics, greedy, math

[Vladithur's solution](#)

900.

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,580 global accepts · Rating: 1000 · first AC: 2019-12-27 · PyPy 3 (first AC) · Tags: dp, math

[Vladithur's solution](#)

901.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,286 global accepts · Rating: 1000 · first AC: 2019-12-27 · PyPy 3 (first AC) · Tags: math

[Vladithur's solution](#)

902.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,465 global accepts · Rating: 1000 · first AC: 2019-12-27 · PyPy 3 (first AC) · Tags: implementation, strings

[Vladithur's solution](#)

903.

1265A

[Beautiful String](#) · [Tutorial](#)

Quality: 15,952 global accepts · Rating: 1000 · first AC: 2019-12-05 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy

[Vladithur's solution](#)

904.

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,524 global accepts · Rating: 1000 · first AC: 2019-11-23 · PyPy 3 (first AC) · Tags: math

[Vladithur's solution](#)

905.

1253A

[Single Push](#) · [Tutorial](#)

Quality: 19,435 global accepts · Rating: 1000 · first AC: 2019-11-16 · PyPy 3 (first AC) · Tags: implementation

[Vladithur's solution](#)

906.

1256A

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

Quality: 32,434 global accepts · Rating: 1000 · first AC: 2019-11-04 · PyPy 3 (first AC) · Tags: math

[Vladithur's solution](#)

907.

1245A

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

Quality: 14,894 global accepts · Rating: 1000 · first AC: 2019-11-01 · PyPy 3 (first AC) · Tags: math, number theory

[Vladithur's solution](#)

908.

1225B1

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

Quality: 12,519 global accepts · Rating: 1000 · first AC: 2019-10-26 · Python 3 (first AC) · Tags: implementation

[Vladithur's solution](#)

909.

1223B

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

Quality: 15,895 global accepts · Rating: 1000 · first AC: 2019-10-22 · Python 3 (first AC) · Tags: strings

[Vladithur's solution](#)

910.

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 1100 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Vladithur's solution](#)

911.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,955 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Vladithur's solution](#)

912.

1932B

[Chaya Calendar](#) · [Tutorial](#)

Quality: 23,668 global accepts · Rating: 1100 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: number theory

[Vladithur's solution](#)

913.

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,927 global accepts · Rating: 1100 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[Vladithur's solution](#)

914.

1869B

[2D Traveling](#) · [Tutorial](#)

Quality: 25,730 global accepts · Rating: 1100 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, shortest paths, sortings

[Vladithur's solution](#)

915.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Vladithur's solution](#)

916.

1850E

[Cardboard for Pictures](#) · [Tutorial](#)

Quality: 35,007 global accepts · Rating: 1100 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, implementation, math

[Vladithur's solution](#)

917.

1842B

[Tenzing and Books](#) · [Tutorial](#)

Quality: 25,547 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[Vladithur's solution](#)

918.

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

[Vladithur's solution](#)

919.

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,547 global accepts · Rating: 1100 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, sortings

[Vladithur's solution](#)

920.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,458 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[Vladithur's solution](#)

921.

1616B

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

Quality: 20,710 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Vladithur's solution](#)

922.

1609B

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

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Vladithur's solution](#)

923.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,389 global accepts · Rating: 1100 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers

[Vladithur's solution](#)

924.

1574B

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

Quality: 18,222 global accepts · Rating: 1100 · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math

[Vladithur's solution](#)

925.

218B

[Airport](#) · [Tutorial](#)

Quality: 18,376 global accepts · Rating: 1100 · first AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

926.

1566D1

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

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings
[Vladithur's solution](#)

927.

362B

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

Quality: 14,732 global accepts · Rating: 1100 · first AC: 2021-08-03 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings
[Vladithur's solution](#)

928.

841B

[Godsend](#) · [Tutorial](#)

Quality: 13,189 global accepts · Rating: 1100 · first AC: 2021-07-27 · C++17 (GCC 9-64) (first AC) · Tags: games, math
[Vladithur's solution](#)

929.

534A

[Exam](#) · [Tutorial](#)

Quality: 12,927 global accepts · Rating: 1100 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math
[Vladithur's solution](#)

930.

116B

[Little Pigs and Wolves](#) · [Tutorial](#)

Quality: 14,615 global accepts · Rating: 1100 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[Vladithur's solution](#)

931.

285A

[Slightly Decreasing Permutations](#) · [Tutorial](#)

Quality: 14,139 global accepts · Rating: 1100 · first AC: 2021-07-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[Vladithur's solution](#)

932.

433A

[Kitahara Haruki's Gift](#) · [Tutorial](#)

Quality: 17,890 global accepts · Rating: 1100 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[Vladithur's solution](#)

933.

1038B

[Non-Coprime Partition](#) · [Tutorial](#)

Quality: 14,718 global accepts · Rating: 1100 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[Vladithur's solution](#)

934.

721B

[Passwords](#) · [Tutorial](#)

Quality: 12,467 global accepts · Rating: 1100 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, sortings, strings
[Vladithur's solution](#)

935.

259B

[Little Elephant and Magic Square](#) · [Tutorial](#)

Quality: 14,697 global accepts · Rating: 1100 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[Vladithur's solution](#)

936.

365B

[The Fibonacci Segment](#) · [Tutorial](#)

Quality: 15,371 global accepts · Rating: 1100 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

937.

799A

[Carrot Cakes](#) · [Tutorial](#)

Quality: 21,451 global accepts · Rating: 1100 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Vladithur's solution](#)

938.

242B

[Big Segment](#) · [Tutorial](#)

Quality: 17,358 global accepts · Rating: 1100 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[Vladithur's solution](#)

939.

1189B

[Number Circle](#) · [Tutorial](#)

Quality: 15,307 global accepts · Rating: 1100 · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[Vladithur's solution](#)

940.

186A

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

Quality: 18,464 global accepts · Rating: 1100 · first AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Vladithur's solution](#)

941.

581B

[Luxurious Houses](#) · [Tutorial](#)

Quality: 13,647 global accepts · Rating: 1100 · first AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Vladithur's solution](#)

942.

427B

[Prison Transfer](#) · [Tutorial](#)

Quality: 15,512 global accepts · Rating: 1100 · first AC: 2021-07-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[Vladithur's solution](#)

943.

488A

[Giga Tower](#) · [Tutorial](#)

Quality: 14,943 global accepts · Rating: 1100 · first AC: 2021-07-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[Vladithur's solution](#)

944.

501B

[Misha and Changing Handles](#) · [Tutorial](#)

Quality: 19,424 global accepts · Rating: 1100 · first AC: 2021-07-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, strings

[Vladithur's solution](#)

945.

166A

[Rank List](#) · [Tutorial](#)

Quality: 21,006 global accepts · Rating: 1100 · first AC: 2021-07-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, sortings

[Vladithur's solution](#)

946.

1421B

[Putting Bricks in the Wall](#) · [Tutorial](#)

Quality: 13,475 global accepts · Rating: 1100 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[Vladithur's solution](#)

947.

1165A

[Remainder](#) · [Tutorial](#)

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2021-07-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[Vladithur's solution](#)

948.

287A

[IQ Test](#) · [Tutorial](#)

Quality: 21,985 global accepts · Rating: 1100 · first AC: 2021-07-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[Vladithur's solution](#)

949.

66B

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

Quality: 23,109 global accepts · Rating: 1100 · first AC: 2021-07-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[Vladithur's solution](#)

950.

767A

[Snacktower](#) · [Tutorial](#)

Quality: 22,691 global accepts · Rating: 1100 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation
[Vladithur's solution](#)

951.

1066A

[Vova and Train](#) · [Tutorial](#)

Quality: 15,428 global accepts · Rating: 1100 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: math
[Vladithur's solution](#)

952.

1417B

[Two Arrays](#) · [Tutorial](#)

Quality: 15,078 global accepts · Rating: 1100 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings
[Vladithur's solution](#)

953.

527A

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

Quality: 15,554 global accepts · Rating: 1100 · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[Vladithur's solution](#)

954.

471A

[MUH and Sticks](#) · [Tutorial](#)

Quality: 13,763 global accepts · Rating: 1100 · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[Vladithur's solution](#)

955.

1015C

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

Quality: 21,400 global accepts · Rating: 1100 · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: sortings
[Vladithur's solution](#)

956.

570A

[Elections](#) · [Tutorial](#)

Quality: 14,332 global accepts · Rating: 1100 · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[Vladithur's solution](#)

957.

675A

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

Quality: 15,575 global accepts · Rating: 1100 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: math
[Vladithur's solution](#)

958.

1547C

[Pair Programming](#) · [Tutorial](#)

Quality: 24,416 global accepts · Rating: 1100 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers

[Vladithur's solution](#)

959.

296A

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

Quality: 26,042 global accepts · Rating: 1100 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Vladithur's solution](#)

960.

988B

[Substrings Sort](#) · [Tutorial](#)

Quality: 20,289 global accepts · Rating: 1100 · first AC: 2021-07-09 · C++17 (GCC 9-64) (first AC) · Tags: sortings, strings

[Vladithur's solution](#)

961.

1176B

[Merge it!](#) · [Tutorial](#)

Quality: 18,332 global accepts · Rating: 1100 · first AC: 2021-07-08 · C++17 (GCC 9-64) (first AC) · Tags: math

[Vladithur's solution](#)

962.

719A

[Vitya in the Countryside](#) · [Tutorial](#)

Quality: 16,393 global accepts · Rating: 1100 · first AC: 2021-07-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

963.

682A

[Alyona and Numbers](#) · [Tutorial](#)

Quality: 23,994 global accepts · Rating: 1100 · first AC: 2021-07-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[Vladithur's solution](#)

964.

300A

[Array](#) · [Tutorial](#)

Quality: 27,227 global accepts · Rating: 1100 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[Vladithur's solution](#)

965.

227B

[Effective Approach](#) · [Tutorial](#)

Quality: 32,441 global accepts · Rating: 1100 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

966.

1395B

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

Quality: 16,393 global accepts · Rating: 1100 · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Vladithur's solution](#)

967.

1426C

[Increase and Copy](#) · [Tutorial](#)

Quality: 20,544 global accepts · Rating: 1100 · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, math

[Vladithur's solution](#)

968.

483A

[Counterexample](#) · [Tutorial](#)

Quality: 24,887 global accepts · Rating: 1100 · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, number theory

[Vladithur's solution](#)

969.

258A

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

Quality: 26,507 global accepts · Rating: 1100 · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Vladithur's solution](#)

970.

1511C

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

Quality: 32,813 global accepts · Rating: 1100 · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation, trees

[Vladithur's solution](#)

971.

1511B

[GCD Length](#) · [Tutorial](#)

Quality: 24,678 global accepts · Rating: 1100 · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[Vladithur's solution](#)

972.

1471B

[Strange List](#) · [Tutorial](#)

Quality: 19,933 global accepts · Rating: 1100 · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math

[Vladithur's solution](#)

973.

1455C

[Ping-pong](#) · [Tutorial](#)

Quality: 20,445 global accepts · Rating: 1100 · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, math

[Vladithur's solution](#)

974.

1108B

[Divisors of Two Integers](#) · [Tutorial](#)

Quality: 25,195 global accepts · Rating: 1100 · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[Vladithur's solution](#)

975.

463B

[Caisa and Pylons](#) · [Tutorial](#)

Quality: 29,968 global accepts · Rating: 1100 · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[Vladithur's solution](#)

976.

1463A

[Dungeon](#) · [Tutorial](#)

Quality: 27,929 global accepts · Rating: 1100 · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[Vladithur's solution](#)

977.

1213B

[Bad Prices](#) · [Tutorial](#)

Quality: 31,557 global accepts · Rating: 1100 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[Vladithur's solution](#)

978.

651A

[Joysticks](#) · [Tutorial](#)

Quality: 24,139 global accepts · Rating: 1100 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, math

[Vladithur's solution](#)

979.

919B

[Perfect Number](#) · [Tutorial](#)

Quality: 31,610 global accepts · Rating: 1100 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, implementation, number theory

[Vladithur's solution](#)

980.

349A

[Cinema Line](#) · [Tutorial](#)

Quality: 33,729 global accepts · Rating: 1100 · first AC: 2021-07-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Vladithur's solution](#)

981.

1382B

[Sequential Nim](#) · [Tutorial](#)

Quality: 26,095 global accepts · Rating: 1100 · first AC: 2021-07-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, games

[Vladithur's solution](#)

982.

478A

[Initial Bet](#) · [Tutorial](#)

Quality: 27,188 global accepts · Rating: 1100 · first AC: 2021-07-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

983.

1409B

[Minimum Product](#) · [Tutorial](#)

Quality: 30,927 global accepts · Rating: 1100 · first AC: 2021-07-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[Vladithur's solution](#)

984.

82A

[Double Cola](#) · [Tutorial](#)

Quality: 32,236 global accepts · Rating: 1100 · first AC: 2021-07-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Vladithur's solution](#)

985.

467B

[Fedor and New Game](#) · [Tutorial](#)

Quality: 42,859 global accepts · Rating: 1100 · first AC: 2021-07-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[Vladithur's solution](#)

986.

368B

[Sereja and Suffixes](#) · [Tutorial](#)

Quality: 49,906 global accepts · Rating: 1100 · first AC: 2021-07-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[Vladithur's solution](#)

987.

456A

[Laptops](#) · [Tutorial](#)

Quality: 56,799 global accepts · Rating: 1100 · first AC: 2021-07-01 · C++17 (GCC 9-64) (first AC) · Tags: sortings

[Vladithur's solution](#)

988.

313B

[Ilya and Queries](#) · [Tutorial](#)

Quality: 54,513 global accepts · Rating: 1100 · first AC: 2021-07-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[Vladithur's solution](#)

989.

519B

[A and B and Compilation Errors](#) · [Tutorial](#)

Quality: 43,713 global accepts · Rating: 1100 · first AC: 2021-07-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation,

sortings

[Vladithur's solution](#)

990.

363B

[Fence](#) · [Tutorial](#)

Quality: 67,089 global accepts · Rating: 1100 · first AC: 2021-07-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp

[Vladithur's solution](#)

991.

706B

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

Quality: 84,477 global accepts · Rating: 1100 · first AC: 2021-07-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation

[Vladithur's solution](#)

992.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,845 global accepts · Rating: 1100 · first AC: 2021-07-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, greedy, implementation

[Vladithur's solution](#)

993.

1030B

[Vasya and Cornfield](#) · [Tutorial](#)

Quality: 13,230 global accepts · Rating: 1100 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[Vladithur's solution](#)

994.

270A

[Fancy Fence](#) · [Tutorial](#)

Quality: 50,828 global accepts · Rating: 1100 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation, math

[Vladithur's solution](#)

995.

1415B

[Repainting Street](#) · [Tutorial](#)

Quality: 12,534 global accepts · Rating: 1100 · first AC: 2021-06-24 · last AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[Vladithur's solution](#)

996.

1496B

[Max and Mex](#) · [Tutorial](#)

Quality: 18,279 global accepts · Rating: 1100 · first AC: 2021-06-23 · C++17 (GCC 9-64) (first AC) · Tags: math

[Vladithur's solution](#)

997.

630C

[Lucky Numbers](#) · [Tutorial](#)

Quality: 26,920 global accepts · Rating: 1100 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[Vladithur's solution](#)

998.

535B

[Tavas and SaDDas](#) · [Tutorial](#)

Quality: 26,662 global accepts · Rating: 1100 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, implementation

[Vladithur's solution](#)

999.

1534B

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

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[Vladithur's solution](#)

1000.

1157A

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

Quality: 16,566 global accepts · Rating: 1100 · first AC: 2021-06-12 · Kotlin 1.4 (first AC) · Tags: implementation

[Vladithur's solution](#)

1001.

1506B

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

Quality: 21,152 global accepts · Rating: 1100 · first AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Vladithur's solution](#)

1002.

1523B

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

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Vladithur's solution](#)

1003.

1509B

[TMT Document](#) · [Tutorial](#)

Quality: 23,056 global accepts · Rating: 1100 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Vladithur's solution](#)

1004.

1529B

[Sifid and Strange Subsequences](#) · [Tutorial](#)

Quality: 21,221 global accepts · Rating: 1100 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[Vladithur's solution](#)

1005.

1478B

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

Quality: 19,004 global accepts · Rating: 1100 · first AC: 2021-03-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math

[Vladithur's solution](#)

1006.

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,415 global accepts · Rating: 1100 · first AC: 2021-02-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math

[Vladithur's solution](#)

1007.

1490C

[Sum of Cubes](#) · [Tutorial](#)

Quality: 38,829 global accepts · Rating: 1100 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math

[Vladithur's solution](#)

1008.

1481B

[New Colony](#) · [Tutorial](#)

Quality: 19,908 global accepts · Rating: 1100 · first AC: 2021-02-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[Vladithur's solution](#)

1009.

1472C

[Long Jumps](#) · [Tutorial](#)

Quality: 35,346 global accepts · Rating: 1100 · first AC: 2021-01-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs

[Vladithur's solution](#)

1010.

1413B

[A New Technique](#) · [Tutorial](#)

Quality: 12,014 global accepts · Rating: 1100 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

1011.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings

[Vladithur's solution](#)**1012.**

1407A

[Ahahahahahahaha](#) · [Tutorial](#)

Quality: 21,402 global accepts · Rating: 1100 · first AC: 2020-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Vladithur's solution](#)**1013.**

1401B

[Ternary Sequence](#) · [Tutorial](#)

Quality: 21,778 global accepts · Rating: 1100 · first AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Vladithur's solution](#)**1014.**

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,843 global accepts · Rating: 1100 · first AC: 2020-07-04 · PyPy 3 (first AC) · Tags: constructive algorithms, math

[Vladithur's solution](#)**1015.**

1370B

[GCD Compression](#) · [Tutorial](#)

Quality: 25,016 global accepts · Rating: 1100 · first AC: 2020-06-20 · PyPy 3 (first AC) · Tags: constructive algorithms, math, number theory

[Vladithur's solution](#)**1016.**

1366A

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

Quality: 33,001 global accepts · Rating: 1100 · first AC: 2020-06-11 · PyPy 3 (first AC) · Tags: binary search, greedy, math

[Vladithur's solution](#)**1017.**

1365A

[Matrix Game](#) · [Tutorial](#)

Quality: 25,046 global accepts · Rating: 1100 · first AC: 2020-06-07 · PyPy 3 (first AC) · Tags: games, greedy, implementation

[Vladithur's solution](#)**1018.**

1360C

[Similar Pairs](#) · [Tutorial](#)

Quality: 36,785 global accepts · Rating: 1100 · first AC: 2020-05-24 · PyPy 3 (first AC) · Tags: constructive algorithms, graph matchings, greedy, sortings

[Vladithur's solution](#)**1019.**

1345B

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

Quality: 28,242 global accepts · Rating: 1100 · first AC: 2020-05-06 · PyPy 3 (first AC) · Tags: binary search, brute force, dp, math

[Vladithur's solution](#)**1020.**

1342B

[Binary Period](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1100 · first AC: 2020-04-26 · PyPy 3 (first AC) · Tags: constructive algorithms, strings

[Vladithur's solution](#)**1021.**

1335C

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

Quality: 38,969 global accepts · Rating: 1100 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy,

implementation, sortings

[Vladithur's solution](#)

1022.

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,621 global accepts · Rating: 1100 · first AC: 2020-04-10 · PyPy 3 (first AC) · Tags: greedy, sortings

[Vladithur's solution](#)

1023.

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,229 global accepts · Rating: 1100 · first AC: 2020-04-08 · PyPy 3 (first AC) · Tags: greedy, implementation

[Vladithur's solution](#)

1024.

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,865 global accepts · Rating: 1100 · first AC: 2020-03-31 · PyPy 3 (first AC) · Tags: greedy, implementation, math

[Vladithur's solution](#)

1025.

1227A

[Math Problem](#) · [Tutorial](#)

Quality: 10,267 global accepts · Rating: 1100 · first AC: 2020-03-26 · PyPy 3 (first AC) · Tags: math

[Vladithur's solution](#)

1026.

1327A

[Sum of Odd Integers](#) · [Tutorial](#)

Quality: 45,737 global accepts · Rating: 1100 · first AC: 2020-03-23 · PyPy 3 (first AC) · Tags: math

[Vladithur's solution](#)

1027.

1324B

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

Quality: 30,795 global accepts · Rating: 1100 · first AC: 2020-03-12 · last AC: 2020-03-12 · PyPy 3 (first AC) · Tags: brute force, strings

[Vladithur's solution](#)

1028.

1324C

[Frog Jumps](#) · [Tutorial](#)

Quality: 30,515 global accepts · Rating: 1100 · first AC: 2020-03-12 · PyPy 3 (first AC) · Tags: binary search, data structures, dfs and similar, greedy, implementation

[Vladithur's solution](#)

1029.

1304B

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

Quality: 18,754 global accepts · Rating: 1100 · first AC: 2020-02-15 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[Vladithur's solution](#)

1030.

1293A

[Conner and the A.R.C. Markland-N](#) · [Tutorial](#)

Quality: 16,153 global accepts · Rating: 1100 · first AC: 2020-01-19 · PyPy 3 (first AC) · Tags: binary search, brute force, implementation

[Vladithur's solution](#)

1031.

1288B

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

Quality: 17,780 global accepts · Rating: 1100 · first AC: 2020-01-16 · PyPy 3 (first AC) · Tags: math

[Vladithur's solution](#)

1032.

1288A

[Deadline](#) · [Tutorial](#)

Quality: 19,316 global accepts · Rating: 1100 · first AC: 2020-01-16 · PyPy 3 (first AC) · Tags: binary search, brute force, math, ternary search

[Vladithur's solution](#)**1033.**

1263A

[Sweet Problem](#) · [Tutorial](#)

Quality: 17,227 global accepts · Rating: 1100 · first AC: 2019-11-29 · PyPy 3 (first AC) · Tags: math

[Vladithur's solution](#)**1034.**

1255B

[Fridge Lockers](#) · [Tutorial](#)

Quality: 12,526 global accepts · Rating: 1100 · first AC: 2019-11-19 · PyPy 3 (first AC) · Tags: graphs, implementation

[Vladithur's solution](#)**1035.**

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math

[Vladithur's solution](#)**1036.**

1925B

[A Balanced Problemset?](#) · [Tutorial](#)

Quality: 23,130 global accepts · Rating: 1200 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[Vladithur's solution](#)**1037.**

1922B

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

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[Vladithur's solution](#)**1038.**

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

[Vladithur's solution](#)**1039.**

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,837 global accepts · Rating: 1200 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[Vladithur's solution](#)**1040.**

1874A

[Jellyfish and Game](#) · [Tutorial](#)

Quality: 19,389 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, implementation

[Vladithur's solution](#)**1041.**

1846D

[Rudolph and Christmas Tree](#) · [Tutorial](#)

Quality: 22,450 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, math

[Vladithur's solution](#)

1042.

1846C

[Rudolf and the Another Competition](#) · [Tutorial](#)

Quality: 21,479 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings

[Vladithur's solution](#)

1043.

1769C1

[A67001 CD\\$:C](#) ·

Quality: 1,118 global accepts · Rating: 1200 · first AC: 2022-12-10 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, dp, greedy

[Vladithur's solution](#)

1044.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,984 global accepts · Rating: 1200 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[Vladithur's solution](#)

1045.

1637C

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

Quality: 18,745 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Vladithur's solution](#)

1046.

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-11-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, math, sortings

[Vladithur's solution](#)

1047.

1042B

[Vitamins](#) · [Tutorial](#)

Quality: 19,152 global accepts · Rating: 1200 · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, implementation

[Vladithur's solution](#)

1048.

701B

[Cells Not Under Attack](#) · [Tutorial](#)

Quality: 12,549 global accepts · Rating: 1200 · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[Vladithur's solution](#)

1049.

1546B

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

Quality: 13,953 global accepts · Rating: 1200 · first AC: 2021-08-08 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math

[Vladithur's solution](#)

1050.

1277B

[Make Them Odd](#) · [Tutorial](#)

Quality: 17,047 global accepts · Rating: 1200 · first AC: 2021-07-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, number theory

[Vladithur's solution](#)

1051.

714B

[Filya and Homework](#) · [Tutorial](#)

Quality: 15,523 global accepts · Rating: 1200 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[Vladithur's solution](#)

1052.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,806 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy
[Vladithur's solution](#)

1053.

1102C

[Doors Breaking and Repairing](#) · [Tutorial](#)

Quality: 14,168 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: games
[Vladithur's solution](#)

1054.

1140D

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

Quality: 13,168 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math
[Vladithur's solution](#)

1055.

1185B

[Email from Polycarp](#) · [Tutorial](#)

Quality: 14,224 global accepts · Rating: 1200 · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[Vladithur's solution](#)

1056.

743B

[Chloe and the sequence](#) · [Tutorial](#)

Quality: 16,050 global accepts · Rating: 1200 · first AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, implementation
[Vladithur's solution](#)

1057.

999C

[Alphabetic Removals](#) · [Tutorial](#)

Quality: 20,992 global accepts · Rating: 1200 · first AC: 2021-07-19 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[Vladithur's solution](#)

1058.

961B

[Lecture Sleep](#) · [Tutorial](#)

Quality: 26,348 global accepts · Rating: 1200 · first AC: 2021-07-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, two pointers
[Vladithur's solution](#)

1059.

1272B

[Snow Walking Robot](#) · [Tutorial](#)

Quality: 14,682 global accepts · Rating: 1200 · first AC: 2021-07-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[Vladithur's solution](#)

1060.

1131C

[Birthday](#) · [Tutorial](#)

Quality: 15,659 global accepts · Rating: 1200 · first AC: 2021-07-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings
[Vladithur's solution](#)

1061.

1174B

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

Quality: 16,856 global accepts · Rating: 1200 · first AC: 2021-07-19 · C++17 (GCC 9-64) (first AC) · Tags: sortings
[Vladithur's solution](#)

1062.

285B

[Find Marble](#) · [Tutorial](#)

Quality: 15,696 global accepts · Rating: 1200 · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[Vladithur's solution](#)

1063.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,578 global accepts · Rating: 1200 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[Vladithur's solution](#)**1064.**

1149A

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

Quality: 17,895 global accepts · Rating: 1200 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Vladithur's solution](#)**1065.**

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Vladithur's solution](#)**1066.**

1104B

[Game with string](#) · [Tutorial](#)

Quality: 16,848 global accepts · Rating: 1200 · first AC: 2021-07-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math

[Vladithur's solution](#)**1067.**

350A

[TL](#) · [Tutorial](#)

Quality: 17,530 global accepts · Rating: 1200 · first AC: 2021-07-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[Vladithur's solution](#)**1068.**

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2021-07-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Vladithur's solution](#)**1069.**

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,464 global accepts · Rating: 1200 · first AC: 2021-07-15 · C++17 (GCC 9-64) (first AC) · Tags: implementation, trees

[Vladithur's solution](#)**1070.**

439B

[Devu, the Dumb Guy](#) · [Tutorial](#)

Quality: 15,017 global accepts · Rating: 1200 · first AC: 2021-07-15 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[Vladithur's solution](#)**1071.**

776B

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

Quality: 25,733 global accepts · Rating: 1200 · first AC: 2021-07-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, number theory

[Vladithur's solution](#)**1072.**

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,708 global accepts · Rating: 1200 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Vladithur's solution](#)

1073.

456B

[Fedya and Maths](#) · [Tutorial](#)

Quality: 18,573 global accepts · Rating: 1200 · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Vladithur's solution](#)

1074.

239A

[Two Bags of Potatoes](#) · [Tutorial](#)

Quality: 20,610 global accepts · Rating: 1200 · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[Vladithur's solution](#)

1075.

1203B

[Equal Rectangles](#) · [Tutorial](#)

Quality: 16,944 global accepts · Rating: 1200 · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Vladithur's solution](#)

1076.

1133C

[Balanced Team](#) · [Tutorial](#)

Quality: 28,134 global accepts · Rating: 1200 · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: sortings, two pointers

[Vladithur's solution](#)

1077.

1029B

[Creating the Contest](#) · [Tutorial](#)

Quality: 18,466 global accepts · Rating: 1200 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[Vladithur's solution](#)

1078.

353A

[Domino](#) · [Tutorial](#)

Quality: 19,991 global accepts · Rating: 1200 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Vladithur's solution](#)

1079.

1270B

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

Quality: 17,376 global accepts · Rating: 1200 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Vladithur's solution](#)

1080.

1196B

[Odd Sum Segments](#) · [Tutorial](#)

Quality: 17,538 global accepts · Rating: 1200 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Vladithur's solution](#)

1081.

327B

[Hungry Sequence](#) · [Tutorial](#)

Quality: 21,636 global accepts · Rating: 1200 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: math

[Vladithur's solution](#)

1082.

461A

[Appleman and Toastman](#) · [Tutorial](#)

Quality: 16,433 global accepts · Rating: 1200 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[Vladithur's solution](#)

1083.

1154B

[Make Them Equal](#) · [Tutorial](#)

Quality: 17,660 global accepts · Rating: 1200 · first AC: 2021-07-09 · C++17 (GCC 9-64) (first AC) · Tags: math

[Vladithur's solution](#)

1084.

552B

[Vanya and Books](#) · [Tutorial](#)

Quality: 16,073 global accepts · Rating: 1200 · first AC: 2021-07-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Vladithur's solution](#)

1085.

1497B

[M-arrays](#) · [Tutorial](#)

Quality: 27,363 global accepts · Rating: 1200 · first AC: 2021-07-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Vladithur's solution](#)

1086.

1419B

[Stairs](#) · [Tutorial](#)

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2021-07-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math

[Vladithur's solution](#)

1087.

454B

[Little Pony and Sort by Shift](#) · [Tutorial](#)

Quality: 19,164 global accepts · Rating: 1200 · first AC: 2021-07-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

1088.

1006C

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

Quality: 25,362 global accepts · Rating: 1200 · first AC: 2021-07-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, two pointers

[Vladithur's solution](#)

1089.

546B

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

Quality: 18,609 global accepts · Rating: 1200 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[Vladithur's solution](#)

1090.

1437B

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

Quality: 20,854 global accepts · Rating: 1200 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Vladithur's solution](#)

1091.

1213C

[Book Reading](#) · [Tutorial](#)

Quality: 19,624 global accepts · Rating: 1200 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: math

[Vladithur's solution](#)

1092.

1497C1

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

Quality: 29,227 global accepts · Rating: 1200 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Vladithur's solution](#)

1093.

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,346 global accepts · Rating: 1200 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[Vladithur's solution](#)

1094.

1097B

[Petr and a Combination Lock](#) · [Tutorial](#)

Quality: 35,964 global accepts · Rating: 1200 · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp
[Vladithur's solution](#)

1095.

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,817 global accepts · Rating: 1200 · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math
[Vladithur's solution](#)

1096.

1362B

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

Quality: 21,045 global accepts · Rating: 1200 · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force
[Vladithur's solution](#)

1097.

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,478 global accepts · Rating: 1200 · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[Vladithur's solution](#)

1098.

1384A

[Common Prefixes](#) · [Tutorial](#)

Quality: 19,614 global accepts · Rating: 1200 · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings
[Vladithur's solution](#)

1099.

1433D

[Districts Connection](#) · [Tutorial](#)

Quality: 30,586 global accepts · Rating: 1200 · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar
[Vladithur's solution](#)

1100.

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,235 global accepts · Rating: 1200 · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[Vladithur's solution](#)

1101.

285C

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

Quality: 26,335 global accepts · Rating: 1200 · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings
[Vladithur's solution](#)

1102.

445A

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

Quality: 33,673 global accepts · Rating: 1200 · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, implementation
[Vladithur's solution](#)

1103.

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,337 global accepts · Rating: 1200 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: sortings
[Vladithur's solution](#)

1104.

433B

[Kuriyama Mirai's Stones](#) · [Tutorial](#)

Quality: 53,879 global accepts · Rating: 1200 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, sortings

[Vladithur's solution](#)

1105.

514A

[ChewbaD 6 æB çVÖ&WTutorial](#)

Quality: 71,338 global accepts · Rating: 1200 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Vladithur's solution](#)

1106.

1339B

[Sorted Adjacent Differences · Tutorial](#)

Quality: 28,346 global accepts · Rating: 1200 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[Vladithur's solution](#)

1107.

1541B

[Pleasant Pairs · Tutorial](#)

Quality: 38,486 global accepts · Rating: 1200 · first AC: 2021-07-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, number theory

[Vladithur's solution](#)

1108.

459A

[Pashmak and Garden · Tutorial](#)

Quality: 36,406 global accepts · Rating: 1200 · first AC: 2021-07-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

1109.

474B

[Worms · Tutorial](#)

Quality: 62,560 global accepts · Rating: 1200 · first AC: 2021-07-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation

[Vladithur's solution](#)

1110.

489B

[BerSU Ball · Tutorial](#)

Quality: 56,749 global accepts · Rating: 1200 · first AC: 2021-07-01 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers

[Vladithur's solution](#)

1111.

466A

[Cheap Travel · Tutorial](#)

Quality: 77,032 global accepts · Rating: 1200 · first AC: 2021-07-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

1112.

1472D

[Even-Odd Game · Tutorial](#)

Quality: 30,536 global accepts · Rating: 1200 · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, greedy, sortings

[Vladithur's solution](#)

1113.

1539C

[Stable Groups · Tutorial](#)

Quality: 31,468 global accepts · Rating: 1200 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[Vladithur's solution](#)

1114.

1537C

[Challenging Cliffs · Tutorial](#)

Quality: 30,284 global accepts · Rating: 1200 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Vladithur's solution](#)

1115.

1536B

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

Quality: 25,030 global accepts · Rating: 1200 · first AC: 2021-06-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, strings

[Vladithur's solution](#)**1116.**

1504B

[Flip the Bits](#) · [Tutorial](#)

Quality: 25,725 global accepts · Rating: 1200 · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Vladithur's solution](#)**1117.**

1512D

[Corrupted Array](#) · [Tutorial](#)

Quality: 24,533 global accepts · Rating: 1200 · first AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Vladithur's solution](#)**1118.**

1512C

[A-B Palindrome](#) · [Tutorial](#)

Quality: 21,709 global accepts · Rating: 1200 · first AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, strings

[Vladithur's solution](#)**1119.**

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,494 global accepts · Rating: 1200 · first AC: 2021-06-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, math

[Vladithur's solution](#)**1120.**

1527B1

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

Quality: 34,408 global accepts · Rating: 1200 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games

[Vladithur's solution](#)**1121.**

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Vladithur's solution](#)**1122.**

1514B

[AND 0, Sum Big](#) · [Tutorial](#)

Quality: 34,945 global accepts · Rating: 1200 · first AC: 2021-04-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, math

[Vladithur's solution](#)**1123.**

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,878 global accepts · Rating: 1200 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, math, sortings

[Vladithur's solution](#)**1124.**

1491B

[Minimal Cost](#) · [Tutorial](#)

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

[Vladithur's solution](#)

1125.

1490D

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

Quality: 21,675 global accepts · Rating: 1200 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, implementation

[Vladithur's solution](#)

1126.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,702 global accepts · Rating: 1200 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Vladithur's solution](#)

1127.

1485B

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

Quality: 17,922 global accepts · Rating: 1200 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, math

[Vladithur's solution](#)

1128.

1454C

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

Quality: 22,502 global accepts · Rating: 1200 · first AC: 2020-11-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Vladithur's solution](#)

1129.

492B

[Vanya and Lanterns](#) · [Tutorial](#)

Quality: 90,204 global accepts · Rating: 1200 · first AC: 2019-12-27 · last AC: 2020-11-11 · PyPy 3 (first AC) · Tags: binary search, implementation, math, sortings

[Vladithur's solution](#)

1130.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: graphs, implementation

[Vladithur's solution](#)

1131.

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,462 global accepts · Rating: 1200 · first AC: 2020-09-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[Vladithur's solution](#)

1132.

1409C

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

Quality: 24,642 global accepts · Rating: 1200 · first AC: 2020-09-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[Vladithur's solution](#)

1133.

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Vladithur's solution](#)

1134.

1399C

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

Quality: 32,656 global accepts · Rating: 1200 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, two pointers

[Vladithur's solution](#)

1135.

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,923 global accepts · Rating: 1200 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Vladithur's solution](#)

1136.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy

[Vladithur's solution](#)

1137.

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,609 global accepts · Rating: 1200 · first AC: 2020-07-01 · PyPy 3 (first AC) · Tags: math

[Vladithur's solution](#)

1138.

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,572 global accepts · Rating: 1200 · first AC: 2020-06-23 · PyPy 3 (first AC) · Tags: greedy, implementation, strings

[Vladithur's solution](#)

1139.

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,364 global accepts · Rating: 1200 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, number theory, two pointers

[Vladithur's solution](#)

1140.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,402 global accepts · Rating: 1200 · first AC: 2020-05-31 · PyPy 3 (first AC) · Tags: brute force, implementation, math

[Vladithur's solution](#)

1141.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,290 global accepts · Rating: 1200 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, two pointers

[Vladithur's solution](#)

1142.

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,374 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[Vladithur's solution](#)

1143.

1355A

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

Quality: 28,802 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Vladithur's solution](#)

1144.

1352C

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

Quality: 69,782 global accepts · Rating: 1200 · first AC: 2020-05-09 · PyPy 3 (first AC) · Tags: binary search, math

[Vladithur's solution](#)

1145.

1352B

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

Quality: 44,829 global accepts · Rating: 1200 · first AC: 2020-05-09 · PyPy 3 (first AC) · Tags: constructive algorithms, math

[Vladithur's solution](#)

1146.

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,676 global accepts · Rating: 1200 · first AC: 2020-05-01 · PyPy 3 (first AC) · Tags: binary search, math

[Vladithur's solution](#)

1147.

1343C

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

Quality: 44,080 global accepts · Rating: 1200 · first AC: 2020-04-21 · PyPy 3 (first AC) · Tags: dp, greedy, two pointers

[Vladithur's solution](#)

1148.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,367 global accepts · Rating: 1200 · first AC: 2020-04-10 · PyPy 3 (first AC) · Tags: implementation, math

[Vladithur's solution](#)

1149.

522A

[Reposts](#) · [Tutorial](#)

Quality: 18,829 global accepts · Rating: 1200 · first AC: 2020-03-30 · PyPy 3 (first AC) · Tags: *special, dfs and similar, dp, graphs, trees

[Vladithur's solution](#)

1150.

171A

[Mysterious numbers - 1](#) · [Tutorial](#)

Quality: 5,067 global accepts · Rating: 1200 · first AC: 2020-03-29 · PyPy 3 (first AC) · Tags: *special, constructive algorithms

[Vladithur's solution](#)

1151.

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,085 global accepts · Rating: 1200 · first AC: 2020-03-26 · PyPy 3 (first AC) · Tags: greedy, implementation

[Vladithur's solution](#)

1152.

27A

[Next Test](#) · [Tutorial](#)

Quality: 23,006 global accepts · Rating: 1200 · first AC: 2020-03-24 · PyPy 3 (first AC) · Tags: implementation, sortings

[Vladithur's solution](#)

1153.

1327B

[Princesses and Princes](#) · [Tutorial](#)

Quality: 19,495 global accepts · Rating: 1200 · first AC: 2020-03-23 · PyPy 3 (first AC) · Tags: brute force, graphs, greedy

[Vladithur's solution](#)

1154.

1305B

[Kuroni and Simple Strings](#) · [Tutorial](#)

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[Vladithur's solution](#)

1155.

1311B

[WeirdSort](#) · [Tutorial](#)

Quality: 20,036 global accepts · Rating: 1200 · first AC: 2020-02-29 · PyPy 3 (first AC) · Tags: dfs and similar, sortings

[Vladithur's solution](#)

1156.

1315C

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

Quality: 10,656 global accepts · Rating: 1200 · first AC: 2020-02-23 · PyPy 3 (first AC) · Tags: greedy

[Vladithur's solution](#)

1157.

1294B

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

Quality: 22,923 global accepts · Rating: 1200 · first AC: 2020-01-25 · last AC: 2020-01-25 · PyPy 3 (first AC) · Tags: implementation, sortings
[Vladithur's solution](#)

1158.

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,910 global accepts · Rating: 1200 · first AC: 2019-12-27 · PyPy 3 (first AC) · Tags: brute force, dp, implementation
[Vladithur's solution](#)

1159.

1227B

[Box](#) · [Tutorial](#)

Quality: 10,432 global accepts · Rating: 1200 · first AC: 2019-11-24 · PyPy 3 (first AC) · Tags: constructive algorithms
[Vladithur's solution](#)

1160.

1257C

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

Quality: 17,146 global accepts · Rating: 1200 · first AC: 2019-11-23 · PyPy 3 (first AC) · Tags: greedy, implementation, sortings, strings, two pointers
[Vladithur's solution](#)

1161.

1245B

[Restricted RPS](#) · [Tutorial](#)

Quality: 14,531 global accepts · Rating: 1200 · first AC: 2019-11-01 · PyPy 3 (first AC) · Tags: constructive algorithms, dp, greedy
[Vladithur's solution](#)

1162.

2124C

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

Quality: 14,609 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[Vladithur's solution](#)

1163.

1776H

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

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: two pointers
[Vladithur's solution](#)

1164.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,707 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[Vladithur's solution](#)

1165.

1984C1

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

Quality: 20,153 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math
[Vladithur's solution](#)

1166.

1981B

[Turtle and an Infinite Sequence](#) · [Tutorial](#)

Quality: 16,443 global accepts · Rating: 1300 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math
[Vladithur's solution](#)

1167.

1927D

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

Quality: 33,186 global accepts · Rating: 1300 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers

[Vladithur's solution](#)

1168.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[Vladithur's solution](#)

1169.

1868A

[Fill in the Matrix](#) · [Tutorial](#)

Quality: 13,614 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[Vladithur's solution](#)

1170.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[Vladithur's solution](#)

1171.

1850F

[We Were Both Children](#) · [Tutorial](#)

Quality: 24,591 global accepts · Rating: 1300 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[Vladithur's solution](#)

1172.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,862 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math

[Vladithur's solution](#)

1173.

1846E1

[Rudolf and Snowflakes \(simple version\)](#) · [Tutorial](#)

Quality: 25,212 global accepts · Rating: 1300 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[Vladithur's solution](#)

1174.

1816C

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

Rating: 1300 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[Vladithur's solution](#)

1175.

1769C2

[A<=00:0 CD\\$:C ”•](#)

Quality: 1,077 global accepts · Rating: 1300 · first AC: 2022-12-10 · C++20 (GCC 11-64) (first AC) · Tags: *special, dp

[Vladithur's solution](#)

1176.

1717C

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

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Vladithur's solution](#)

1177.

1693A

[Directional Increase](#) · [Tutorial](#)

Quality: 17,440 global accepts · Rating: 1300 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Vladithur's solution](#)

1178.

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
[Vladithur's solution](#)

1179.

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, math
[Vladithur's solution](#)

1180.

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
[Vladithur's solution](#)

1181.

103433A

[Company Merging](#) · [Tutorial](#)

Rating: 1300 · first AC: 2021-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[Vladithur's solution](#)

1182.

1603A

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

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
[Vladithur's solution](#)

1183.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-22 · last AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, ternary search
[Vladithur's solution](#)

1184.

1556B

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

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[Vladithur's solution](#)

1185.

1561C

[Deep Down Below](#) · [Tutorial](#)

Quality: 21,421 global accepts · Rating: 1300 · first AC: 2021-08-26 · last AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings
[Vladithur's solution](#)

1186.

1558A

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

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
[Vladithur's solution](#)

1187.

1560D

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

Quality: 19,459 global accepts · Rating: 1300 · first AC: 2021-08-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, strings
[Vladithur's solution](#)

1188.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[Vladithur's solution](#)

1189.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,086 global accepts · Rating: 1300 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[Vladithur's solution](#)

1190.

862B

[Mahmoud and Ehab and the bipartiteness](#) · [Tutorial](#)

Quality: 25,654 global accepts · Rating: 1300 · first AC: 2021-07-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees

[Vladithur's solution](#)

1191.

1459B

[Move and Turn](#) · [Tutorial](#)

Quality: 20,887 global accepts · Rating: 1300 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[Vladithur's solution](#)

1192.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,685 global accepts · Rating: 1300 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[Vladithur's solution](#)

1193.

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,600 global accepts · Rating: 1300 · first AC: 2021-07-24 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Vladithur's solution](#)

1194.

352B

[Jeff and Periods](#) · [Tutorial](#)

Quality: 18,165 global accepts · Rating: 1300 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[Vladithur's solution](#)

1195.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,482 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[Vladithur's solution](#)

1196.

1322A

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

Quality: 12,888 global accepts · Rating: 1300 · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Vladithur's solution](#)

1197.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,783 global accepts · Rating: 1300 · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, two pointers

[Vladithur's solution](#)

1198.

1077C

[Good Array](#) · [Tutorial](#)

Quality: 25,608 global accepts · Rating: 1300 · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Vladithur's solution](#)

1199.

962A

[Equator](#) · [Tutorial](#)

Quality: 13,432 global accepts · Rating: 1300 · first AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

1200.

707B

[Bakery](#) · [Tutorial](#)

Quality: 13,603 global accepts · Rating: 1300 · first AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: graphs

[Vladithur's solution](#)

1201.

588B

[Duff in Love](#) · [Tutorial](#)

Quality: 14,994 global accepts · Rating: 1300 · first AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: math

[Vladithur's solution](#)

1202.

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,418 global accepts · Rating: 1300 · first AC: 2021-07-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation

[Vladithur's solution](#)

1203.

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,356 global accepts · Rating: 1300 · first AC: 2021-07-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[Vladithur's solution](#)

1204.

1176C

[Lose it!](#) · [Tutorial](#)

Quality: 15,099 global accepts · Rating: 1300 · first AC: 2021-07-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[Vladithur's solution](#)

1205.

1157B

[Long Number](#) · [Tutorial](#)

Quality: 15,637 global accepts · Rating: 1300 · first AC: 2021-07-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Vladithur's solution](#)

1206.

1443B

[Saving the City](#) · [Tutorial](#)

Quality: 16,640 global accepts · Rating: 1300 · first AC: 2021-07-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, sortings

[Vladithur's solution](#)

1207.

1249C1

[Good Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 16,558 global accepts · Rating: 1300 · first AC: 2021-07-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[Vladithur's solution](#)

1208.

486B

[OR in Matrix](#) · [Tutorial](#)

Quality: 19,169 global accepts · Rating: 1300 · first AC: 2021-07-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, hashing, implementation

[Vladithur's solution](#)

1209.

1260B

[Obtain Two Zeros](#) · [Tutorial](#)

Quality: 16,715 global accepts · Rating: 1300 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[Vladithur's solution](#)

1210.

1217A

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

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[Vladithur's solution](#)

1211.

330B

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

Quality: 19,387 global accepts · Rating: 1300 · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[Vladithur's solution](#)

1212.

1420C1

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

Quality: 18,976 global accepts · Rating: 1300 · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Vladithur's solution](#)

1213.

1547D

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

Quality: 18,591 global accepts · Rating: 1300 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Vladithur's solution](#)

1214.

570B

[Simple Game](#) · [Tutorial](#)

Quality: 16,879 global accepts · Rating: 1300 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[Vladithur's solution](#)

1215.

573A

[Bear and Poker](#) · [Tutorial](#)

Quality: 18,202 global accepts · Rating: 1300 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, number theory

[Vladithur's solution](#)

1216.

893C

[Rumor](#) · [Tutorial](#)

Quality: 28,278 global accepts · Rating: 1300 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy

[Vladithur's solution](#)

1217.

1203C

[Common Divisors](#) · [Tutorial](#)

Quality: 24,259 global accepts · Rating: 1300 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Vladithur's solution](#)

1218.

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings

[Vladithur's solution](#)

1219.

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,638 global accepts · Rating: 1300 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

[Vladithur's solution](#)

1220.

600B

[Queries about less or equal elements](#) · [Tutorial](#)

Quality: 39,177 global accepts · Rating: 1300 · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, sortings, two pointers

[Vladithur's solution](#)

1221.

519C

[A and B and Team Training](#) · [Tutorial](#)

Quality: 20,710 global accepts · Rating: 1300 · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, number theory

[Vladithur's solution](#)

1222.

508B

[Anton and currency you all know](#) · [Tutorial](#)

Quality: 23,989 global accepts · Rating: 1300 · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, strings

[Vladithur's solution](#)

1223.

276B

[Little Girl and Game](#) · [Tutorial](#)

Quality: 32,110 global accepts · Rating: 1300 · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy

[Vladithur's solution](#)

1224.

450B

[Jzzhu and Sequences](#) · [Tutorial](#)

Quality: 28,829 global accepts · Rating: 1300 · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Vladithur's solution](#)

1225.

312B

[Archer](#) · [Tutorial](#)

Quality: 13,380 global accepts · Rating: 1300 · first AC: 2021-07-01 · C++17 (GCC 9-64) (first AC) · Tags: math, probabilities

[Vladithur's solution](#)

1226.

755C

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

Quality: 15,005 global accepts · Rating: 1300 · first AC: 2021-06-23 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees

[Vladithur's solution](#)

1227.

1454D

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

Quality: 22,157 global accepts · Rating: 1300 · first AC: 2021-06-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[Vladithur's solution](#)

1228.

1234B2

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

Quality: 18,443 global accepts · Rating: 1300 · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[Vladithur's solution](#)

1229.

1249B2

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

Quality: 18,396 global accepts · Rating: 1300 · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, math

[Vladithur's solution](#)

1230.

171B

[Star](#) · [Tutorial](#)

Quality: 4,758 global accepts · Rating: 1300 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: *special, combinatorics

[Vladithur's solution](#)

1231.

630F

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

Quality: 8,049 global accepts · Rating: 1300 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[Vladithur's solution](#)

1232.

844B

[Rectangles](#) · [Tutorial](#)

Quality: 9,047 global accepts · Rating: 1300 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[Vladithur's solution](#)

1233.

840A

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

Quality: 7,471 global accepts · Rating: 1300 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math, number theory, sortings

[Vladithur's solution](#)

1234.

1096B

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

Quality: 11,684 global accepts · Rating: 1300 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, strings

[Vladithur's solution](#)

1235.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,229 global accepts · Rating: 1300 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math

[Vladithur's solution](#)

1236.

621B

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

Quality: 11,615 global accepts · Rating: 1300 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, implementation

[Vladithur's solution](#)

1237.

1007A

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

Quality: 13,069 global accepts · Rating: 1300 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, math, sortings, two pointers

[Vladithur's solution](#)

1238.

251A

[Points on Line](#) · [Tutorial](#)

Quality: 21,348 global accepts · Rating: 1300 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, two pointers

[Vladithur's solution](#)

1239.

617B

[Chocolate](#) · [Tutorial](#)

Quality: 20,018 global accepts · Rating: 1300 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics

[Vladithur's solution](#)

1240.

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,854 global accepts · Rating: 1300 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[Vladithur's solution](#)

1241.

476B

[Dreamoon and WiFi](#) · [Tutorial](#)

Quality: 37,033 global accepts · Rating: 1300 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities

[Vladithur's solution](#)

1242.

1534C

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

Quality: 13,820 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[Vladithur's solution](#)

1243.

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,403 global accepts · Rating: 1300 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, math, two pointers

[Vladithur's solution](#)

1244.

1521B

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

Quality: 22,931 global accepts · Rating: 1300 · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[Vladithur's solution](#)

1245.

1493B

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

Quality: 12,568 global accepts · Rating: 1300 · first AC: 2021-03-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Vladithur's solution](#)

1246.

1470A

[Strange Birthday Party](#) · [Tutorial](#)

Quality: 29,394 global accepts · Rating: 1300 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[Vladithur's solution](#)

1247.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings

[Vladithur's solution](#)

1248.

4C

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

Quality: 108,181 global accepts · Rating: 1300 · first AC: 2019-12-29 · last AC: 2020-11-24 · PyPy 3 (first AC) · Tags: data structures, hashing, implementation

[Vladithur's solution](#)

1249.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,723 global accepts · Rating: 1300 · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Vladithur's solution](#)

1250.

1422B

[Nice Matrix](#) · [Tutorial](#)

Quality: 15,071 global accepts · Rating: 1300 · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
[Vladithur's solution](#)

1251.

1418B

[Negative Prefixes](#) · [Tutorial](#)

Quality: 17,559 global accepts · Rating: 1300 · first AC: 2020-09-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[Vladithur's solution](#)

1252.

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,068 global accepts · Rating: 1300 · first AC: 2020-09-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory
[Vladithur's solution](#)

1253.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,835 global accepts · Rating: 1300 · first AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings
[Vladithur's solution](#)

1254.

478B

[Random Teams](#) · [Tutorial](#)

Quality: 41,269 global accepts · Rating: 1300 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math
[Vladithur's solution](#)

1255.

451B

[Sort the Array](#) · [Tutorial](#)

Quality: 52,883 global accepts · Rating: 1300 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[Vladithur's solution](#)

1256.

459B

[Pashmak and Flowers](#) · [Tutorial](#)

Quality: 47,501 global accepts · Rating: 1300 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, sortings
[Vladithur's solution](#)

1257.

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,845 global accepts · Rating: 1300 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, number theory
[Vladithur's solution](#)

1258.

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,889 global accepts · Rating: 1300 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp
[Vladithur's solution](#)

1259.

1059B

[Forgery](#) · [Tutorial](#)

Quality: 7,586 global accepts · Rating: 1300 · first AC: 2020-08-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Vladithur's solution](#)

1260.

1372B

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

Quality: 36,399 global accepts · Rating: 1300 · first AC: 2020-07-11 · last AC: 2020-07-28 · PyPy 3 (first AC) · Tags: greedy, math, number

theory

[Vladithur's solution](#)

1261.

1381A1

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

Quality: 21,725 global accepts · Rating: 1300 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, strings

[Vladithur's solution](#)

1262.

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,370 global accepts · Rating: 1300 · first AC: 2020-07-01 · PyPy 3 (first AC) · Tags: greedy, implementation, math

[Vladithur's solution](#)

1263.

1373C

[Pluses and Minuses](#) · [Tutorial](#)

Quality: 19,373 global accepts · Rating: 1300 · first AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[Vladithur's solution](#)

1264.

1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,107 global accepts · Rating: 1300 · first AC: 2020-06-16 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, math

[Vladithur's solution](#)

1265.

1364B

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

Quality: 26,187 global accepts · Rating: 1300 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[Vladithur's solution](#)

1266.

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,963 global accepts · Rating: 1300 · first AC: 2020-06-11 · PyPy 3 (first AC) · Tags: math, two pointers

[Vladithur's solution](#)

1267.

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,847 global accepts · Rating: 1300 · first AC: 2020-06-07 · PyPy 3 (first AC) · Tags: constructive algorithms, implementation

[Vladithur's solution](#)

1268.

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,998 global accepts · Rating: 1300 · first AC: 2020-05-24 · PyPy 3 (first AC) · Tags: dp, graphs, implementation, shortest paths

[Vladithur's solution](#)

1269.

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 43,018 global accepts · Rating: 1300 · first AC: 2020-05-24 · PyPy 3 (first AC) · Tags: math, number theory

[Vladithur's solution](#)

1270.

1352D

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

Quality: 29,859 global accepts · Rating: 1300 · first AC: 2020-05-09 · PyPy 3 (first AC) · Tags: implementation

[Vladithur's solution](#)

1271.

1341B

[Nastya and Door](#) · [Tutorial](#)

Quality: 21,093 global accepts · Rating: 1300 · first AC: 2020-04-23 · PyPy 3 (first AC) · Tags: greedy, implementation

[Vladithur's solution](#)

1272.

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,464 global accepts · Rating: 1300 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Vladithur's solution](#)

1273.

1328B

[K-th Beautiful String](#) · [Tutorial](#)

Quality: 32,047 global accepts · Rating: 1300 · first AC: 2020-03-26 · PyPy 3 (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[Vladithur's solution](#)

1274.

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,912 global accepts · Rating: 1300 · first AC: 2020-03-20 · last AC: 2020-03-20 · PyPy 3 (first AC) · Tags: greedy, sortings

[Vladithur's solution](#)

1275.

1326C

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

Quality: 16,402 global accepts · Rating: 1300 · first AC: 2020-03-19 · PyPy 3 (first AC) · Tags: combinatorics, greedy, math

[Vladithur's solution](#)

1276.

1271C

[Shawarma Tent](#) · [Tutorial](#)

Quality: 11,120 global accepts · Rating: 1300 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, implementation

[Vladithur's solution](#)

1277.

161A

[Dress'em in Vests!](#) · [Tutorial](#)

Quality: 5,478 global accepts · Rating: 1300 · first AC: 2020-03-03 · PyPy 3 (first AC) · Tags: binary search, brute force, greedy, two pointers

[Vladithur's solution](#)

1278.

1311C

[Perform the Combo](#) · [Tutorial](#)

Quality: 16,823 global accepts · Rating: 1300 · first AC: 2020-02-29 · PyPy 3 (first AC) · Tags: brute force

[Vladithur's solution](#)

1279.

1315B

[Homecoming](#) · [Tutorial](#)

Quality: 9,608 global accepts · Rating: 1300 · first AC: 2020-02-23 · PyPy 3 (first AC) · Tags: binary search, dp, greedy, strings

[Vladithur's solution](#)

1280.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-17 · PyPy 3 (first AC) · Tags: geometry, greedy, math

[Vladithur's solution](#)

1281.

1291B

[Array Sharpening](#) · [Tutorial](#)

Quality: 15,359 global accepts · Rating: 1300 · first AC: 2020-02-02 · PyPy 3 (first AC) · Tags: greedy, implementation

[Vladithur's solution](#)

1282.

1294C

[Product of Three Numbers](#) · [Tutorial](#)

Quality: 46,285 global accepts · Rating: 1300 · first AC: 2020-01-25 · PyPy 3 (first AC) · Tags: greedy, math, number theory

[Vladithur's solution](#)

1283.

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,840 global accepts · Rating: 1300 · first AC: 2020-01-10 · PyPy 3 (first AC) · Tags: dp, greedy, implementation

[Vladithur's solution](#)

1284.

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,890 global accepts · Rating: 1300 · first AC: 2019-12-27 · PyPy 3 (first AC) · Tags: brute force

[Vladithur's solution](#)

1285.

1265B

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

Quality: 13,525 global accepts · Rating: 1300 · first AC: 2019-12-05 · PyPy 3 (first AC) · Tags: data structures, implementation, math, two pointers

[Vladithur's solution](#)

1286.

1225B2

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

Quality: 12,198 global accepts · Rating: 1300 · first AC: 2019-10-26 · PyPy 3 (first AC) · Tags: implementation, two pointers

[Vladithur's solution](#)

1287.

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,180 global accepts · Rating: 1400 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Vladithur's solution](#)

1288.

1967B1

[Reverse Card \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,059 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Vladithur's solution](#)

1289.

1967A

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

Quality: 14,940 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[Vladithur's solution](#)

1290.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,708 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

[Vladithur's solution](#)

1291.

1932D

[Card Game](#) · [Tutorial](#)

Quality: 13,436 global accepts · Rating: 1400 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Vladithur's solution](#)

1292.

1932C

[LR-remainders](#) · [Tutorial](#)

Quality: 18,931 global accepts · Rating: 1400 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures,

implementation, math, two pointers

[Vladithur's solution](#)

1293.

1927E

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

Quality: 17,058 global accepts · Rating: 1400 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, two pointers

[Vladithur's solution](#)

1294.

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,555 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

[Vladithur's solution](#)

1295.

1903C

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

Quality: 14,480 global accepts · Rating: 1400 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Vladithur's solution](#)

1296.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[Vladithur's solution](#)

1297.

1887A1

[Dances \(Easy version\)](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[Vladithur's solution](#)

1298.

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

[Vladithur's solution](#)

1299.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,979 global accepts · Rating: 1400 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Vladithur's solution](#)

1300.

1824A

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

Quality: 12,526 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Vladithur's solution](#)

1301.

1769B2

[Aa>C08Dl>C\\$0C08CR DC 9C'>C" "•](#)

Quality: 952 global accepts · Rating: 1400 · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: *special, binary search, brute force, math

[Vladithur's solution](#)

1302.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games,

greedy, sortings

[Vladithur's solution](#)

1303.

1652C

[Alice and the Cake](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Vladithur's solution](#)

1304.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[Vladithur's solution](#)

1305.

1609C

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

Quality: 10,459 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[Vladithur's solution](#)

1306.

1573B

[Swaps](#) · [Tutorial](#)

Quality: 15,574 global accepts · Rating: 1400 · first AC: 2021-09-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[Vladithur's solution](#)

1307.

1551B2

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

Quality: 16,666 global accepts · Rating: 1400 · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[Vladithur's solution](#)

1308.

1559D1

[Mocha and Diana \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,031 global accepts · Rating: 1400 · first AC: 2021-08-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[Vladithur's solution](#)

1309.

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Vladithur's solution](#)

1310.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy

[Vladithur's solution](#)

1311.

1228B

[Filling the Grid](#) · [Tutorial](#)

Quality: 11,890 global accepts · Rating: 1400 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Vladithur's solution](#)

1312.

363C

[Fixing Typos](#) · [Tutorial](#)

Quality: 14,103 global accepts · Rating: 1400 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Vladithur's solution](#)

1313.

1183D

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

Quality: 20,427 global accepts · Rating: 1400 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[Vladithur's solution](#)

1314.

1443C

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

Quality: 16,829 global accepts · Rating: 1400 · first AC: 2021-07-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[Vladithur's solution](#)

1315.

1183C

[Computer Game](#) · [Tutorial](#)

Quality: 15,046 global accepts · Rating: 1400 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[Vladithur's solution](#)

1316.

1095C

[Powers Of Two](#) · [Tutorial](#)

Quality: 19,588 global accepts · Rating: 1400 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy

[Vladithur's solution](#)

1317.

1256B

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

Quality: 13,683 global accepts · Rating: 1400 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Vladithur's solution](#)

1318.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[Vladithur's solution](#)

1319.

1167C

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

Quality: 26,007 global accepts · Rating: 1400 · first AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs

[Vladithur's solution](#)

1320.

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,493 global accepts · Rating: 1400 · first AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings

[Vladithur's solution](#)

1321.

437C

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

Quality: 14,995 global accepts · Rating: 1400 · first AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, sortings

[Vladithur's solution](#)

1322.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,471 global accepts · Rating: 1400 · first AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[Vladithur's solution](#)

1323.

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,248 global accepts · Rating: 1400 · first AC: 2021-07-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[Vladithur's solution](#)

1324.

762A

[k-th divisor](#) · [Tutorial](#)

Quality: 25,807 global accepts · Rating: 1400 · first AC: 2021-07-19 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Vladithur's solution](#)

1325.

1380B

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

Quality: 15,282 global accepts · Rating: 1400 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Vladithur's solution](#)

1326.

448B

[Suffix Structures](#) · [Tutorial](#)

Quality: 17,315 global accepts · Rating: 1400 · first AC: 2021-07-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Vladithur's solution](#)

1327.

650A

[Watchmen](#) · [Tutorial](#)

Quality: 16,641 global accepts · Rating: 1400 · first AC: 2021-07-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry, math

[Vladithur's solution](#)

1328.

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,248 global accepts · Rating: 1400 · first AC: 2021-07-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings

[Vladithur's solution](#)

1329.

550B

[Preparing Olympiad](#) · [Tutorial](#)

Quality: 27,459 global accepts · Rating: 1400 · first AC: 2021-07-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force

[Vladithur's solution](#)

1330.

289B

[Polo the Penguin and Matrix](#) · [Tutorial](#)

Quality: 18,964 global accepts · Rating: 1400 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, sortings, ternary search

[Vladithur's solution](#)

1331.

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,169 global accepts · Rating: 1400 · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Vladithur's solution](#)

1332.

977D

[Divide by three, multiply by two](#) · [Tutorial](#)

Quality: 20,529 global accepts · Rating: 1400 · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, math, sortings

[Vladithur's solution](#)

1333.

277A

[Learning Languages](#) · [Tutorial](#)

Quality: 21,583 global accepts · Rating: 1400 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu

[Vladithur's solution](#)

1334.

546C

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

Quality: 19,432 global accepts · Rating: 1400 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, games
[Vladithur's solution](#)

1335.

1393B

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

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[Vladithur's solution](#)

1336.

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,711 global accepts · Rating: 1400 · first AC: 2021-07-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings
[Vladithur's solution](#)

1337.

1362C

[Johnny and Another Rating Drop](#) · [Tutorial](#)

Quality: 23,711 global accepts · Rating: 1400 · first AC: 2021-07-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math
[Vladithur's solution](#)

1338.

401C

[Team](#) · [Tutorial](#)

Quality: 21,703 global accepts · Rating: 1400 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[Vladithur's solution](#)

1339.

514B

[Han Solo and Lazer Gun](#) · [Tutorial](#)

Quality: 22,637 global accepts · Rating: 1400 · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, geometry, implementation, math
[Vladithur's solution](#)

1340.

1374D

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

Quality: 31,097 global accepts · Rating: 1400 · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings, two pointers
[Vladithur's solution](#)

1341.

507B

[Amr and Pins](#) · [Tutorial](#)

Quality: 26,686 global accepts · Rating: 1400 · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math
[Vladithur's solution](#)

1342.

515C

[Drazil and Factorial](#) · [Tutorial](#)

Quality: 28,710 global accepts · Rating: 1400 · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings
[Vladithur's solution](#)

1343.

479C

[Exams](#) · [Tutorial](#)

Quality: 33,074 global accepts · Rating: 1400 · first AC: 2021-07-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[Vladithur's solution](#)

1344.

279B

[Books](#) · [Tutorial](#)

Quality: 72,455 global accepts · Rating: 1400 · first AC: 2021-07-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation, two pointers

[Vladithur's solution](#)

1345.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[Vladithur's solution](#)

1346.

1425F

[Flamingoes of Mystery](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1400 · first AC: 2021-06-23 · C++17 (GCC 9-64) (first AC) · Tags: interactive

[Vladithur's solution](#)

1347.

727C

[Guess the Array](#) · [Tutorial](#)

Quality: 8,961 global accepts · Rating: 1400 · first AC: 2021-06-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math

[Vladithur's solution](#)

1348.

1167B

[Lost Numbers](#) · [Tutorial](#)

Quality: 16,469 global accepts · Rating: 1400 · first AC: 2021-06-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, divide and conquer, interactive, math

[Vladithur's solution](#)

1349.

679A

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

Quality: 15,449 global accepts · Rating: 1400 · first AC: 2021-06-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math

[Vladithur's solution](#)

1350.

1462D

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

Quality: 18,137 global accepts · Rating: 1400 · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[Vladithur's solution](#)

1351.

124B

[Permutations](#) · [Tutorial](#)

Quality: 4,872 global accepts · Rating: 1400 · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, implementation

[Vladithur's solution](#)

1352.

630H

[Benches](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1400 · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[Vladithur's solution](#)

1353.

978E

[Bus Video System](#) · [Tutorial](#)

Quality: 10,594 global accepts · Rating: 1400 · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[Vladithur's solution](#)

1354.

131C

[The World is a Theatre](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math
[Vladithur's solution](#)

1355.

152C

[Pocket Book](#) · [Tutorial](#)

Quality: 11,641 global accepts · Rating: 1400 · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics
[Vladithur's solution](#)

1356.

804B

[Minimum number of steps](#) · [Tutorial](#)

Quality: 10,163 global accepts · Rating: 1400 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, implementation, math
[Vladithur's solution](#)

1357.

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1400 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math
[Vladithur's solution](#)

1358.

1284B

[New Year and Ascent Sequence](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings
[Vladithur's solution](#)

1359.

1215B

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

Quality: 18,352 global accepts · Rating: 1400 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation
[Vladithur's solution](#)

1360.

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,214 global accepts · Rating: 1400 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, math
[Vladithur's solution](#)

1361.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[Vladithur's solution](#)

1362.

1506D

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

Quality: 25,541 global accepts · Rating: 1400 · first AC: 2021-03-26 · last AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[Vladithur's solution](#)

1363.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,725 global accepts · Rating: 1400 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers
[Vladithur's solution](#)

1364.

1520E

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

Quality: 28,614 global accepts · Rating: 1400 · first AC: 2021-06-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Vladithur's solution](#)

1365.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,737 global accepts · Rating: 1400 · first AC: 2021-05-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[Vladithur's solution](#)

1366.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[Vladithur's solution](#)

1367.

1494B

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

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation

[Vladithur's solution](#)

1368.

1490E

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

Quality: 20,995 global accepts · Rating: 1400 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy

[Vladithur's solution](#)

1369.

1453B

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

Quality: 14,063 global accepts · Rating: 1400 · first AC: 2020-12-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[Vladithur's solution](#)

1370.

1461B

[Find the Spruce](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1400 · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation

[Vladithur's solution](#)

1371.

1456A

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[Vladithur's solution](#)

1372.

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,297 global accepts · Rating: 1400 · first AC: 2020-11-27 · last AC: 2020-11-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, hashing, implementation, strings

[Vladithur's solution](#)

1373.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,459 global accepts · Rating: 1400 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[Vladithur's solution](#)

1374.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-10-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[Vladithur's solution](#)

1375.

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,199 global accepts · Rating: 1400 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths
[Vladithur's solution](#)

1376.

1375C

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

Quality: 22,951 global accepts · Rating: 1400 · first AC: 2020-07-04 · PyPy 3 (first AC) · Tags: constructive algorithms, data structures, greedy
[Vladithur's solution](#)

1377.

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,873 global accepts · Rating: 1400 · first AC: 2020-06-23 · PyPy 3 (first AC) · Tags: greedy, math, sortings, two pointers
[Vladithur's solution](#)

1378.

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,143 global accepts · Rating: 1400 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory
[Vladithur's solution](#)

1379.

1365C

[Rotation Matching](#) · [Tutorial](#)

Quality: 24,984 global accepts · Rating: 1400 · first AC: 2020-06-07 · PyPy 3 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[Vladithur's solution](#)

1380.

1108D

[Diverse Garland](#) · [Tutorial](#)

Quality: 16,488 global accepts · Rating: 1400 · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy
[Vladithur's solution](#)

1381.

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,335 global accepts · Rating: 1400 · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation
[Vladithur's solution](#)

1382.

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,953 global accepts · Rating: 1400 · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: dp
[Vladithur's solution](#)

1383.

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,133 global accepts · Rating: 1400 · first AC: 2020-05-31 · PyPy 3 (first AC) · Tags: implementation, strings
[Vladithur's solution](#)

1384.

1195C

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

Quality: 34,842 global accepts · Rating: 1400 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Vladithur's solution](#)

1385.

1354C1

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

Quality: 16,357 global accepts · Rating: 1400 · first AC: 2020-05-17 · PyPy 3 (first AC) · Tags: binary search, geometry, math, ternary search

[Vladithur's solution](#)

1386.

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Vladithur's solution](#)

1387.

1350B

[Orac and Models](#) · [Tutorial](#)

Quality: 29,468 global accepts · Rating: 1400 · first AC: 2020-05-12 · PyPy 3 (first AC) · Tags: dp, math, number theory

[Vladithur's solution](#)

1388.

1351C

[Skier](#) · [Tutorial](#)

Quality: 9,293 global accepts · Rating: 1400 · first AC: 2020-05-07 · PyPy 3 (first AC) · Tags: data structures, implementation

[Vladithur's solution](#)

1389.

414B

[Mashmokh and ACM](#) · [Tutorial](#)

Quality: 29,189 global accepts · Rating: 1400 · first AC: 2020-05-01 · PyPy 3 (first AC) · Tags: combinatorics, dp, number theory

[Vladithur's solution](#)

1390.

1348B

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

Quality: 27,495 global accepts · Rating: 1400 · first AC: 2020-05-01 · PyPy 3 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Vladithur's solution](#)

1391.

1330B

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

Quality: 14,536 global accepts · Rating: 1400 · first AC: 2020-04-03 · PyPy 3 (first AC) · Tags: implementation, math

[Vladithur's solution](#)

1392.

1332B

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

Quality: 18,955 global accepts · Rating: 1400 · first AC: 2020-03-31 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[Vladithur's solution](#)

1393.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,097 global accepts · Rating: 1400 · first AC: 2020-03-12 · PyPy 3 (first AC) · Tags: binary search, data structures, sortings, two pointers

[Vladithur's solution](#)

1394.

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,348 global accepts · Rating: 1400 · first AC: 2020-03-09 · PyPy 3 (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search

[Vladithur's solution](#)

1395.

1316B

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

Quality: 11,723 global accepts · Rating: 1400 · first AC: 2020-03-04 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, implementation, sortings, strings

[Vladithur's solution](#)

1396.

1321B

[Journey Planning](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-03-01 · PyPy 3 (first AC) · Tags: data structures, sortings

[Vladithur's solution](#)

1397.

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2020-02-12 · PyPy 3 (first AC) · Tags: math

[Vladithur's solution](#)

1398.

1293C

[NEKO's Maze Game](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Vladithur's solution](#)

1399.

1285C

[Fadi and LCM](#) · [Tutorial](#)

Quality: 28,144 global accepts · Rating: 1400 · first AC: 2020-01-10 · PyPy 3 (first AC) · Tags: brute force, math, number theory

[Vladithur's solution](#)

1400.

1263C

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

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2019-11-29 · PyPy 3 (first AC) · Tags: binary search, math, meet-in-the-middle, number theory

[Vladithur's solution](#)

1401.

1263B

[PIN Codes](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1400 · first AC: 2019-11-29 · PyPy 3 (first AC) · Tags: greedy, implementation

[Vladithur's solution](#)

1402.

1253B

[Silly Mistake](#) · [Tutorial](#)

Quality: 11,705 global accepts · Rating: 1400 · first AC: 2019-11-16 · PyPy 3 (first AC) · Tags: greedy, implementation

[Vladithur's solution](#)

1403.

1245C

[Constanze's Machine](#) · [Tutorial](#)

Quality: 19,874 global accepts · Rating: 1400 · first AC: 2019-11-16 · PyPy 3 (first AC) · Tags: dp

[Vladithur's solution](#)

1404.

1251B

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

Quality: 11,619 global accepts · Rating: 1400 · first AC: 2019-10-29 · PyPy 3 (first AC) · Tags: greedy, strings

[Vladithur's solution](#)

1405.

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,557 global accepts · Rating: 1500 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[Vladithur's solution](#)

1406.

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,900 global accepts · Rating: 1500 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[Vladithur's solution](#)

1407.

1924A

[Did We Get Everything Covered?](#) · [Tutorial](#)

Quality: 16,754 global accepts · Rating: 1500 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[Vladithur's solution](#)

1408.

1883D

[In Love](#) · [Tutorial](#)

Quality: 14,529 global accepts · Rating: 1500 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Vladithur's solution](#)

1409.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,153 global accepts · Rating: 1500 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[Vladithur's solution](#)

1410.

1850G

[The Morning Star](#) · [Tutorial](#)

Quality: 15,477 global accepts · Rating: 1500 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings

[Vladithur's solution](#)

1411.

1842C

[Tenzing and Balls](#) · [Tutorial](#)

Quality: 16,497 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Vladithur's solution](#)

1412.

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

[Vladithur's solution](#)

1413.

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

[Vladithur's solution](#)

1414.

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

[Vladithur's solution](#)

1415.

978D

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

Quality: 9,956 global accepts · Rating: 1500 · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[Vladithur's solution](#)

1416.

1106D

[Lunar New Year and a Wander](#) · [Tutorial](#)

Quality: 19,661 global accepts · Rating: 1500 · first AC: 2021-09-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[Vladithur's solution](#)

1417.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,310 global accepts · Rating: 1500 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Vladithur's solution](#)

1418.

1300C

[Anu Has a Function](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Vladithur's solution](#)

1419.

1269B

[Modulo Equality](#) · [Tutorial](#)

Quality: 9,616 global accepts · Rating: 1500 · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, sortings

[Vladithur's solution](#)

1420.

1439A1

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

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[Vladithur's solution](#)

1421.

1499C

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

Quality: 13,420 global accepts · Rating: 1500 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, math

[Vladithur's solution](#)

1422.

1551C

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

Quality: 14,544 global accepts · Rating: 1500 · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, strings

[Vladithur's solution](#)

1423.

1416A

[k-Amazing Numbers](#) · [Tutorial](#)

Quality: 16,724 global accepts · Rating: 1500 · first AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[Vladithur's solution](#)

1424.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[Vladithur's solution](#)

1425.

771A

[Bear and Friendship Condition](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs

[Vladithur's solution](#)

1426.

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[Vladithur's solution](#)

1427.

1253C

[Sweets Eating](#) · [Tutorial](#)

Quality: 15,305 global accepts · Rating: 1500 · first AC: 2021-07-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, sortings

[Vladithur's solution](#)

1428.

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,485 global accepts · Rating: 1500 · first AC: 2021-07-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[Vladithur's solution](#)

1429.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings, two pointers

[Vladithur's solution](#)

1430.

1426D

[Non-zero Segments](#) · [Tutorial](#)

Quality: 17,602 global accepts · Rating: 1500 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Vladithur's solution](#)

1431.

268C

[Beautiful Sets of Points](#) · [Tutorial](#)

Quality: 14,640 global accepts · Rating: 1500 · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[Vladithur's solution](#)

1432.

1419D2

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

Quality: 17,418 global accepts · Rating: 1500 · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers

[Vladithur's solution](#)

1433.

1272D

[Remove One Element](#) · [Tutorial](#)

Quality: 19,286 global accepts · Rating: 1500 · first AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp

[Vladithur's solution](#)

1434.

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[Vladithur's solution](#)

1435.

977E

[Cyclic Components](#) · [Tutorial](#)

Quality: 25,623 global accepts · Rating: 1500 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs

[Vladithur's solution](#)

1436.

1249C2

[Good Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 13,536 global accepts · Rating: 1500 · first AC: 2021-07-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, meet-in-the-middle

[Vladithur's solution](#)

1437.

676C

[Vasya and String](#) · [Tutorial](#)

Quality: 22,440 global accepts · Rating: 1500 · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, strings, two pointers

[Vladithur's solution](#)

1438.

1201B

[Zero Array](#) · [Tutorial](#)

Quality: 25,477 global accepts · Rating: 1500 · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Vladithur's solution](#)

1439.

1545A

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

Quality: 14,886 global accepts · Rating: 1500 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: sortings

[Vladithur's solution](#)

1440.

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,374 global accepts · Rating: 1500 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

[Vladithur's solution](#)

1441.

1409D

[Decrease the Sum of Digits](#) · [Tutorial](#)

Quality: 21,392 global accepts · Rating: 1500 · first AC: 2021-07-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Vladithur's solution](#)

1442.

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,628 global accepts · Rating: 1500 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, matrices

[Vladithur's solution](#)

1443.

580B

[Kefa and Company](#) · [Tutorial](#)

Quality: 31,930 global accepts · Rating: 1500 · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, sortings, two pointers

[Vladithur's solution](#)

1444.

1542B

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

Quality: 26,542 global accepts · Rating: 1500 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[Vladithur's solution](#)

1445.

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,879 global accepts · Rating: 1500 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Vladithur's solution](#)

1446.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,479 global accepts · Rating: 1500 · first AC: 2021-07-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees

[Vladithur's solution](#)

1447.

1490F

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

Quality: 18,388 global accepts · Rating: 1500 · first AC: 2021-02-16 · last AC: 2021-07-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[Vladithur's solution](#)

1448.

839C

[Journey](#) · [Tutorial](#)

Quality: 20,098 global accepts · Rating: 1500 · first AC: 2021-07-01 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees

[Vladithur's solution](#)

1449.

1484B

[Restore Modulo](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Vladithur's solution](#)

1450.

1105C

[Ayoub and Lost Array](#) · [Tutorial](#)

Quality: 11,368 global accepts · Rating: 1500 · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Vladithur's solution](#)

1451.

1236B

[Alice and the List of Presents](#) · [Tutorial](#)

Quality: 12,055 global accepts · Rating: 1500 · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[Vladithur's solution](#)

1452.

1462E1

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

Quality: 15,216 global accepts · Rating: 1500 · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, math, sortings, two pointers

[Vladithur's solution](#)

1453.

584B

[Kolya and Tanya](#) · [Tutorial](#)

Quality: 13,670 global accepts · Rating: 1500 · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics

[Vladithur's solution](#)

1454.

1538F

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

Quality: 22,217 global accepts · Rating: 1500 · first AC: 2021-06-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, math, number theory

[Vladithur's solution](#)

1455.

1515D

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

Quality: 12,822 global accepts · Rating: 1500 · first AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers

[Vladithur's solution](#)

1456.

1506E

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

Quality: 14,196 global accepts · Rating: 1500 · first AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[Vladithur's solution](#)

1457.

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,123 global accepts · Rating: 1500 · first AC: 2021-06-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, hashing, number theory

[Vladithur's solution](#)

1458.

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,538 global accepts · Rating: 1500 · first AC: 2021-06-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Vladithur's solution](#)

1459.

1526C1

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

Quality: 27,191 global accepts · Rating: 1500 · first AC: 2021-05-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy

[Vladithur's solution](#)

1460.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[Vladithur's solution](#)

1461.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,497 global accepts · Rating: 1500 · first AC: 2021-02-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Vladithur's solution](#)

1462.

1486B

[Eastern Exhibition](#) · [Tutorial](#)

Quality: 20,484 global accepts · Rating: 1500 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, shortest paths, sortings

[Vladithur's solution](#)

1463.

1487D

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 20,593 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, number theory

[Vladithur's solution](#)

1464.

1466D

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

Quality: 14,632 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings, trees

[Vladithur's solution](#)

1465.

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1500 · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[Vladithur's solution](#)

1466.

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,671 global accepts · Rating: 1500 · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics

[Vladithur's solution](#)

1467.

1408C

[Discrete Acceleration](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-10-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, math, two pointers

[Vladithur's solution](#)

1468.

1418C

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

Quality: 28,146 global accepts · Rating: 1500 · first AC: 2020-09-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy, shortest paths

[Vladithur's solution](#)

1469.

1404A

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

Quality: 19,393 global accepts · Rating: 1500 · first AC: 2020-09-07 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Vladithur's solution](#)

1470.

1397B

[Power Sequence](#) · [Tutorial](#)

Quality: 15,466 global accepts · Rating: 1500 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory, sortings

[Vladithur's solution](#)

1471.

1400C

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

Quality: 18,506 global accepts · Rating: 1500 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy

[Vladithur's solution](#)

1472.

1391C

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

Quality: 16,028 global accepts · Rating: 1500 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, math

[Vladithur's solution](#)

1473.

1399D

[Binary String To Subsequences](#) · [Tutorial](#)

Quality: 19,902 global accepts · Rating: 1500 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Vladithur's solution](#)

1474.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,565 global accepts · Rating: 1500 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, two pointers

[Vladithur's solution](#)

1475.

1372C

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

Quality: 19,091 global accepts · Rating: 1500 · first AC: 2020-07-11 · last AC: 2020-07-28 · PyPy 3 (first AC) · Tags: constructive algorithms, math

[Vladithur's solution](#)

1476.

863B

[Kayaking](#) · [Tutorial](#)

Quality: 10,936 global accepts · Rating: 1500 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[Vladithur's solution](#)

1477.

1179A

[Valeriy and Deque](#) · [Tutorial](#)

Quality: 11,801 global accepts · Rating: 1500 · first AC: 2020-07-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Vladithur's solution](#)

1478.

1379B

[Dubious Cyrpto](#) · [Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[Vladithur's solution](#)

1479.

1379A

[Acacius and String](#) · [Tutorial](#)

Quality: 12,328 global accepts · Rating: 1500 · first AC: 2020-07-19 · PyPy 3 (first AC) · Tags: brute force, implementation, strings

[Vladithur's solution](#)

1480.

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,966 global accepts · Rating: 1500 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation

[Vladithur's solution](#)

1481.

1158A

[The Party and Sweets](#) · [Tutorial](#)

Quality: 8,339 global accepts · Rating: 1500 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers

[Vladithur's solution](#)

1482.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,032 global accepts · Rating: 1500 · first AC: 2020-06-18 · PyPy 3 (first AC) · Tags: constructive algorithms

[Vladithur's solution](#)

1483.

1368B

[Codeforces Subsequences](#) · [Tutorial](#)

Quality: 21,442 global accepts · Rating: 1500 · first AC: 2020-06-18 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[Vladithur's solution](#)

1484.

1366C

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

Quality: 14,261 global accepts · Rating: 1500 · first AC: 2020-06-11 · PyPy 3 (first AC) · Tags: greedy, math

[Vladithur's solution](#)

1485.

1313C1

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

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy

[Vladithur's solution](#)

1486.

550C

[Divisibility by Eight](#) · [Tutorial](#)

Quality: 32,142 global accepts · Rating: 1500 · first AC: 2020-06-03 · PyPy 3 (first AC) · Tags: brute force, dp, math

[Vladithur's solution](#)

1487.

1352F

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

Quality: 19,404 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math

[Vladithur's solution](#)

1488.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,020 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, two pointers

[Vladithur's solution](#)

1489.

1341C

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

Rating: 1500 · first AC: 2020-04-23 · PyPy 3 (first AC) · Tags: greedy, implementation

[Vladithur's solution](#)

1490.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,348 global accepts · Rating: 1500 · first AC: 2020-04-12 · PyPy 3 (first AC) · Tags: greedy, math

[Vladithur's solution](#)

1491.

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,863 global accepts · Rating: 1500 · first AC: 2020-03-31 · PyPy 3 (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[Vladithur's solution](#)

1492.

276C

[Little Girl and Maximum Sum](#) · [Tutorial](#)

Quality: 39,558 global accepts · Rating: 1500 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[Vladithur's solution](#)

1493.

2A

[Winner](#) · [Tutorial](#)

Quality: 31,232 global accepts · Rating: 1500 · first AC: 2020-03-23 · PyPy 3 (first AC) · Tags: hashing, implementation

[Vladithur's solution](#)

1494.

1326D1

[Prefix-Suffix Palindrome \(Easy version\)](#) · [Tutorial](#)

Quality: 13,296 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[Vladithur's solution](#)

1495.

1325C

[Ehab and Path-etic MEXs](#) · [Tutorial](#)

Quality: 17,159 global accepts · Rating: 1500 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Vladithur's solution](#)

1496.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,993 global accepts · Rating: 1500 · first AC: 2020-03-01 · PyPy 3 (first AC) · Tags: dp

[Vladithur's solution](#)

1497.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-17 · last AC: 2020-02-17 · PyPy 3 (first AC) · Tags: brute force, dp, math, strings

[Vladithur's solution](#)

1498.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,749 global accepts · Rating: 1500 · first AC: 2020-02-15 · PyPy 3 (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[Vladithur's solution](#)

1499.

1301B

[Motarack's Birthday](#) · [Tutorial](#)

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2020-02-13 · PyPy 3 (first AC) · Tags: binary search, greedy, ternary search

[Vladithur's solution](#)

1500.

1296C

[Yet Another Walking Robot](#) · [Tutorial](#)

Quality: 15,725 global accepts · Rating: 1500 · first AC: 2020-02-04 · PyPy 3 (first AC) · Tags: data structures, implementation

[Vladithur's solution](#)

1501.

1296D

[Fight with Monsters](#) · [Tutorial](#)

Quality: 15,097 global accepts · Rating: 1500 · first AC: 2020-02-04 · PyPy 3 (first AC) · Tags: greedy, sortings

[Vladithur's solution](#)

1502.

1283C

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

Quality: 14,155 global accepts · Rating: 1500 · first AC: 2020-02-03 · PyPy 3 (first AC) · Tags: constructive algorithms, data structures, math

[Vladithur's solution](#)

1503.

1287B

[Hyperset](#) · [Tutorial](#)

Quality: 9,787 global accepts · Rating: 1500 · first AC: 2020-01-05 · PyPy 3 (first AC) · Tags: brute force, data structures, implementation

[Vladithur's solution](#)

1504.

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,649 global accepts · Rating: 1500 · first AC: 2019-12-29 · PyPy 3 (first AC) · Tags: brute force, dp, greedy, implementation, strings

[Vladithur's solution](#)

1505.

1265C

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

Rating: 1500 · first AC: 2019-12-08 · PyPy 3 (first AC) · Tags: greedy, implementation

[Vladithur's solution](#)

1506.

835C

[Star sky](#) · [Tutorial](#)

Quality: 9,396 global accepts · Rating: 1600 · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[Vladithur's solution](#)

1507.

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 1600 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Vladithur's solution](#)

1508.

1932E

[Final Countdown](#) · [Tutorial](#)

Quality: 10,207 global accepts · Rating: 1600 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory

[Vladithur's solution](#)

1509.

1567C

[Carrying Conundrum](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1600 · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Vladithur's solution](#)

1510.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,335 global accepts · Rating: 1600 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp

[Vladithur's solution](#)

1511.

1781C

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

Quality: 10,462 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

[Vladithur's solution](#)

1512.

1703G

[Good Key, Bad Key](#) · [Tutorial](#)

Quality: 12,746 global accepts · Rating: 1600 · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[Vladithur's solution](#)

1513.

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

[Vladithur's solution](#)

1514.

1677A

[Tokitsukaze and Strange Inequality](#) · [Tutorial](#)

Quality: 9,357 global accepts · Rating: 1600 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp

[Vladithur's solution](#)

1515.

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

[Vladithur's solution](#)

1516.

1529C

[Parsa's Humongous Tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-11-29 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[Vladithur's solution](#)

1517.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[Vladithur's solution](#)

1518.

1610C

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

Quality: 15,624 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[Vladithur's solution](#)

1519.

1603B

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

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Vladithur's solution](#)

1520.

1364C

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

Quality: 14,360 global accepts · Rating: 1600 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Vladithur's solution](#)

1521.

1566D2

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

Quality: 8,335 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[Vladithur's solution](#)

1522.

1519D

[Maximum Sum of Products](#) · [Tutorial](#)

Quality: 17,633 global accepts · Rating: 1600 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, math, two pointers

[Vladithur's solution](#)

1523.

1498C

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

Quality: 12,121 global accepts · Rating: 1600 · first AC: 2021-08-24 · last AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp

[Vladithur's solution](#)

1524.

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 1600 · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: trees

[Vladithur's solution](#)

1525.

1537E1

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

Quality: 16,315 global accepts · Rating: 1600 · first AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[Vladithur's solution](#)

1526.

1281B

[Azamon Web Services](#) · [Tutorial](#)

Quality: 8,687 global accepts · Rating: 1600 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Vladithur's solution](#)

1527.

1555D

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

Quality: 15,472 global accepts · Rating: 1600 · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[Vladithur's solution](#)

1528.

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,990 global accepts · Rating: 1600 · first AC: 2021-05-24 · last AC: 2021-07-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[Vladithur's solution](#)

1529.

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Vladithur's solution](#)

1530.

1374E1

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

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[Vladithur's solution](#)

1531.

1373D

[Maximum Sum on Even Positions](#) · [Tutorial](#)

Quality: 17,669 global accepts · Rating: 1600 · first AC: 2021-07-19 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, greedy, implementation

[Vladithur's solution](#)

1532.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,098 global accepts · Rating: 1600 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[Vladithur's solution](#)

1533.

235A

[LCM Challenge](#) · [Tutorial](#)

Quality: 20,986 global accepts · Rating: 1600 · first AC: 2021-07-16 · C++17 (GCC 9-64) (first AC) · Tags: number theory

[Vladithur's solution](#)

1534.

1348C

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

Quality: 15,484 global accepts · Rating: 1600 · first AC: 2021-07-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Vladithur's solution](#)

1535.

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,346 global accepts · Rating: 1600 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: math

[Vladithur's solution](#)

1536.

1497C2

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

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Vladithur's solution](#)

1537.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,321 global accepts · Rating: 1600 · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[Vladithur's solution](#)

1538.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[Vladithur's solution](#)

1539.

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,504 global accepts · Rating: 1600 · first AC: 2021-07-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, matrices
[Vladithur's solution](#)

1540.

1475E

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

Quality: 17,674 global accepts · Rating: 1600 · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings
[Vladithur's solution](#)

1541.

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,724 global accepts · Rating: 1600 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers
[Vladithur's solution](#)

1542.

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,609 global accepts · Rating: 1600 · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[Vladithur's solution](#)

1543.

1512E

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

Quality: 11,384 global accepts · Rating: 1600 · first AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math
[Vladithur's solution](#)

1544.

1520F1

[Guess the K-th Zero \(Easy version\)](#) · [Tutorial](#)

Quality: 14,395 global accepts · Rating: 1600 · first AC: 2021-06-02 · last AC: 2021-06-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive
[Vladithur's solution](#)

1545.

1523C

[Compression and Expansion](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, trees
[Vladithur's solution](#)

1546.

1526C2

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

Quality: 29,751 global accepts · Rating: 1600 · first AC: 2021-05-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
[Vladithur's solution](#)

1547.

1527C

[Sequence Pair Weight](#) · [Tutorial](#)

Quality: 14,980 global accepts · Rating: 1600 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: hashing, implementation, math
[Vladithur's solution](#)

1548.

1514C

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

Quality: 18,294 global accepts · Rating: 1600 · first AC: 2021-04-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, number theory
[Vladithur's solution](#)

1549.

1486C1

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

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive
[Vladithur's solution](#)

1550.

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,401 global accepts · Rating: 1600 · first AC: 2021-02-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy
[Vladithur's solution](#)

1551.

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,681 global accepts · Rating: 1600 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, two pointers
[Vladithur's solution](#)

1552.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,299 global accepts · Rating: 1600 · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[Vladithur's solution](#)

1553.

1461D

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

Quality: 10,285 global accepts · Rating: 1600 · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings
[Vladithur's solution](#)

1554.

1395C

[Boboniu and Bit Operations](#) · [Tutorial](#)

Quality: 15,211 global accepts · Rating: 1600 · first AC: 2020-09-10 · last AC: 2020-09-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy
[Vladithur's solution](#)

1555.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,802 global accepts · Rating: 1600 · first AC: 2020-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math, two pointers
[Vladithur's solution](#)

1556.

1396A

[Multiples of Length](#) · [Tutorial](#)

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, number theory
[Vladithur's solution](#)

1557.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,630 global accepts · Rating: 1600 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math
[Vladithur's solution](#)

1558.

1059C

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

Quality: 7,534 global accepts · Rating: 1600 · first AC: 2020-08-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[Vladithur's solution](#)

1559.

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,352 global accepts · Rating: 1600 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy
[Vladithur's solution](#)

1560.

1234D

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

Quality: 18,593 global accepts · Rating: 1600 · first AC: 2020-07-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[Vladithur's solution](#)

1561.

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,708 global accepts · Rating: 1600 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[Vladithur's solution](#)

1562.

763A

[Timofey and a tree](#) · [Tutorial](#)

Quality: 11,868 global accepts · Rating: 1600 · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees
[Vladithur's solution](#)

1563.

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,082 global accepts · Rating: 1600 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: games, trees
[Vladithur's solution](#)

1564.

446A

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

Quality: 13,531 global accepts · Rating: 1600 · first AC: 2020-05-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, two pointers
[Vladithur's solution](#)

1565.

1336A

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

Quality: 24,669 global accepts · Rating: 1600 · first AC: 2020-05-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees
[Vladithur's solution](#)

1566.

1138C

[Skyscrapers](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-05-23 · PyPy 3 (first AC) · Tags: implementation, sortings
[Vladithur's solution](#)

1567.

1353D

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

Quality: 20,280 global accepts · Rating: 1600 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings
[Vladithur's solution](#)

1568.

1350C

[Orac and LCM](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-05-12 · PyPy 3 (first AC) · Tags: math, number theory

[Vladithur's solution](#)

1569.

1352G

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

Quality: 24,807 global accepts · Rating: 1600 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Vladithur's solution](#)

1570.

1345C

[Hilbert's Hotel](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-05-06 · PyPy 3 (first AC) · Tags: math, sortings

[Vladithur's solution](#)

1571.

559A

[Gerald's Hexagon](#) · [Tutorial](#)

Quality: 10,909 global accepts · Rating: 1600 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math

[Vladithur's solution](#)

1572.

371C

[Hamburgers](#) · [Tutorial](#)

Quality: 34,515 global accepts · Rating: 1600 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force

[Vladithur's solution](#)

1573.

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,782 global accepts · Rating: 1600 · first AC: 2020-05-01 · PyPy 3 (first AC) · Tags: dp, implementation, trees

[Vladithur's solution](#)

1574.

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2020-04-26 · PyPy 3 (first AC) · Tags: math, number theory

[Vladithur's solution](#)

1575.

1165D

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

Quality: 19,724 global accepts · Rating: 1600 · first AC: 2020-04-23 · PyPy 3 (first AC) · Tags: math, number theory

[Vladithur's solution](#)

1576.

735D

[Taxes](#) · [Tutorial](#)

Quality: 15,748 global accepts · Rating: 1600 · first AC: 2020-04-23 · PyPy 3 (first AC) · Tags: math, number theory

[Vladithur's solution](#)

1577.

1334C

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

Quality: 17,924 global accepts · Rating: 1600 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Vladithur's solution](#)

1578.

369C

[Valera and Elections](#) · [Tutorial](#)

Quality: 12,034 global accepts · Rating: 1600 · first AC: 2020-03-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[Vladithur's solution](#)

1579.

348A

[Mafia](#) · [Tutorial](#)

Quality: 14,683 global accepts · Rating: 1600 · first AC: 2020-03-25 · PyPy 3 (first AC) · Tags: binary search, math, sortings

[Vladithur's solution](#)

1580.

510C

[Fox And Names](#) · [Tutorial](#)

Quality: 22,170 global accepts · Rating: 1600 · first AC: 2020-03-24 · PyPy 3 (first AC) · Tags: dfs and similar, graphs, sortings

[Vladithur's solution](#)

1581.

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,367 global accepts · Rating: 1600 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Vladithur's solution](#)

1582.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,059 global accepts · Rating: 1600 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

[Vladithur's solution](#)

1583.

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2020-03-23 · PyPy 3 (first AC) · Tags: constructive algorithms, implementation

[Vladithur's solution](#)

1584.

1305C

[Kuron and Impossible Calculation](#) · [Tutorial](#)

Quality: 18,786 global accepts · Rating: 1600 · first AC: 2020-03-04 · PyPy 3 (first AC) · Tags: brute force, combinatorics, math, number theory

[Vladithur's solution](#)

1585.

1321C

[Remove Adjacent](#) · [Tutorial](#)

Quality: 10,525 global accepts · Rating: 1600 · first AC: 2020-03-03 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[Vladithur's solution](#)

1586.

1295C

[Obtain The String](#) · [Tutorial](#)

Quality: 13,849 global accepts · Rating: 1600 · first AC: 2020-02-26 · PyPy 3 (first AC) · Tags: dp, greedy, strings

[Vladithur's solution](#)

1587.

1303C

[Perfect Keyboard](#) · [Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2020-02-12 · PyPy 3 (first AC) · Tags: dfs and similar, greedy, implementation

[Vladithur's solution](#)

1588.

1291C

[Mind Control](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-02-02 · PyPy 3 (first AC) · Tags: brute force, data structures, greedy, math

[Vladithur's solution](#)

1589.

1225C

[p-binary](#) · [Tutorial](#)

Quality: 9,788 global accepts · Rating: 1600 · first AC: 2019-11-23 · PyPy 3 (first AC) · Tags: bitmasks, brute force, math

[Vladithur's solution](#)

1590.

1251C

[Minimize The Integer](#) · [Tutorial](#)

Quality: 14,338 global accepts · Rating: 1600 · first AC: 2019-11-16 · PyPy 3 (first AC) · Tags: greedy, two pointers

[Vladithur's solution](#)

1591.

1223C

[Save the Nature](#) · [Tutorial](#)

Quality: 9,762 global accepts · Rating: 1600 · first AC: 2019-10-26 · Python 3 (first AC) · Tags: binary search, greedy

[Vladithur's solution](#)

1592.

2124D

[Make a Palindrome](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[Vladithur's solution](#)

1593.

2006A

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

Quality: 9,371 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[Vladithur's solution](#)

1594.

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Vladithur's solution](#)

1595.

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[Vladithur's solution](#)

1596.

1936A

[Bitwise Operation Wizard](#) · [Tutorial](#)

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[Vladithur's solution](#)

1597.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[Vladithur's solution](#)

1598.

1868B1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1700 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[Vladithur's solution](#)

1599.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[Vladithur's solution](#)

1600.

1850H

[The Third Letter](#) · [Tutorial](#)

Quality: 9,993 global accepts · Rating: 1700 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[Vladithur's solution](#)

1601.

1693B

[Fake Plastic Trees](#) · [Tutorial](#)

Quality: 9,583 global accepts · Rating: 1700 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Vladithur's solution](#)

1602.

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

[Vladithur's solution](#)

1603.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,940 global accepts · Rating: 1700 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[Vladithur's solution](#)

1604.

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

[Vladithur's solution](#)

1605.

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

[Vladithur's solution](#)

1606.

1562D1

[Two Hundred Twenty One \(easy version\)](#) · [Tutorial](#)

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[Vladithur's solution](#)

1607.

1561D1

[Up the Strip \(simplified version\)](#) · [Tutorial](#)

Quality: 6,113 global accepts · Rating: 1700 · first AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, math, number theory

[Vladithur's solution](#)

1608.

1281C

[Cut and Paste](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Vladithur's solution](#)

1609.

1497E1

[Square-Free Division \(easy version\)](#) · [Tutorial](#)

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[Vladithur's solution](#)

1610.

1550C

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

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy, implementation

[Vladithur's solution](#)**1611.**

1543D1

[RPD and Rap Sheet \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,001 global accepts · Rating: 1700 · first AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Vladithur's solution](#)**1612.**

1314A

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[Vladithur's solution](#)**1613.**

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,798 global accepts · Rating: 1700 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy, math

[Vladithur's solution](#)**1614.**

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 1700 · first AC: 2021-06-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, graphs, interactive

[Vladithur's solution](#)**1615.**

1472E

[Correct Placement](#) · [Tutorial](#)

Quality: 8,851 global accepts · Rating: 1700 · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[Vladithur's solution](#)**1616.**

1462E2

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

Quality: 11,368 global accepts · Rating: 1700 · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers

[Vladithur's solution](#)**1617.**

1538D

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

Quality: 15,270 global accepts · Rating: 1700 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[Vladithur's solution](#)**1618.**

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,681 global accepts · Rating: 1700 · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, interactive

[Vladithur's solution](#)**1619.**

1512G

[Short Task](#) · [Tutorial](#)

Quality: 9,393 global accepts · Rating: 1700 · first AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory

[Vladithur's solution](#)

1620.

1516C

[Baby Ehab Partitions Again](#) · [Tutorial](#)

Quality: 14,112 global accepts · Rating: 1700 · first AC: 2021-06-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[Vladithur's solution](#)

1621.

1528B

[Kavi on Pairing Duty](#) · [Tutorial](#)

Quality: 10,666 global accepts · Rating: 1700 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Vladithur's solution](#)

1622.

1478C

[Nezzar and Symmetric Array](#) · [Tutorial](#)

Quality: 10,624 global accepts · Rating: 1700 · first AC: 2021-03-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, sortings

[Vladithur's solution](#)

1623.

1479A

[Searching Local Minimum](#) · [Tutorial](#)

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-03-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, ternary search

[Vladithur's solution](#)

1624.

1491C

[Pekora and Trampoline](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Vladithur's solution](#)

1625.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,007 global accepts · Rating: 1700 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, number theory

[Vladithur's solution](#)

1626.

1467B

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

Quality: 11,544 global accepts · Rating: 1700 · first AC: 2021-01-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Vladithur's solution](#)

1627.

1474C

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

Quality: 14,161 global accepts · Rating: 1700 · first AC: 2021-01-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[Vladithur's solution](#)

1628.

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,209 global accepts · Rating: 1700 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Vladithur's solution](#)

1629.

1453C

[Triangles](#) · [Tutorial](#)

Quality: 6,260 global accepts · Rating: 1700 · first AC: 2020-12-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Vladithur's solution](#)

1630.

1413D

[Shurikens](#) · [Tutorial](#)

Quality: 6,916 global accepts · Rating: 1700 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation
[Vladithur's solution](#)

1631.

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,318 global accepts · Rating: 1700 · first AC: 2020-10-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, two pointers
[Vladithur's solution](#)

1632.

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
[Vladithur's solution](#)

1633.

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,697 global accepts · Rating: 1700 · first AC: 2020-08-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math
[Vladithur's solution](#)

1634.

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
[Vladithur's solution](#)

1635.

1383A

[String Transformation 1](#) · [Tutorial](#)

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers
[Vladithur's solution](#)

1636.

1216C

[White Sheet](#) · [Tutorial](#)

Quality: 10,362 global accepts · Rating: 1700 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math
[Vladithur's solution](#)

1637.

1381A2

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

Quality: 14,326 global accepts · Rating: 1700 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers
[Vladithur's solution](#)

1638.

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,667 global accepts · Rating: 1700 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
[Vladithur's solution](#)

1639.

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,821 global accepts · Rating: 1700 · first AC: 2020-06-07 · PyPy 3 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths
[Vladithur's solution](#)

1640.

1361A

[Johnny and Contribution](#) · [Tutorial](#)

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[Vladithur's solution](#)

1641.

977F

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

Quality: 25,136 global accepts · Rating: 1700 · first AC: 2020-05-29 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Vladithur's solution](#)

1642.

546D

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

Quality: 13,771 global accepts · Rating: 1700 · first AC: 2020-05-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

[Vladithur's solution](#)

1643.

349B

[Color the Fence](#) · [Tutorial](#)

Quality: 15,119 global accepts · Rating: 1700 · first AC: 2020-05-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation

[Vladithur's solution](#)

1644.

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,300 global accepts · Rating: 1700 · first AC: 2020-05-28 · PyPy 3 (first AC) · Tags: binary search, math

[Vladithur's solution](#)

1645.

467C

[George and Job](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1700 · first AC: 2020-05-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[Vladithur's solution](#)

1646.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,625 global accepts · Rating: 1700 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Vladithur's solution](#)

1647.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,893 global accepts · Rating: 1700 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Vladithur's solution](#)

1648.

1343D

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

Quality: 13,540 global accepts · Rating: 1700 · first AC: 2020-04-21 · last AC: 2020-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, two pointers

[Vladithur's solution](#)

1649.

1248C

[Ivan the Fool and the Probability Theory](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-04-24 · PyPy 3 (first AC) · Tags: combinatorics, dp, math

[Vladithur's solution](#)

1650.

1335E1

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

Quality: 11,748 global accepts · Rating: 1700 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Vladithur's solution](#)

1651.

1333C

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

Quality: 13,365 global accepts · Rating: 1700 · first AC: 2020-04-08 · PyPy 3 (first AC) · Tags: binary search, data structures, implementation, two pointers

[Vladithur's solution](#)

1652.

1229A

[Marcin and Training Camp](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[Vladithur's solution](#)

1653.

1330D

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

Rating: 1700 · first AC: 2020-04-03 · PyPy 3 (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[Vladithur's solution](#)

1654.

559B

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

Quality: 11,675 global accepts · Rating: 1700 · first AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, hashing, sortings, strings

[Vladithur's solution](#)

1655.

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2020-03-31 · PyPy 3 (first AC) · Tags: bitmasks, constructive algorithms, math

[Vladithur's solution](#)

1656.

126B

[Password](#) · [Tutorial](#)

Quality: 24,771 global accepts · Rating: 1700 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[Vladithur's solution](#)

1657.

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,483 global accepts · Rating: 1700 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Vladithur's solution](#)

1658.

219D

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

Quality: 12,490 global accepts · Rating: 1700 · first AC: 2020-03-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Vladithur's solution](#)

1659.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,104 global accepts · Rating: 1700 · first AC: 2020-03-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[Vladithur's solution](#)

1660.

1321D

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

Quality: 1700 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[Vladithur's solution](#)

1661.

339D

[Xenia and Bit Operations](#) · [Tutorial](#)

Quality: 32,556 global accepts · Rating: 1700 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[Vladithur's solution](#)

1662.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2020-03-14 · PyPy 3 (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[Vladithur's solution](#)

1663.

1324E

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

Quality: 17,014 global accepts · Rating: 1700 · first AC: 2020-03-12 · PyPy 3 (first AC) · Tags: dp, implementation

[Vladithur's solution](#)

1664.

1295B

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

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2020-02-26 · PyPy 3 (first AC) · Tags: math, strings

[Vladithur's solution](#)

1665.

2006B

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

Quality: 4,358 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[Vladithur's solution](#)

1666.

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,206 global accepts · Rating: 1800 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[Vladithur's solution](#)

1667.

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

[Vladithur's solution](#)

1668.

1981C

[Turtle and an Incomplete Sequence](#) · [Tutorial](#)

Quality: 6,342 global accepts · Rating: 1800 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[Vladithur's solution](#)

1669.

1965B

[Missing Subsequence Sum](#) · [Tutorial](#)

Quality: 8,124 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[Vladithur's solution](#)

1670.

1922E

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

Quality: 9,090 global accepts · Rating: 1800 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[Vladithur's solution](#)

1671.

1398D

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

Quality: 12,542 global accepts · Rating: 1800 · first AC: 2020-08-14 · last AC: 2023-10-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[Vladithur's solution](#)

1672.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory

[Vladithur's solution](#)

1673.

1846E2

[Rudolf and Snowflakes \(hard version\)](#) · [Tutorial](#)

Quality: 8,510 global accepts · Rating: 1800 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation, math

[Vladithur's solution](#)

1674.

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

[Vladithur's solution](#)

1675.

1824B1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, probabilities, trees

[Vladithur's solution](#)

1676.

1769D1

[A,3D0C! CT2D6BCaC I](#)

Quality: 421 global accepts · Rating: 1800 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, dp

[Vladithur's solution](#)

1677.

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,077 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

[Vladithur's solution](#)

1678.

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[Vladithur's solution](#)

1679.

103433D

[Similar Arrays](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Vladithur's solution](#)

1680.

1572A

[Book](#) · [Tutorial](#)

Quality: 10,433 global accepts · Rating: 1800 · first AC: 2021-09-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[Vladithur's solution](#)

1681.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,600 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Vladithur's solution](#)

1682.

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Vladithur's solution](#)

1683.

1287C

[Garland](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[Vladithur's solution](#)

1684.

1244D

[Paint the Tree](#) · [Tutorial](#)

Quality: 8,301 global accepts · Rating: 1800 · first AC: 2021-08-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, trees

[Vladithur's solution](#)

1685.

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1800 · first AC: 2021-08-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math, two pointers

[Vladithur's solution](#)

1686.

1552C

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

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[Vladithur's solution](#)

1687.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[Vladithur's solution](#)

1688.

1548B

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

Quality: 11,349 global accepts · Rating: 1800 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[Vladithur's solution](#)

1689.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,562 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Vladithur's solution](#)

1690.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,775 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, greedy, implementation

[Vladithur's solution](#)

1691.

478C

[Table Decorations](#) · [Tutorial](#)

Quality: 20,596 global accepts · Rating: 1800 · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Vladithur's solution](#)

1692.

1462F

[The Treasure of The Segments](#) · [Tutorial](#)

Quality: 8,538 global accepts · Rating: 1800 · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy

[Vladithur's solution](#)

1693.

1475D

[Cleaning the Phone](#) · [Tutorial](#)

Quality: 11,189 global accepts · Rating: 1800 · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, sortings, two pointers

[Vladithur's solution](#)

1694.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,811 global accepts · Rating: 1800 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, trees

[Vladithur's solution](#)

1695.

1535D

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

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[Vladithur's solution](#)

1696.

1509E

[Almost Sorted](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

[Vladithur's solution](#)

1697.

1509C

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

Quality: 15,313 global accepts · Rating: 1800 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Vladithur's solution](#)

1698.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,243 global accepts · Rating: 1800 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[Vladithur's solution](#)

1699.

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,526 global accepts · Rating: 1800 · first AC: 2021-03-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[Vladithur's solution](#)

1700.

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 1800 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[Vladithur's solution](#)

1701.

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, math

[Vladithur's solution](#)

1702.

1463C

[Busy Robot](#) · [Tutorial](#)

Quality: 6,055 global accepts · Rating: 1800 · first AC: 2020-12-17 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Vladithur's solution](#)

1703.

1450D

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

Quality: 5,806 global accepts · Rating: 1800 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[Vladithur's solution](#)

1704.

1446B

[Catching Cheaters](#) · [Tutorial](#)

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[Vladithur's solution](#)

1705.

1442B

[Identify the Operations](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[Vladithur's solution](#)

1706.

1442A

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

Quality: 9,721 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Vladithur's solution](#)

1707.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,943 global accepts · Rating: 1800 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[Vladithur's solution](#)

1708.

1402A

[Fancy Fence](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 1800 · first AC: 2020-08-26 · C++17 (GCC 9-64) (first AC) · Tags: *special, data structures, dsu, implementation, math, sortings

[Vladithur's solution](#)

1709.

1401D

[Maximum Distributed Tree](#) · [Tutorial](#)

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

[Vladithur's solution](#)

1710.

584D

[Dima and Lisa](#) · [Tutorial](#)

Quality: 11,121 global accepts · Rating: 1800 · first AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory
[Vladithur's solution](#)

1711.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,184 global accepts · Rating: 1800 · first AC: 2020-03-30 · last AC: 2020-08-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees
[Vladithur's solution](#)

1712.

1394A

[Boboniu Chats with Du](#) · [Tutorial](#)

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, two pointers
[Vladithur's solution](#)

1713.

1388C

[Uncle Bogdan and Country Happiness](#) · [Tutorial](#)

Quality: 10,413 global accepts · Rating: 1800 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, math, trees
[Vladithur's solution](#)

1714.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,566 global accepts · Rating: 1800 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: dp
[Vladithur's solution](#)

1715.

1382D

[Unmerge](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: dp
[Vladithur's solution](#)

1716.

1179B

[Tolik and His Uncle](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 1800 · first AC: 2020-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[Vladithur's solution](#)

1717.

1172A

[Nauuo and Cards](#) · [Tutorial](#)

Quality: 5,176 global accepts · Rating: 1800 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[Vladithur's solution](#)

1718.

1367D

[Task On The Board](#) · [Tutorial](#)

Quality: 8,815 global accepts · Rating: 1800 · first AC: 2020-06-16 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
[Vladithur's solution](#)

1719.

580D

[Kefa and Dishes](#) · [Tutorial](#)

Quality: 11,877 global accepts · Rating: 1800 · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp
[Vladithur's solution](#)

1720.

1221D

[Make The Fence Great Again](#) · [Tutorial](#)

Quality: 10,195 global accepts · Rating: 1800 · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Vladithur's solution](#)

1721.

543A

[Writing Code](#) · [Tutorial](#)

Quality: 8,838 global accepts · Rating: 1800 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Vladithur's solution](#)

1722.

1138B

[Circus](#) · [Tutorial](#)

Quality: 4,201 global accepts · Rating: 1800 · first AC: 2020-05-23 · PyPy 3 (first AC) · Tags: brute force, greedy, math, strings

[Vladithur's solution](#)

1723.

1335E2

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

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2020-04-24 · last AC: 2020-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, two pointers

[Vladithur's solution](#)

1724.

1334D

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

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[Vladithur's solution](#)

1725.

1330C

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

Rating: 1800 · first AC: 2020-04-03 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy

[Vladithur's solution](#)

1726.

1225D

[Power Products](#) · [Tutorial](#)

Quality: 10,046 global accepts · Rating: 1800 · first AC: 2020-03-30 · PyPy 3 (first AC) · Tags: hashing, math, number theory

[Vladithur's solution](#)

1727.

1316C

[Primitive Primes](#) · [Tutorial](#)

Quality: 7,592 global accepts · Rating: 1800 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, ternary search

[Vladithur's solution](#)

1728.

1324F

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

Quality: 13,072 global accepts · Rating: 1800 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Vladithur's solution](#)

1729.

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-03-25 · PyPy 3 (first AC) · Tags: combinatorics, dp, math

[Vladithur's solution](#)

1730.

1304D

[Shortest and Longest LIS](#) · [Tutorial](#)

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2020-02-15 · PyPy 3 (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

[Vladithur's solution](#)

1731.

1283E

[New Year Parties](#) · [Tutorial](#)

Quality: 7,328 global accepts · Rating: 1800 · first AC: 2020-02-03 · PyPy 3 (first AC) · Tags: dp, greedy

[Vladithur's solution](#)

1732.

1912D

[Divisibility Test](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 1900 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: math

[Vladithur's solution](#)

1733.

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,993 global accepts · Rating: 1900 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[Vladithur's solution](#)

1734.

1938C

[Bit Counting Sequence](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 1900 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Vladithur's solution](#)

1735.

1949C

[Annual Ants' Gathering](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Vladithur's solution](#)

1736.

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,370 global accepts · Rating: 1900 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory

[Vladithur's solution](#)

1737.

1932F

[Feed Cats](#) · [Tutorial](#)

Quality: 5,638 global accepts · Rating: 1900 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings

[Vladithur's solution](#)

1738.

1927F

[Microcycle](#) · [Tutorial](#)

Quality: 5,390 global accepts · Rating: 1900 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees

[Vladithur's solution](#)

1739.

1925D

[Good Trip](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 1900 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Vladithur's solution](#)

1740.

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,772 global accepts · Rating: 1900 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[Vladithur's solution](#)

1741.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, shortest paths
[Vladithur's solution](#)

1742.

1887A2

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

Rating: 1900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, sortings
[Vladithur's solution](#)

1743.

1846G

[Rudolf and CodeVid-23](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1900 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, greedy, shortest paths
[Vladithur's solution](#)

1744.

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy
[Vladithur's solution](#)

1745.

1305D

[Kuron and the Celebration](#) · [Tutorial](#)

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees
[Vladithur's solution](#)

1746.

103433B

[LaTeX Expert](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-12-04 · PyPy 3-64 (first AC) · Tags: —
[Vladithur's solution](#)

1747.

1463D

[Pairs](#) · [Tutorial](#)

Quality: 4,835 global accepts · Rating: 1900 · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers
[Vladithur's solution](#)

1748.

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory, two pointers
[Vladithur's solution](#)

1749.

1371E1

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

Quality: 5,529 global accepts · Rating: 1900 · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, sortings
[Vladithur's solution](#)

1750.

1439A2

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

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation
[Vladithur's solution](#)

1751.

1453D

[Checkpoints](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1900 · first AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, probabilities

[Vladithur's solution](#)

1752.

1545B

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

Quality: 6,763 global accepts · Rating: 1900 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[Vladithur's solution](#)

1753.

1547F

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

Quality: 6,955 global accepts · Rating: 1900 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers

[Vladithur's solution](#)

1754.

1475G

[Strange Beauty](#) · [Tutorial](#)

Quality: 7,819 global accepts · Rating: 1900 · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory, sortings

[Vladithur's solution](#)

1755.

1475F

[Unusual Matrix](#) · [Tutorial](#)

Quality: 5,891 global accepts · Rating: 1900 · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, brute force, constructive algorithms

[Vladithur's solution](#)

1756.

1512F

[Education](#) · [Tutorial](#)

Quality: 6,817 global accepts · Rating: 1900 · first AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation

[Vladithur's solution](#)

1757.

1509D

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

Rating: 1900 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[Vladithur's solution](#)

1758.

1527B2

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

Quality: 8,698 global accepts · Rating: 1900 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games

[Vladithur's solution](#)

1759.

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,334 global accepts · Rating: 1900 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy

[Vladithur's solution](#)

1760.

1477B

[Nezzar and Binary String](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2021-03-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[Vladithur's solution](#)

1761.

1494C

[1D Sokoban](#) · [Tutorial](#)

Quality: 5,729 global accepts · Rating: 1900 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[Vladithur's solution](#)

1762.

1492D

[Genius's Gambit](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1900 · first AC: 2021-02-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Vladithur's solution](#)

1763.

1486C2

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

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[Vladithur's solution](#)

1764.

1490G

[Old Floppy Drive](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1900 · first AC: 2021-02-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, math

[Vladithur's solution](#)

1765.

1479B1

[Painting the Array I](#) · [Tutorial](#)

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Vladithur's solution](#)

1766.

1467C

[Three Bags](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1900 · first AC: 2021-01-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Vladithur's solution](#)

1767.

1470B

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

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[Vladithur's solution](#)

1768.

1428D

[Bouncing Boomerangs](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Vladithur's solution](#)

1769.

1413C

[Perform Easily](#) · [Tutorial](#)

Quality: 6,267 global accepts · Rating: 1900 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, implementation, sortings, two pointers

[Vladithur's solution](#)

1770.

1436D

[Bandit in a City](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees

[Vladithur's solution](#)

1771.

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1900 · first AC: 2020-10-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, strings

[Vladithur's solution](#)

1772.

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,900 global accepts · Rating: 1900 · first AC: 2020-10-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, dsu

[Vladithur's solution](#)

1773.

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

[Vladithur's solution](#)

1774.

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,444 global accepts · Rating: 1900 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

[Vladithur's solution](#)

1775.

1172B

[Nauuo and Circle](#) · [Tutorial](#)

Quality: 4,405 global accepts · Rating: 1900 · first AC: 2020-07-11 · last AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[Vladithur's solution](#)

1776.

1369D

[TediousLee](#) · [Tutorial](#)

Quality: 9,230 global accepts · Rating: 1900 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, trees

[Vladithur's solution](#)

1777.

1367E

[Necklace Assembly](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2020-06-16 · PyPy 3 (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, number theory

[Vladithur's solution](#)

1778.

1313C2

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

Quality: 7,290 global accepts · Rating: 1900 · first AC: 2020-06-11 · last AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[Vladithur's solution](#)

1779.

832D

[Misha, Grisha and Underground](#) · [Tutorial](#)

Quality: 4,483 global accepts · Rating: 1900 · first AC: 2020-06-10 · last AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[Vladithur's solution](#)

1780.

1365E

[Maximum Subsequence Value](#) · [Tutorial](#)

Quality: 8,318 global accepts · Rating: 1900 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[Vladithur's solution](#)

1781.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,902 global accepts · Rating: 1900 · first AC: 2020-06-05 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[Vladithur's solution](#)

1782.

463C

[Gargari and Bishops](#) · [Tutorial](#)

Quality: 9,185 global accepts · Rating: 1900 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, implementation
[Vladithur's solution](#)

1783.

808D

[Array Division](#) · [Tutorial](#)

Quality: 8,106 global accepts · Rating: 1900 · first AC: 2020-05-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation
[Vladithur's solution](#)

1784.

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,178 global accepts · Rating: 1900 · first AC: 2020-05-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees
[Vladithur's solution](#)

1785.

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,176 global accepts · Rating: 1900 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures
[Vladithur's solution](#)

1786.

1353E

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

Quality: 7,796 global accepts · Rating: 1900 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy
[Vladithur's solution](#)

1787.

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,861 global accepts · Rating: 1900 · first AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, two pointers
[Vladithur's solution](#)

1788.

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2020-03-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings
[Vladithur's solution](#)

1789.

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,723 global accepts · Rating: 1900 · first AC: 2020-03-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees
[Vladithur's solution](#)

1790.

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings
[Vladithur's solution](#)

1791.

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,514 global accepts · Rating: 2000 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, interactive, math
[Vladithur's solution](#)

1792.

1831D

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

Rating: 2000 · first AC: 2023-06-11 · last AC: 2023-06-11 · PyPy 3 (first AC) · Tags: binary search, brute force, data structures, math
[Vladithur's solution](#)

1793.

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
[Vladithur's solution](#)

1794.

1641B

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

Quality: 4,065 global accepts · Rating: 2000 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, sortings
[Vladithur's solution](#)

1795.

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,567 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math
[Vladithur's solution](#)

1796.

103433K

[Right Expansion Of The Mind](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[Vladithur's solution](#)

1797.

103433I

[Minimal Product](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[Vladithur's solution](#)

1798.

103433L

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

Rating: 2000 · first AC: 2021-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[Vladithur's solution](#)

1799.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory
[Vladithur's solution](#)

1800.

1584D

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

Quality: 3,991 global accepts · Rating: 2000 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, interactive, math
[Vladithur's solution](#)

1801.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,448 global accepts · Rating: 2000 · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees
[Vladithur's solution](#)

1802.

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2000 · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp
[Vladithur's solution](#)

1803.

1558C

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

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[Vladithur's solution](#)

1804.

1244E

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

Quality: 6,401 global accepts · Rating: 2000 · first AC: 2021-08-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers
[Vladithur's solution](#)

1805.

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 2000 · first AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings
[Vladithur's solution](#)

1806.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,056 global accepts · Rating: 2000 · first AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees
[Vladithur's solution](#)

1807.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 2000 · first AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[Vladithur's solution](#)

1808.

1506G

[Maximize the Remaining String](#) · [Tutorial](#)

Quality: 4,834 global accepts · Rating: 2000 · first AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, strings
[Vladithur's solution](#)

1809.

1506F

[Triangular Paths](#) · [Tutorial](#)

Quality: 3,702 global accepts · Rating: 2000 · first AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math, shortest paths, sortings
[Vladithur's solution](#)

1810.

1536D

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

Quality: 5,060 global accepts · Rating: 2000 · first AC: 2021-06-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation
[Vladithur's solution](#)

1811.

1521C

[Nastia and a Hidden Permutation](#) · [Tutorial](#)

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive
[Vladithur's solution](#)

1812.

1493C

[K-beautiful Strings](#) · [Tutorial](#)

Quality: 4,948 global accepts · Rating: 2000 · first AC: 2021-03-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, strings

[Vladithur's solution](#)

1813.

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-03-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[Vladithur's solution](#)

1814.

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,128 global accepts · Rating: 2000 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[Vladithur's solution](#)

1815.

1458B

[Glass Half Spilled](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Vladithur's solution](#)

1816.

1456B

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math

[Vladithur's solution](#)

1817.

1223D

[Sequence Sorting](#) · [Tutorial](#)

Quality: 4,467 global accepts · Rating: 2000 · first AC: 2020-10-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, two pointers

[Vladithur's solution](#)

1818.

1427C

[The Hard Work of Paparazzi](#) · [Tutorial](#)

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Vladithur's solution](#)

1819.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2020-10-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[Vladithur's solution](#)

1820.

1391D

[505](#) · [Tutorial](#)

Quality: 5,771 global accepts · Rating: 2000 · first AC: 2020-08-10 · last AC: 2020-08-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

[Vladithur's solution](#)

1821.

1388D

[Captain Flint and Treasure](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees

[Vladithur's solution](#)

1822.

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,082 global accepts · Rating: 2000 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

[Vladithur's solution](#)

1823.

1370D

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

Quality: 10,929 global accepts · Rating: 2000 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[Vladithur's solution](#)

1824.

877E

[Danil and a Part-time Job](#) · [Tutorial](#)

Quality: 5,498 global accepts · Rating: 2000 · first AC: 2020-06-13 · last AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, trees

[Vladithur's solution](#)

1825.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,348 global accepts · Rating: 2000 · first AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[Vladithur's solution](#)

1826.

359D

[Pair of Numbers](#) · [Tutorial](#)

Quality: 5,724 global accepts · Rating: 2000 · first AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[Vladithur's solution](#)

1827.

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[Vladithur's solution](#)

1828.

940E

[Cashback](#) · [Tutorial](#)

Quality: 4,392 global accepts · Rating: 2000 · first AC: 2020-06-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[Vladithur's solution](#)

1829.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,713 global accepts · Rating: 2000 · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Vladithur's solution](#)

1830.

478D

[Red-Green Towers](#) · [Tutorial](#)

Quality: 7,144 global accepts · Rating: 2000 · first AC: 2020-06-03 · last AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Vladithur's solution](#)

1831.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,287 global accepts · Rating: 2000 · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, dp

[Vladithur's solution](#)

1832.

466B

[Wonder Room](#) · [Tutorial](#)

Quality: 5,267 global accepts · Rating: 2000 · first AC: 2020-06-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Vladithur's solution](#)

1833.

1156C

[Match Points](#) · [Tutorial](#)

Quality: 6,670 global accepts · Rating: 2000 · first AC: 2020-06-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers

[Vladithur's solution](#)

1834.

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,432 global accepts · Rating: 2000 · first AC: 2020-06-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Vladithur's solution](#)

1835.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,862 global accepts · Rating: 2000 · first AC: 2020-06-02 · last AC: 2020-06-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures

[Vladithur's solution](#)

1836.

432D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 11,993 global accepts · Rating: 2000 · first AC: 2020-06-02 · last AC: 2020-06-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[Vladithur's solution](#)

1837.

540C

[Ice Cave](#) · [Tutorial](#)

Quality: 8,236 global accepts · Rating: 2000 · first AC: 2020-06-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

[Vladithur's solution](#)

1838.

1244C

[The Football Season](#) · [Tutorial](#)

Quality: 8,296 global accepts · Rating: 2000 · first AC: 2020-06-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Vladithur's solution](#)

1839.

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2020-06-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Vladithur's solution](#)

1840.

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,500 global accepts · Rating: 2000 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Vladithur's solution](#)

1841.

380C

[Sereja and Brackets](#) · [Tutorial](#)

Quality: 19,781 global accepts · Rating: 2000 · first AC: 2020-05-30 · last AC: 2020-05-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, schedules

[Vladithur's solution](#)

1842.

1359D

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

Quality: 10,733 global accepts · Rating: 2000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[Vladithur's solution](#)

1843.

1350D

[Orac and Medians](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Vladithur's solution](#)

1844.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,828 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Vladithur's solution](#)

1845.

1776G

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

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[Vladithur's solution](#)

1846.

1912B

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

Quality: 1,441 global accepts · Rating: 2100 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, math

[Vladithur's solution](#)

1847.

1938J

[There and Back Again](#) · [Tutorial](#)

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Vladithur's solution](#)

1848.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, sortings

[Vladithur's solution](#)

1849.

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

[Vladithur's solution](#)

1850.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[Vladithur's solution](#)

1851.

1667B

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

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Vladithur's solution](#)

1852.

1652D

[Potion Brewing Class](#) · [Tutorial](#)

Rating: 2100 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory, trees

[Vladithur's solution](#)

1853.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-12 · last AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation

[Vladithur's solution](#)

1854.

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

[Vladithur's solution](#)

1855.

1472G

[Moving to the Capital](#) · [Tutorial](#)

Quality: 5,646 global accepts · Rating: 2100 · first AC: 2021-06-21 · last AC: 2021-12-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[Vladithur's solution](#)

1856.

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[Vladithur's solution](#)

1857.

1332E

[Height All the Same](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math, matrices

[Vladithur's solution](#)

1858.

1354E

[Graph Coloring](#) · [Tutorial](#)

Quality: 3,730 global accepts · Rating: 2100 · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs

[Vladithur's solution](#)

1859.

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,757 global accepts · Rating: 2100 · first AC: 2021-08-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[Vladithur's solution](#)

1860.

1355E

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

Quality: 5,834 global accepts · Rating: 2100 · first AC: 2021-08-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[Vladithur's solution](#)

1861.

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[Vladithur's solution](#)

1862.

1483C

[Skyline Photo](#) · [Tutorial](#)

Quality: 2100 · first AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy

[Vladithur's solution](#)

1863.

1499D

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

Quality: 7,042 global accepts · Rating: 2100 · first AC: 2021-08-06 · last AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[Vladithur's solution](#)

1864.

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,531 global accepts · Rating: 2100 · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, trees, two pointers

[Vladithur's solution](#)

1865.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[Vladithur's solution](#)

1866.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Vladithur's solution](#)

1867.

1454F

[Array Partition](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2100 · first AC: 2021-06-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Vladithur's solution](#)

1868.

1472F

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

Quality: 3,291 global accepts · Rating: 2100 · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, graph matchings, greedy, sortings

[Vladithur's solution](#)

1869.

1538E

[Funny Substrings](#) · [Tutorial](#)

Quality: 3,222 global accepts · Rating: 2100 · first AC: 2021-06-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, implementation, matrices, strings

[Vladithur's solution](#)

1870.

1538G

[Gift Set](#) · [Tutorial](#)

Quality: 5,214 global accepts · Rating: 2100 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, ternary search

[Vladithur's solution](#)

1871.

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 2100 · first AC: 2021-06-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[Vladithur's solution](#)

1872.

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,744 global accepts · Rating: 2100 · first AC: 2021-03-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[Vladithur's solution](#)

1873.

1479B2

[Painting the Array II](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-02-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Vladithur's solution](#)

1874.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,730 global accepts · Rating: 2100 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp

[Vladithur's solution](#)

1875.

1413E

[Solo mid Oracle](#) · [Tutorial](#)

Quality: 2,181 global accepts · Rating: 2100 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, ternary search

[Vladithur's solution](#)

1876.

1223E

[Paint the Tree](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2020-10-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, sortings, trees

[Vladithur's solution](#)

1877.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,748 global accepts · Rating: 2100 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Vladithur's solution](#)

1878.

1389D

[Segment Intersections](#) · [Tutorial](#)

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[Vladithur's solution](#)

1879.

1370E

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

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[Vladithur's solution](#)

1880.

1367F1

[Flying Sort \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,626 global accepts · Rating: 2100 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[Vladithur's solution](#)

1881.

1C

[Ancient Berland Circus](#) · [Tutorial](#)

Quality: 6,482 global accepts · Rating: 2100 · first AC: 2020-06-13 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

[Vladithur's solution](#)

1882.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 2100 · first AC: 2020-06-12 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[Vladithur's solution](#)

1883.

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,623 global accepts · Rating: 2100 · first AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[Vladithur's solution](#)

1884.

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,600 global accepts · Rating: 2100 · first AC: 2020-06-10 · last AC: 2020-06-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory

[Vladithur's solution](#)

1885.

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,890 global accepts · Rating: 2100 · first AC: 2020-06-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[Vladithur's solution](#)

1886.

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 2100 · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings, two pointers

[Vladithur's solution](#)

1887.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,478 global accepts · Rating: 2200 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[Vladithur's solution](#)

1888.

1776B

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

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry

[Vladithur's solution](#)

1889.

1991F

[Triangle Formation](#) · [Tutorial](#)

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[Vladithur's solution](#)

1890.

1912E

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

Quality: 1,277 global accepts · Rating: 2200 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[Vladithur's solution](#)

1891.

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Vladithur's solution](#)

1892.

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, trees

[Vladithur's solution](#)

1893.

1967B2

[Reverse Card \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,859 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Vladithur's solution](#)

1894.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings, two pointers

[Vladithur's solution](#)

1895.

954I

[Yet Another String Matching Problem](#) · [Tutorial](#)

Quality: 1,306 global accepts · Rating: 2200 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: fft, math

[Vladithur's solution](#)

1896.

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

[Vladithur's solution](#)

1897.

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

[Vladithur's solution](#)

1898.

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, math

[Vladithur's solution](#)

1899.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[Vladithur's solution](#)

1900.

1562D2

[Two Hundred Twenty One \(hard version\)](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[Vladithur's solution](#)

1901.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-08-22 · last AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[Vladithur's solution](#)

1902.

1543D2

[RPD and Rap Sheet \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[Vladithur's solution](#)

1903.

1551F

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

Quality: 2,179 global accepts · Rating: 2200 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[Vladithur's solution](#)

1904.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings

[Vladithur's solution](#)

1905.

1498D

[Bananas in a Microwave](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2200 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[Vladithur's solution](#)

1906.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[Vladithur's solution](#)

1907.

1515E

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2021-06-18 · last AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Vladithur's solution](#)

1908.

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[Vladithur's solution](#)

1909.

1520G

[To Go Or Not To Go?](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 2200 · first AC: 2021-06-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths

[Vladithur's solution](#)

1910.

1520F2

[Guess the K-th Zero \(Hard version\)](#) · [Tutorial](#)

Quality: 3,348 global accepts · Rating: 2200 · first AC: 2021-06-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, interactive

[Vladithur's solution](#)

1911.

1526D

[Kill Anton](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 2200 · first AC: 2021-05-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math, strings

[Vladithur's solution](#)

1912.

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2021-02-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[Vladithur's solution](#)

1913.

1485D

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

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-02-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[Vladithur's solution](#)

1914.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,187 global accepts · Rating: 2200 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[Vladithur's solution](#)

1915.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[Vladithur's solution](#)

1916.

1400E

[Clear the Multiset](#) · [Tutorial](#)

Quality: 6,311 global accepts · Rating: 2200 · first AC: 2020-08-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[Vladithur's solution](#)

1917.

1037E

[Trips](#) · [Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2020-08-17 · C++17 (GCC 9-64) (first AC) · Tags: graphs

[Vladithur's solution](#)

1918.

551C

[GukiZ hates Boxes](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 2200 · first AC: 2020-08-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[Vladithur's solution](#)

1919.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2020-08-17 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Vladithur's solution](#)

1920.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2020-08-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, sortings

[Vladithur's solution](#)

1921.

165E

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

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2020-08-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[Vladithur's solution](#)

1922.

587C

[Duff in the Army · Tutorial](#)

Quality: 4,738 global accepts · Rating: 2200 · first AC: 2020-08-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[Vladithur's solution](#)**1923.**

547A

[Mike and Frog · Tutorial](#)

Quality: 2,749 global accepts · Rating: 2200 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math

[Vladithur's solution](#)**1924.**

628D

[Magic Numbers · Tutorial](#)

Quality: 8,286 global accepts · Rating: 2200 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Vladithur's solution](#)**1925.**

1353F

[Decreasing Heights · Tutorial](#)

Quality: 3,613 global accepts · Rating: 2200 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp

[Vladithur's solution](#)**1926.**

903D

[Almost Difference · Tutorial](#)

Quality: 4,475 global accepts · Rating: 2200 · first AC: 2020-08-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[Vladithur's solution](#)**1927.**

1333F

[Kate and imperfection · Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[Vladithur's solution](#)**1928.**

52C

[Circular RMQ · Tutorial](#)

Quality: 11,251 global accepts · Rating: 2200 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Vladithur's solution](#)**1929.**

1166D

[Cute Sequences · Tutorial](#)

Quality: 2,285 global accepts · Rating: 2200 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[Vladithur's solution](#)**1930.**

1059D

[Nature Reserve · Tutorial](#)

Quality: 2,998 global accepts · Rating: 2200 · first AC: 2020-08-11 · last AC: 2020-08-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, ternary search

[Vladithur's solution](#)**1931.**

559C

[Gerald and Giant Chess · Tutorial](#)

Quality: 8,100 global accepts · Rating: 2200 · first AC: 2020-08-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Vladithur's solution](#)

1932.

1215E

[Marbles](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 2200 · first AC: 2020-08-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[Vladithur's solution](#)

1933.

1389E

[Calendar Ambiguity](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2020-07-29 · last AC: 2020-07-31 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Vladithur's solution](#)

1934.

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2020-07-20 · last AC: 2020-07-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[Vladithur's solution](#)

1935.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 2200 · first AC: 2020-06-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[Vladithur's solution](#)

1936.

1335F

[Robots on a Grid](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2200 · first AC: 2020-06-10 · last AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, matrices

[Vladithur's solution](#)

1937.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,878 global accepts · Rating: 2200 · first AC: 2020-06-09 · last AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[Vladithur's solution](#)

1938.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,617 global accepts · Rating: 2200 · first AC: 2020-06-09 · last AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Vladithur's solution](#)

1939.

282E

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

Quality: 4,328 global accepts · Rating: 2200 · first AC: 2020-05-28 · last AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, trees

[Vladithur's solution](#)

1940.

2006C

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

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[Vladithur's solution](#)

1941.

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Vladithur's solution](#)

1942.

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy

[Vladithur's solution](#)

1943.

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[Vladithur's solution](#)

1944.

154C

[Double Profiles](#) · [Tutorial](#)

Quality: 3,318 global accepts · Rating: 2300 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: graphs, hashing, sortings

[Vladithur's solution](#)

1945.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[Vladithur's solution](#)

1946.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Vladithur's solution](#)

1947.

1932G

[Moving Platforms](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 2300 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: graphs, math, number theory, shortest paths

[Vladithur's solution](#)

1948.

1927G

[Paint Charges](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2300 · first AC: 2024-02-06 · last AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[Vladithur's solution](#)

1949.

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

[Vladithur's solution](#)

1950.

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

[Vladithur's solution](#)

1951.

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

[Vladithur's solution](#)

1952.

1652E

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

Rating: 2300 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, math

[Vladithur's solution](#)

1953.

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

[Vladithur's solution](#)

1954.

103433E

[Horseback Riding](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Vladithur's solution](#)

1955.

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[Vladithur's solution](#)

1956.

1588C

[Game with Stones](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, games, greedy

[Vladithur's solution](#)

1957.

1584E

[Game with Stones](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2300 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, games, greedy

[Vladithur's solution](#)

1958.

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Vladithur's solution](#)

1959.

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,535 global accepts · Rating: 2300 · first AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, sortings

[Vladithur's solution](#)

1960.

1371E2

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

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings

[Vladithur's solution](#)

1961.

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2300 · first AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[Vladithur's solution](#)

1962.

1552E

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

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Vladithur's solution](#)

1963.

1464C

[Poman Numbers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[Vladithur's solution](#)

1964.

1453E

[Dog Snacks](#) · [Tutorial](#)

Quality: 2,226 global accepts · Rating: 2300 · first AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[Vladithur's solution](#)

1965.

1549F1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: geometry, number theory

[Vladithur's solution](#)

1966.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[Vladithur's solution](#)

1967.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2300 · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[Vladithur's solution](#)

1968.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[Vladithur's solution](#)

1969.

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2021-06-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, math, shortest paths

[Vladithur's solution](#)

1970.

1528C

[Trees of Tranquillity](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Vladithur's solution](#)

1971.

1494D

[Dogeforces](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees

[Vladithur's solution](#)

1972.

570E

[Pig and Palindromes](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2300 · first AC: 2020-10-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[Vladithur's solution](#)

1973.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-10-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer

[Vladithur's solution](#)

1974.

1422D

[Returning Home](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2300 · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths, sortings

[Vladithur's solution](#)

1975.

1182E

[Product Oriented Recurrence](#) · [Tutorial](#)

Quality: 3,329 global accepts · Rating: 2300 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, matrices, number theory

[Vladithur's solution](#)

1976.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[Vladithur's solution](#)

1977.

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,405 global accepts · Rating: 2300 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: geometry, sortings

[Vladithur's solution](#)

1978.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,405 global accepts · Rating: 2300 · first AC: 2020-08-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, strings

[Vladithur's solution](#)

1979.

438D

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

Quality: 11,605 global accepts · Rating: 2300 · first AC: 2020-08-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[Vladithur's solution](#)

1980.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices, number theory, two pointers

[Vladithur's solution](#)

1981.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,410 global accepts · Rating: 2300 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[Vladithur's solution](#)

1982.

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2020-08-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[Vladithur's solution](#)

1983.

877F

[Ann and Books](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2300 · first AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, flows, hashing

[Vladithur's solution](#)

1984.

1912G

[Great City Saint Petersburg](#) · [Tutorial](#)

Quality: 588 global accepts · Rating: 2400 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Vladithur's solution](#)

1985.

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Vladithur's solution](#)

1986.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[Vladithur's solution](#)

1987.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2400 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[Vladithur's solution](#)

1988.

1930E

[2..3...4... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Vladithur's solution](#)

1989.

1981D

[Turtle and Multiplication](#) · [Tutorial](#)

Quality: 2,128 global accepts · Rating: 2400 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[Vladithur's solution](#)

1990.

1074D

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

Rating: 2400 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, hashing

[Vladithur's solution](#)

1991.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2400 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, matrices

[Vladithur's solution](#)

1992.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,284 global accepts · Rating: 2400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[Vladithur's solution](#)

1993.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,994 global accepts · Rating: 2400 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[Vladithur's solution](#)

1994.

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[Vladithur's solution](#)

1995.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[Vladithur's solution](#)

1996.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,156 global accepts · Rating: 2400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[Vladithur's solution](#)

1997.

1830C

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

Quality: 2,190 global accepts · Rating: 2400 · first AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[Vladithur's solution](#)

1998.

1837F

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

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[Vladithur's solution](#)

1999.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 2400 · first AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[Vladithur's solution](#)

2000.

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

[Vladithur's solution](#)

2001.

103433C

[New Year Presents](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Vladithur's solution](#)

2002.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, two pointers

[Vladithur's solution](#)

2003.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[Vladithur's solution](#)

2004.

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[Vladithur's solution](#)

2005.

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[Vladithur's solution](#)

2006.

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[Vladithur's solution](#)

2007.

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[Vladithur's solution](#)

2008.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-05-30 · last AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[Vladithur's solution](#)

2009.

1526E

[Oolimry and Suffix Array](#) · [Tutorial](#)

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2021-05-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[Vladithur's solution](#)

2010.

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2021-03-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, sortings

[Vladithur's solution](#)

2011.

1494E

[A-Z Graph](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, hashing

[Vladithur's solution](#)

2012.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 2400 · first AC: 2021-01-26 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[Vladithur's solution](#)

2013.

1442C

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

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2020-11-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[Vladithur's solution](#)

2014.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,841 global accepts · Rating: 2400 · first AC: 2020-06-10 · last AC: 2020-08-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[Vladithur's solution](#)

2015.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2020-08-15 · last AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[Vladithur's solution](#)

2016.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,705 global accepts · Rating: 2400 · first AC: 2020-08-13 · last AC: 2020-08-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[Vladithur's solution](#)

2017.

1059E

[Split the Tree](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2400 · first AC: 2020-08-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, trees

[Vladithur's solution](#)

2018.

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[Vladithur's solution](#)

2019.

1776I

[Spinach Pizza](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: games, geometry, greedy, interactive

[Vladithur's solution](#)

2020.

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, interactive, sortings

[Vladithur's solution](#)

2021.

1776J

[Italian Data Centers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[Vladithur's solution](#)

2022.

1187G

[Gang Up](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2500 · first AC: 2024-07-09 · last AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[Vladithur's solution](#)

2023.

1096E

[The Top Scorer](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2024-07-09 · last AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Vladithur's solution](#)

2024.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[Vladithur's solution](#)

2025.

297D

[Color the Carpet](#) · [Tutorial](#)

Quality: 628 global accepts · Rating: 2500 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Vladithur's solution](#)

2026.

1922F

[Replace on Segment](#) · [Tutorial](#)

Quality: 1,747 global accepts · Rating: 2500 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, graph matchings

[Vladithur's solution](#)

2027.

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[Vladithur's solution](#)

2028.

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

[Vladithur's solution](#)

2029.

1175F

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

Quality: 2,666 global accepts · Rating: 2500 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[Vladithur's solution](#)

2030.

1305F

[Kuroni and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory, probabilities

[Vladithur's solution](#)

2031.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Vladithur's solution](#)

2032.

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math

[Vladithur's solution](#)

2033.

103433G

[Combostone](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-12-04 · last AC: 2021-12-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Vladithur's solution](#)

2034.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,010 global accepts · Rating: 2500 · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[Vladithur's solution](#)

2035.

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, string suffix structures, strings

[Vladithur's solution](#)

2036.

1497E2

[Square-Free Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2500 · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[Vladithur's solution](#)

2037.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[Vladithur's solution](#)

2038.

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-06-14 · last AC: 2021-06-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy

[Vladithur's solution](#)

2039.

1517E

[Group Photo](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[Vladithur's solution](#)

2040.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2021-06-01 · last AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[Vladithur's solution](#)

2041.

1521D

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

Quality: 2,298 global accepts · Rating: 2500 · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[Vladithur's solution](#)

2042.

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Vladithur's solution](#)

2043.

1485E

[Move and Swap](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2500 · first AC: 2021-02-13 · last AC: 2021-02-14 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Vladithur's solution](#)

2044.

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2600 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[Vladithur's solution](#)

2045.

1493F

[Enchanted Matrix](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2600 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, interactive, number theory

[Vladithur's solution](#)

2046.

1681E

[Labyrinth Adventures](#) · [Tutorial](#)

Quality: 940 global accepts · Rating: 2600 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices, shortest paths

[Vladithur's solution](#)

2047.

1582G

[Kuzya and Homework](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2600 · first AC: 2024-06-03 · last AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, number theory

[Vladithur's solution](#)

2048.

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,880 global accepts · Rating: 2600 · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: interactive, math, number theory

[Vladithur's solution](#)

2049.

1898F

[Vova Escapes the Matrix](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2600 · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, shortest paths

[Vladithur's solution](#)

2050.

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2600 · first AC: 2024-06-02 · last AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures

[Vladithur's solution](#)

2051.

1778F

[Maximizing Root](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2600 · first AC: 2024-06-02 · last AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, math, number theory, trees

[Vladithur's solution](#)

2052.

813D

[Two Melodies](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2024-06-02 · last AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows
[Vladithur's solution](#)

2053.

1661F

[Teleporters](#) · [Tutorial](#)

Quality: 829 global accepts · Rating: 2600 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy
[Vladithur's solution](#)

2054.

1657F

[Words on Tree](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2024-05-29 · last AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, trees
[Vladithur's solution](#)

2055.

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, flows, graph matchings, greedy
[Vladithur's solution](#)

2056.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings
[Vladithur's solution](#)

2057.

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
[Vladithur's solution](#)

2058.

1394C

[Boboniu and String](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, ternary search
[Vladithur's solution](#)

2059.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,051 global accepts · Rating: 2600 · first AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees
[Vladithur's solution](#)

2060.

103433F

[How to Learn You Score](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[Vladithur's solution](#)

2061.

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings
[Vladithur's solution](#)

2062.

1355F

[Guess Divisors Count](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2021-08-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive,

number theory

[Vladithur's solution](#)

2063.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[Vladithur's solution](#)

2064.

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs

[Vladithur's solution](#)

2065.

1539F

[Strange Array](#) · [Tutorial](#)

Quality: 984 global accepts · Rating: 2600 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[Vladithur's solution](#)

2066.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[Vladithur's solution](#)

2067.

1789F

[Serval and Brain Power](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2700 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation, strings

[Vladithur's solution](#)

2068.

1338D

[Nested Rubber Bands](#) · [Tutorial](#)

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees

[Vladithur's solution](#)

2069.

1634F

[Fibonacci Additions](#) · [Tutorial](#)

Quality: 1,904 global accepts · Rating: 2700 · first AC: 2022-02-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[Vladithur's solution](#)

2070.

1553G

[Common Divisor Graph](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[Vladithur's solution](#)

2071.

1422F

[Boring Queries](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: 2700 · first AC: 2021-08-04 · last AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory

[Vladithur's solution](#)

2072.

1461F

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

Quality: 601 global accepts · Rating: 2700 · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy
[Vladithur's solution](#)

2073.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,953 global accepts · Rating: 2700 · first AC: 2020-08-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu
[Vladithur's solution](#)

2074.

1949K

[Make Triangle](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2800 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[Vladithur's solution](#)

2075.

1852D

[Miriany and Matchstick](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2800 · first AC: 2023-07-23 · last AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy
[Vladithur's solution](#)

2076.

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, sortings, trees
[Vladithur's solution](#)

2077.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,918 global accepts · Rating: 2800 · first AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy
[Vladithur's solution](#)

2078.

1371F

[Raging Thunder](#) · [Tutorial](#)

Quality: 691 global accepts · Rating: 2800 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, implementation
[Vladithur's solution](#)

2079.

1705F

[Mark and the Online Exam](#) · [Tutorial](#)

Quality: 695 global accepts · Rating: 2900 · first AC: 2022-07-15 · last AC: 2022-07-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, probabilities
[Vladithur's solution](#)

2080.

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
[Vladithur's solution](#)

2081.

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees
[Vladithur's solution](#)

2082.

1562F

[Tubular Bells](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math, number theory, probabilities

[Vladithur's solution](#)

2083.

1776M

[Parmigiana With Seafood](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 3000 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, trees

[Vladithur's solution](#)

2084.

1874E

[Jellyfish and Hack](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 3000 · first AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[Vladithur's solution](#)

2085.

1854D

[Michael and Hotel](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, trees

[Vladithur's solution](#)

2086.

1526F

[Median Queries](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3000 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[Vladithur's solution](#)

2087.

1936D

[Bitwise Paradox](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 3100 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[Vladithur's solution](#)

2088.

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

[Vladithur's solution](#)

2089.

1859F

[Teleportation in Byteland](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 3200 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, shortest paths, trees

[Vladithur's solution](#)

2090.

1223G

[Wooden Raft](#) · [Tutorial](#)

Quality: 276 global accepts · Rating: 3200 · first AC: 2020-10-21 · last AC: 2020-10-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, number theory

[Vladithur's solution](#)

2091.

100952J

[Polygons Intersection](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Vladithur's solution](#)

2092.

102482H

[Single Cut of Failure](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Vladithur's solution](#)

2093.

102482A

[Catch the Plane](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Vladithur's solution](#)

2094.

102482I

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Vladithur's solution](#)

2095.

102482F

[Go with the Flow](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Vladithur's solution](#)

2096.

102482B

[Comma Sprinkler](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Vladithur's solution](#)

2097.

102482K

[Wireless is the New Fiber](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Vladithur's solution](#)

2098.

101242F

[Longest Rivers](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Vladithur's solution](#)

2099.

101242A

[Balanced Diet](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Vladithur's solution](#)

2100.

101471D

[Money for Nothing](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Vladithur's solution](#)

2101.

101471F

[Posterize](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Vladithur's solution](#)

2102.

101471C

[Mission Improbable](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Vladithur's solution](#)

2103.

101471E

[Need for Speed](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Vladithur's solution](#)

2104.

101471I

[Secret Chamber at Mount Rushmore](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Vladithur's solution](#)

2105.

101239J

[Tile Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Vladithur's solution](#)

2106.

101239E

[Evolution in Parallel](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Vladithur's solution](#)

2107.

101239D

[Cutting Cheese](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Vladithur's solution](#)

2108.

101239C

[Catering](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Vladithur's solution](#)

2109.

101239F

[Keyboarding](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Vladithur's solution](#)

2110.

101239I

[Ship Traffic](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Vladithur's solution](#)

2111.

101239A

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

Rating: — · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Vladithur's solution](#)

2112.

101221B

[Buffed Buffet](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Vladithur's solution](#)

2113.

101221C

[Crane Balancing](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-13 · Python 3 (first AC) · Tags: —
[Vladithur's solution](#)

2114.

101221D

[Game Strategy](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Vladithur's solution](#)

2115.

101221K

[Surveillance](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Vladithur's solution](#)

2116.

101208D

[Factors](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-05 · Python 3 (first AC) · Tags: —

[Vladithur's solution](#)

2117.

101208C

[Surely You Congest](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Vladithur's solution](#)

2118.

101208J

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

Rating: — · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Vladithur's solution](#)

2119.

101208A

[Self-Assembly](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Vladithur's solution](#)

2120.

101208H

[Matryoshka](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Vladithur's solution](#)

2121.

101208F

[Low Power](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Vladithur's solution](#)

2122.

101205D

[Fibonacci Words](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Vladithur's solution](#)

2123.

101205C

[Bus Tour](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Vladithur's solution](#)

2124.

101205B

[Curvy Little Bottles](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Vladithur's solution](#)

2125.

101205K

[Stacking Plates](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Vladithur's solution](#)

2126.

101175K

[Trash Removal](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Vladithur's solution](#)

2127.

101979A

[LinkedList's Bizarre Adventure](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Vladithur's solution](#)

2128.

102787Z

[Trick or Treap](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-28 · last AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Vladithur's solution](#)

2129.

102787B

[Pear Treap](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Vladithur's solution](#)

2130.

102787A

[Shandom Ruffle](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-07 · last AC: 2023-08-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Vladithur's solution](#)

2131.

102766G

[Singhal and Broken Keyboard \(hard version\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Vladithur's solution](#)

2132.

100850K

[B&C&D](#)

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

[Vladithur's solution](#)

2133.

100850D

[A&C&D" <CTGD\\$K](#)

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

[Vladithur's solution](#)

2134.

100850J

[A@C&A\\$0Dò ?CäAC'5CD>C\\$0D\\$5C'LCÔ>D BDÂ FC,,DD](#)

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

[Vladithur's solution](#)

2135.

100850G

[BD8DjaC€](#)

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

[Vladithur's solution](#)

2136.

100850C

[B,TCa;DÄ=C O CD5CÄ>Cæ@C BC,,O](#)

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

[Vladithur's solution](#)

2137.

100850H

[AäBDtQD" >C >D,,8C :C E](#)

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

[Vladithur's solution](#)

2138.

100850I

[AäTCÄ5CÒ 2C ;DäBD°](#)

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

[Vladithur's solution](#)

2139.

100850F

[B TCÖæCö>Cd0D\\$8Dö](#)

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

[Vladithur's solution](#)

2140.

100850A

[A 3DæBÖ>CÄÖ;Dä1C,,BCT;DÄ](#)

Rating: — · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Vladithur's solution](#)

2141.

103414G

[Maximize XOR sum · Tutorial](#)

Rating: — · first AC: 2021-11-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Vladithur's solution](#)

2142.

103426C

[Equation · Tutorial](#)

Rating: — · first AC: 2021-11-21 · last AC: 2021-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Vladithur's solution](#)

2143.

103414F

[Race · Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Vladithur's solution](#)

2144.

103414H

[Octopus Game · Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Vladithur's solution](#)

2145.

103414C

[Moving Cells · Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Vladithur's solution](#)

2146.

103414K

[Work or Sleep! · Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Vladithur's solution](#)

2147.

103414E

[Haiku](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Vladithur's solution](#)

2148.

103414I

[Third Group Exam](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Vladithur's solution](#)

2149.

103414J

[Computational ethnography](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Vladithur's solution](#)

2150.

103414D

[Army of Clones](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Vladithur's solution](#)

2151.

103414B

[Guess the Array](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Vladithur's solution](#)

2152.

103414A

[Friendly Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Vladithur's solution](#)

2153.

100266H

[A0C18C04D >CÄ=D´5 Dt8D ;C](#)

Rating: — · first AC: 2021-09-25 · last AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Vladithur's solution](#)

2154.

100266G

[A7A0T=C08C' ?C @C](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Vladithur's solution](#)

2155.

100266I

[A050a1D´GC0KC' MC=ACô>C00D](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Vladithur's solution](#)

2156.

100266J

[B000@CT<C BC,,7CÀ](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Vladithur's solution](#)

2157.

100266A

[A0C0a1](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Vladithur's solution](#)

2158.

100266D

[A to C](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Vladithur's solution](#)

2159.

100266C

[A to C](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Vladithur's solution](#)

2160.

100266E

[B to C](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Vladithur's solution](#)

2161.

100266F

[A to C](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Vladithur's solution](#)

2162.

100266B

[B to C](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Vladithur's solution](#)

2163.

102893L

[The Firm Knapsack Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Vladithur's solution](#)

2164.

1533C

[Sweets](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, data structures, implementation

[Vladithur's solution](#)

2165.

1533B

[Nearest Point Function](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[Vladithur's solution](#)

2166.

1533A

[Travel to Bertown](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, implementation, math

[Vladithur's solution](#)

2167.

1532B

[Frog Jumping](#) · [Tutorial](#)

Quality: 829 global accepts · Rating: — · first AC: 2021-06-24 · last AC: 2021-06-24 · Kotlin 1.4 (first AC) · Tags: *special, math

[Vladithur's solution](#)

2168.

1532A

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

Quality: 1,150 global accepts · Rating: — · first AC: 2021-06-24 · Kotlin 1.4 (first AC) · Tags: *special

[Vladithur's solution](#)

2169.

102811B

[A00CraD K C68D >Cd=D'E](#)

Rating: — · first AC: 2021-05-11 · PyPy 3 (first AC) · Tags: —

[Vladithur's solution](#)

2170.

101319B

[Problem Halva. Gleb and Two Numbers](#) · Tutorial

Rating: — · first AC: 2021-02-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Vladithur's solution](#)

2171.

101319D

[Problem Tiramisu. Vanya and Jackets](#) · Tutorial

Rating: — · first AC: 2021-02-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Vladithur's solution](#)

2172.

101187F

[A@CCT>C @C 7Cä2C =C,,5 D\\$0C ;C,,FD°](#)

Rating: — · first AC: 2020-12-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Vladithur's solution](#)

2173.

101187D

[IQ D\\$50BaC;Dò @Cä1CäBCä2](#)

Rating: — · first AC: 2020-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Vladithur's solution](#)

2174.

101187C

[A4>D=4 5 C'KCd8](#)

Rating: — · first AC: 2020-12-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Vladithur's solution](#)

2175.

101187G

[A @DT8C\\$K CD6CT4C 5C](#)

Rating: — · first AC: 2020-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Vladithur's solution](#)

2176.

101187B

[A 20\\$C CD](#)

Rating: — · first AC: 2020-12-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Vladithur's solution](#)

2177.

101187I

[AäD1CÔKC' <C ;DÄGC,,:](#)

Rating: — · first AC: 2020-12-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Vladithur's solution](#)

2178.

101187K

[«A.AC4DäGC ND"5CR 8C'8» CÔ0CÔ>D 8D" >D\\$2CTBCÔKC' CCD0D](#)

Rating: — · first AC: 2020-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Vladithur's solution](#)

2179.

101187A

[A1>C>D\\$KCR AC'8D\\$;C€](#)

Rating: — · first AC: 2020-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Vladithur's solution](#)

2180.

101636B

[AäBc@D`BD'9 CαCC >C](#)

Rating: — · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Vladithur's solution](#)

2181.

101636G

[A000a!](#)

Rating: — · first AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Vladithur's solution](#)

2182.

101636E

[A45D>CDACα0Dò >C`8CÄ?C,,0CD0](#)

Rating: — · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Vladithur's solution](#)

2183.

101636C

[A5C0DC,,3D4@C FC,,>CÔ=D'9 DD0C”;](#)

Rating: — · first AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Vladithur's solution](#)

2184.

101636L

[A00CäAD\\$KCR AD4DDD8CαAD°](#)

Rating: — · first AC: 2020-11-29 · PyPy 3 (first AC) · Tags: —

[Vladithur's solution](#)

2185.

101636A

[B\\$C0i8Ct<](#)

Rating: — · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Vladithur's solution](#)

2186.

101636K

[B 5C0i8Ct<=CÔ>CR ?D >C,,7C\\$5CD5CÔ8CP](#)

Rating: — · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Vladithur's solution](#)

2187.

101636M

[A\\$D AD\\$0CÔ>C\\$;CT=C,,5 Cò>D ;CT4Cä2C BCT;DÄ=CäAD\\$8](#)

Rating: — · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Vladithur's solution](#)

2188.

102443B

[Blocking the View · Tutorial](#)

Rating: — · first AC: 2020-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Vladithur's solution](#)

2189.

102443D

[Guess the Path · Tutorial](#)

Rating: — · first AC: 2020-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Vladithur's solution](#)

2190.

102443H

[Planet Nine · Tutorial](#)

Rating: — · first AC: 2020-11-04 · PyPy 3 (first AC) · Tags: —

[Vladithur's solution](#)

2191.

102443A

[Attractive Flowers](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Vladithur's solution](#)

2192.

102443F

[Isosceles triangles](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-04 · PyPy 3 (first AC) · Tags: —

[Vladithur's solution](#)

2193.

102443I

[Dates](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-04 · PyPy 3 (first AC) · Tags: —

[Vladithur's solution](#)

2194.

102694B

[Dynamic Diameter](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Vladithur's solution](#)

2195.

100633D

[LWDB](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Vladithur's solution](#)

2196.

102694A

[Circumference of a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Vladithur's solution](#)

2197.

101149B

[No Time for Dragons](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Vladithur's solution](#)

2198.

102644E

[Knight Paths](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-17 · last AC: 2020-07-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Vladithur's solution](#)

2199.

102644D

[Count Paths](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-16 · last AC: 2020-07-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Vladithur's solution](#)

2200.

102644C

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-16 · last AC: 2020-07-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Vladithur's solution](#)

2201.

102644B

[String Mood](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-16 · last AC: 2020-07-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Vladithur's solution](#)

2202.

102644A

[Random Mood](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-16 · last AC: 2020-07-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Vladithur's solution](#)

2203.

102644I

[Count Paths Queries](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Vladithur's solution](#)

2204.

102644G

[Recurrence With Square](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-17 · last AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Vladithur's solution](#)

2205.

102644H

[String Mood Updates](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-16 · last AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Vladithur's solution](#)

2206.

102644F

[Min Path](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Vladithur's solution](#)

2207.

1297B

[Cartoons](#) · [Tutorial](#)

Quality: 433 global accepts · Rating: — · first AC: 2020-05-21 · Kotlin 1.4 (first AC) · Tags: *special, implementation, sortings

[Vladithur's solution](#)

2208.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,507 global accepts · Rating: — · first AC: 2020-04-01 · PyPy 3 (first AC) · Tags: *special

[Vladithur's solution](#)

2209.

1145A

[Thanos Sort](#) · [Tutorial](#)

Quality: 9,267 global accepts · Rating: — · first AC: 2020-03-29 · PyPy 3 (first AC) · Tags: *special, implementation

[Vladithur's solution](#)

2210.

102558B

[AtCoder D BD 9 C: DäG](#)

Rating: — · first AC: 2020-03-28 · PyPy 3 (first AC) · Tags: —

[Vladithur's solution](#)