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Unique solved — Worteltje

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

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Filters: none

Count: 651

1.

2147A

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2.

1842A

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3.

1795A

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Quality: 24,651 global accepts · Rating: 800 · first AC: 2023-04-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings
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4.

1810B

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5.

1810A

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Quality: 21,910 global accepts · Rating: 800 · first AC: 2023-03-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy
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6.

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 800 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy
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7.

1654B

[Prefix Removals](#) · [Tutorial](#)

Quality: 16,778 global accepts · Rating: 800 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: strings
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8.

1654A

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

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9.

1621A

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Quality: 24,767 global accepts · Rating: 800 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
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10.

1616A

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11.

1622A

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12.

1615A

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13.

1569A

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14.

1428A

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15.

1392B

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16.

1392A

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17.

1370A

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18.

1305A

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19.

1284A

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20.

1270A

[Card Game](#) · [Tutorial](#)

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21.

1220A

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22.

1209A

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23.

1148A

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24.

937A

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25.

1114A

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26.

977A

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27.

1106A

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28.

1104A

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29.

1097A

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30.

1091A

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31.

1096A

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32.

1088A

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33.

1061A

[Coins](#) · [Tutorial](#)

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34.

1038A

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35.

1047A

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36.

1060A

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37.

1041A

[Heist](#) · [Tutorial](#)

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38.

1017A

[The Rank](#) · [Tutorial](#)

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39.

1013A

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40.

992A

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41.

994A

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42.

988A

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43.

987A

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

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44.

984A

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45.

965A

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46.

952A

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47.

959A

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[Worteltje's solution](#)

48.

954A

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49.

950A

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Quality: 16,376 global accepts · Rating: 800 · first AC: 2018-03-09 · GNU C++11 (first AC) · Tags: implementation, math

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50.

1795B

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51.

1737A

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

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52.

1726A

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53.

1696B

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

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54.

1666D

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55.

1610A

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56.

1427A

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57.

1279A

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58.

1208A

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59.

1110A

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60.

1106C

[Lunar New Year and Number Division](#) · [Tutorial](#)

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61.

1107A

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62.

1055A

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63.

1047B

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64.

1025A

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65.

1016A

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66.

1011A

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67.

1008A

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68.

980A

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69.

2147B

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70.

1622B

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71.

1569B

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

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72.

1266B

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Quality: 16,582 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

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73.

1266A

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74.

1221A

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Quality: 18,162 global accepts · Rating: 1000 · first AC: 2019-09-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

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75.

1182A

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76.

1117B

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77.

1107B

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78.

1088B

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79.

1020A

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80.

1020B

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81.

1033A

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82.

1059A

[Cashier](#) · [Tutorial](#)

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83.

1041B

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84.

1051B

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85.

1036A

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86.

1027A

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87.

1023B

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Quality: 11,664 global accepts · Rating: 1000 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: math

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88.

998A

[Balloons](#) · [Tutorial](#)

Quality: 10,110 global accepts · Rating: 1000 · first AC: 2018-08-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Worteltje's solution](#)

89.

1008B

[Turn the Rectangles](#) · [Tutorial](#)

Quality: 12,563 global accepts · Rating: 1000 · first AC: 2018-07-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

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90.

979A

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Quality: 14,575 global accepts · Rating: 1000 · first AC: 2018-05-14 · GNU C++11 (first AC) · Tags: math

[Worteltje's solution](#)

91.

1842B

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

Quality: 25,540 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[Worteltje's solution](#)

92.

1726B

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

Quality: 16,849 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math

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93.

1616B

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Quality: 20,709 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

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94.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,386 global accepts · Rating: 1100 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers

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95.

1428C

[ABBB](#) · [Tutorial](#)

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

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96.

1375A

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Quality: 18,842 global accepts · Rating: 1100 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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97.

1370B

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[Worteltje's solution](#)

98.

1221B

[Knights](#) · [Tutorial](#)

Quality: 12,525 global accepts · Rating: 1100 · first AC: 2019-09-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

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99.

1119A

[Ilya and a Colorful Walk](#) · [Tutorial](#)

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Worteltje's solution](#)

100.

1117A

[Best Subsegment](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1100 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

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101.

1105B

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Quality: 10,558 global accepts · Rating: 1100 · first AC: 2019-01-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

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102.

1105A

[Salem and Sticks](#) · [Tutorial](#)

Quality: 11,553 global accepts · Rating: 1100 · first AC: 2019-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Worteltje's solution](#)

103.

1033B

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

Quality: 11,957 global accepts · Rating: 1100 · first AC: 2018-10-09 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Worteltje's solution](#)

104.

1038B

[Non-Coprime Partition](#) · [Tutorial](#)

Quality: 14,718 global accepts · Rating: 1100 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Worteltje's solution](#)

105.

1060B

[Maximum Sum of Digits](#) · [Tutorial](#)

Quality: 9,497 global accepts · Rating: 1100 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Worteltje's solution](#)

106.

1042A

[Benches](#) · [Tutorial](#)

Quality: 14,079 global accepts · Rating: 1100 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[Worteltje's solution](#)

107.

1001A

[Generate plus state or minus state](#) · [Tutorial](#)

Quality: 1,040 global accepts · Rating: 1100 · first AC: 2018-07-05 · Q# (first AC) · Tags: *special

[Worteltje's solution](#)

108.

988B

[Substrings Sort](#) · [Tutorial](#)

Quality: 20,285 global accepts · Rating: 1100 · first AC: 2018-06-01 · C++14 (GCC 6-32) (first AC) · Tags: sortings, strings

[Worteltje's solution](#)

109.

987B

[High School: Become Human](#) · [Tutorial](#)

Quality: 12,222 global accepts · Rating: 1100 · first AC: 2018-05-29 · GNU C++11 (first AC) · Tags: math

[Worteltje's solution](#)

110.

984B

[Minesweeper](#) · [Tutorial](#)

Quality: 7,979 global accepts · Rating: 1100 · first AC: 2018-05-15 · GNU C++11 (first AC) · Tags: implementation

[Worteltje's solution](#)

111.

950B

[Intercepted Message](#) · [Tutorial](#)

Quality: 8,000 global accepts · Rating: 1100 · first AC: 2018-03-09 · GNU C++11 (first AC) · Tags: greedy, implementation

[Worteltje's solution](#)

112.

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Worteltje's solution](#)

113.

1428B

[Belted Rooms](#) · [Tutorial](#)

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

[Worteltje's solution](#)

114.

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Worteltje's solution](#)

115.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Worteltje's solution](#)

116.

1305B

[Kuroni and Simple Strings](#) · [Tutorial](#)

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[Worteltje's solution](#)

117.

1270B

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

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Worteltje's solution](#)

118.

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,674 global accepts · Rating: 1200 · first AC: 2019-09-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[Worteltje's solution](#)

119.

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,707 global accepts · Rating: 1200 · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[Worteltje's solution](#)

120.

1104B

[Game with string](#) · [Tutorial](#)

Quality: 16,847 global accepts · Rating: 1200 · first AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math
[Worteltje's solution](#)

121.

1097B

[Petr and a Combination Lock](#) · [Tutorial](#)

Quality: 35,958 global accepts · Rating: 1200 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp
[Worteltje's solution](#)

122.

1091B

[New Year and the Treasure Geolocation](#) · [Tutorial](#)

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2019-01-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
[Worteltje's solution](#)

123.

1042B

[Vitamins](#) · [Tutorial](#)

Quality: 19,151 global accepts · Rating: 1200 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, implementation
[Worteltje's solution](#)

124.

817A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 6,822 global accepts · Rating: 1200 · first AC: 2018-09-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory
[Worteltje's solution](#)

125.

1051A

[Vasya And Password](#) · [Tutorial](#)

Quality: 8,886 global accepts · Rating: 1200 · first AC: 2018-09-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings
[Worteltje's solution](#)

126.

1028B

[Unnatural Conditions](#) · [Tutorial](#)

Quality: 10,242 global accepts · Rating: 1200 · first AC: 2018-09-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[Worteltje's solution](#)

127.

1027B

[Numbers on the Chessboard](#) · [Tutorial](#)

Quality: 8,744 global accepts · Rating: 1200 · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[Worteltje's solution](#)

128.

1023A

[Single Wildcard Pattern Matching](#) · [Tutorial](#)

Quality: 9,264 global accepts · Rating: 1200 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[Worteltje's solution](#)

129.

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Worteltje's solution](#)

130.

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Worteltje's solution](#)

131.

1013B

[And](#) · [Tutorial](#)

Quality: 8,300 global accepts · Rating: 1200 · first AC: 2018-07-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Worteltje's solution](#)

132.

1011B

[Planning The Expedition](#) · [Tutorial](#)

Quality: 11,029 global accepts · Rating: 1200 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[Worteltje's solution](#)

133.

959B

[Mahmoud and Ehab and the message](#) · [Tutorial](#)

Quality: 10,556 global accepts · Rating: 1200 · first AC: 2018-04-03 · GNU C++11 (first AC) · Tags: dsu, greedy, implementation

[Worteltje's solution](#)

134.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[Worteltje's solution](#)

135.

1601A

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

Quality: 21,095 global accepts · Rating: 1300 · first AC: 2023-03-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, number theory

[Worteltje's solution](#)

136.

1737B

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

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math

[Worteltje's solution](#)

137.

1726C

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

Quality: 13,399 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[Worteltje's solution](#)

138.

1615B

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

Quality: 17,917 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[Worteltje's solution](#)

139.

1322A

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

Quality: 12,888 global accepts · Rating: 1300 · first AC: 2020-03-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Worteltje's solution](#)

140.

1220C

[Substring Game in the Lesson](#) · [Tutorial](#)

Quality: 10,813 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, strings

[Worteltje's solution](#)

141.

1220B

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

Quality: 12,136 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Worteltje's solution](#)

142.

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[Worteltje's solution](#)

143.

1119B

[Alyona and a Narrow Fridge](#) · [Tutorial](#)

Quality: 16,368 global accepts · Rating: 1300 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, greedy, sortings

[Worteltje's solution](#)

144.

1107C

[Brutality](#) · [Tutorial](#)

Quality: 11,018 global accepts · Rating: 1300 · first AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[Worteltje's solution](#)

145.

1096B

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

Quality: 11,683 global accepts · Rating: 1300 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, strings

[Worteltje's solution](#)

146.

1062A

[A Prank](#) · [Tutorial](#)

Quality: 9,308 global accepts · Rating: 1300 · first AC: 2018-11-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Worteltje's solution](#)

147.

1055B

[Alice and Hairdresser](#) · [Tutorial](#)

Quality: 5,542 global accepts · Rating: 1300 · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: dsu, implementation

[Worteltje's solution](#)

148.

1063A

[Oh Those Palindromes](#) · [Tutorial](#)

Quality: 11,056 global accepts · Rating: 1300 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[Worteltje's solution](#)

149.

1059B

[Forgery](#) · [Tutorial](#)

Quality: 7,586 global accepts · Rating: 1300 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Worteltje's solution](#)

150.

1038C

[Gambling](#) · [Tutorial](#)

Quality: 9,813 global accepts · Rating: 1300 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Worteltje's solution](#)

151.

1016B

[Segment Occurrences](#) · [Tutorial](#)

Quality: 10,150 global accepts · Rating: 1300 · first AC: 2018-08-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Worteltje's solution](#)

152.

1008C

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

Rating: 1300 · first AC: 2018-07-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Worteltje's solution](#)

153.

962B

[Students in Railway Carriage](#) · [Tutorial](#)

Quality: 8,033 global accepts · Rating: 1300 · first AC: 2018-04-10 · last AC: 2018-04-11 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[Worteltje's solution](#)

154.

962A

[Equator](#) · [Tutorial](#)

Quality: 13,432 global accepts · Rating: 1300 · first AC: 2018-04-11 · last AC: 2018-04-11 · GNU C++11 (first AC) · Tags: implementation

[Worteltje's solution](#)

155.

957B

[Mystical Mosaic](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-03-24 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[Worteltje's solution](#)

156.

957A

[Tritonic Iridescence](#) · [Tutorial](#)

Quality: 5,996 global accepts · Rating: 1300 · first AC: 2018-03-24 · GNU C++11 (first AC) · Tags: implementation

[Worteltje's solution](#)

157.

953A

[2-3-numbers](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Worteltje's solution](#)

158.

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Worteltje's solution](#)

159.

1654C

[Alice and the Cake](#) · [Tutorial](#)

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[Worteltje's solution](#)

160.

1453B

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

Quality: 14,063 global accepts · Rating: 1400 · first AC: 2020-12-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Worteltje's solution](#)

161.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Worteltje's solution](#)

162.

1375C

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

Quality: 22,950 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Worteltje's solution](#)

163.

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,142 global accepts · Rating: 1400 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory

[Worteltje's solution](#)

164.

1284B

[New Year and Ascent Sequence](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[Worteltje's solution](#)

165.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[Worteltje's solution](#)

166.

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Worteltje's solution](#)

167.

937B

[Vile Grasshoppers](#) · [Tutorial](#)

Quality: 7,258 global accepts · Rating: 1400 · first AC: 2019-02-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[Worteltje's solution](#)

168.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,594 global accepts · Rating: 1400 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Worteltje's solution](#)

169.

1103A

[Grid game](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1400 · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Worteltje's solution](#)

170.

1097C

[Yuhao and a Parenthesis](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Worteltje's solution](#)

171.

1091C

[New Year and the Sphere Transmission](#) · [Tutorial](#)

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2019-01-01 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Worteltje's solution](#)

172.

1088C

[Ehab and a 2-operation task](#) · [Tutorial](#)

Quality: 8,519 global accepts · Rating: 1400 · first AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[Worteltje's solution](#)

173.

1061B

[Views Matter](#) · [Tutorial](#)

Quality: 7,643 global accepts · Rating: 1400 · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[Worteltje's solution](#)

174.

994B

[Knights of a Polygonal Table](#) · [Tutorial](#)

Quality: 6,047 global accepts · Rating: 1400 · first AC: 2018-06-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[Worteltje's solution](#)

175.

988C

[Equal Sums](#) · [Tutorial](#)

Quality: 11,136 global accepts · Rating: 1400 · first AC: 2018-06-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[Worteltje's solution](#)

176.

987C

[Three displays](#) · [Tutorial](#)

Quality: 15,060 global accepts · Rating: 1400 · first AC: 2018-05-29 · GNU C++11 (first AC) · Tags: brute force, dp, implementation
[Worteltje's solution](#)

177.

962C

[Make a Square](#) · [Tutorial](#)

Quality: 8,357 global accepts · Rating: 1400 · first AC: 2018-04-10 · last AC: 2018-04-11 · GNU C++11 (first AC) · Tags: brute force, implementation, math
[Worteltje's solution](#)

178.

954B

[String Typing](#) · [Tutorial](#)

Quality: 7,791 global accepts · Rating: 1400 · first AC: 2018-03-22 · GNU C++11 (first AC) · Tags: implementation, strings
[Worteltje's solution](#)

179.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,748 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation
[Worteltje's solution](#)

180.

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,898 global accepts · Rating: 1500 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings
[Worteltje's solution](#)

181.

1842C

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

Quality: 16,494 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: dp
[Worteltje's solution](#)

182.

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,016 global accepts · Rating: 1500 · first AC: 2023-04-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation

[Worteltje's solution](#)

183.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, implementation, math

[Worteltje's solution](#)

184.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,152 global accepts · Rating: 1500 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[Worteltje's solution](#)

185.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[Worteltje's solution](#)

186.

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

[Worteltje's solution](#)

187.

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Worteltje's solution](#)

188.

1439A1

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

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Worteltje's solution](#)

189.

1340A

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

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[Worteltje's solution](#)

190.

1299A

[Anu Has a Function](#) · [Tutorial](#)

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2020-02-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[Worteltje's solution](#)

191.

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2019-11-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Worteltje's solution](#)

192.

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,860 global accepts · Rating: 1500 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Worteltje's solution](#)

193.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1500 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[Worteltje's solution](#)

194.

1119C

[Ramesses and Corner Inversion](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Worteltje's solution](#)

195.

1114B

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

Quality: 9,392 global accepts · Rating: 1500 · first AC: 2019-02-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Worteltje's solution](#)

196.

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Worteltje's solution](#)

197.

1106B

[Lunar New Year and Food Ordering](#) · [Tutorial](#)

Quality: 6,997 global accepts · Rating: 1500 · first AC: 2019-01-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Worteltje's solution](#)

198.

1106D

[Lunar New Year and a Wander](#) · [Tutorial](#)

Quality: 19,657 global accepts · Rating: 1500 · first AC: 2019-01-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[Worteltje's solution](#)

199.

1105C

[Ayoub and Lost Array](#) · [Tutorial](#)

Quality: 11,366 global accepts · Rating: 1500 · first AC: 2019-01-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Worteltje's solution](#)

200.

1062B

[Math](#) · [Tutorial](#)

Quality: 9,892 global accepts · Rating: 1500 · first AC: 2018-11-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[Worteltje's solution](#)

201.

1051C

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

Quality: 9,889 global accepts · Rating: 1500 · first AC: 2018-09-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, math

[Worteltje's solution](#)

202.

1013C

[Photo of The Sky](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-07-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Worteltje's solution](#)

203.

1011C

[Fly](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-07-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[Worteltje's solution](#)

204.

959C

[Mahmoud and Ehab and the wrong algorithm](#) · [Tutorial](#)

Quality: 6,209 global accepts · Rating: 1500 · first AC: 2018-04-03 · GNU C++11 (first AC) · Tags: constructive algorithms, trees

[Worteltje's solution](#)

205.

1795D

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

Quality: 13,071 global accepts · Rating: 1600 · first AC: 2023-04-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[Worteltje's solution](#)

206.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,446 global accepts · Rating: 1600 · first AC: 2022-07-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[Worteltje's solution](#)

207.

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

[Worteltje's solution](#)

208.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,541 global accepts · Rating: 1600 · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[Worteltje's solution](#)

209.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy, math

[Worteltje's solution](#)

210.

1610C

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

Quality: 15,623 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[Worteltje's solution](#)

211.

1423K

[Lonely Numbers](#) · [Tutorial](#)

Quality: 5,451 global accepts · Rating: 1600 · first AC: 2020-10-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, number theory, two pointers

[Worteltje's solution](#)

212.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, sortings

[Worteltje's solution](#)

213.

1305C

[Kuroni and Impossible Calculation](#) · [Tutorial](#)

Quality: 18,786 global accepts · Rating: 1600 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math, number theory

[Worteltje's solution](#)

214.

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,901 global accepts · Rating: 1600 · first AC: 2020-02-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[Worteltje's solution](#)

215.

1284C

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

Quality: 8,740 global accepts · Rating: 1600 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Worteltje's solution](#)

216.

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 1600 · first AC: 2019-07-05 · C++14 (GCC 6-32) (first AC) · Tags: trees

[Worteltje's solution](#)

217.

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,940 global accepts · Rating: 1600 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, two pointers

[Worteltje's solution](#)

218.

952C

[Ravioli Sort](#) · [Tutorial](#)

Quality: 3,061 global accepts · Rating: 1600 · first AC: 2019-03-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Worteltje's solution](#)

219.

1137B

[Camp Schedule](#) · [Tutorial](#)

Quality: 7,012 global accepts · Rating: 1600 · first AC: 2019-03-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, strings

[Worteltje's solution](#)

220.

1137A

[Skyscrapers](#) · [Tutorial](#)

Quality: 4,677 global accepts · Rating: 1600 · first AC: 2019-03-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Worteltje's solution](#)

221.

1109A

[Sasha and a Bit of Relax](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2019-02-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[Worteltje's solution](#)

222.

1096C

[Polygon for the Angle](#) · [Tutorial](#)

Quality: 7,239 global accepts · Rating: 1600 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry

[Worteltje's solution](#)

223.

1086A

[Connect Three](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Worteltje's solution](#)

224.

1062C

[Banh-mi](#) · [Tutorial](#)

Quality: 5,950 global accepts · Rating: 1600 · first AC: 2018-11-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Worteltje's solution](#)

225.

1071A

[Cram Time](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-10-21 · last AC: 2018-10-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Worteltje's solution](#)

226.

1033C

[Permutation Game](#) · [Tutorial](#)

Quality: 6,217 global accepts · Rating: 1600 · first AC: 2018-10-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, games

[Worteltje's solution](#)

227.

1059C

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

Quality: 7,533 global accepts · Rating: 1600 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Worteltje's solution](#)

228.

1060C

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

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

[Worteltje's solution](#)

229.

1041C

[Coffee Break](#) · [Tutorial](#)

Quality: 10,239 global accepts · Rating: 1600 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Worteltje's solution](#)

230.

1036D

[Vasya and Arrays](#) · [Tutorial](#)

Quality: 10,628 global accepts · Rating: 1600 · first AC: 2018-09-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[Worteltje's solution](#)

231.

1036B

[Diagonal Walking v.2](#) · [Tutorial](#)

Quality: 5,965 global accepts · Rating: 1600 · first AC: 2018-09-07 · C++14 (GCC 6-32) (first AC) · Tags: math

[Worteltje's solution](#)

232.

1025C

[Plasticine zebra](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2018-08-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Worteltje's solution](#)

233.

1025B

[Weakened Common Divisor](#) · [Tutorial](#)

Quality: 8,509 global accepts · Rating: 1600 · first AC: 2018-08-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, number theory

[Worteltje's solution](#)

234.

1027C

[Minimum Value Rectangle](#) · [Tutorial](#)

Quality: 7,152 global accepts · Rating: 1600 · first AC: 2018-08-18 · last AC: 2018-08-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[Worteltje's solution](#)

235.

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[Worteltje's solution](#)

236.

994C

[Two Squares](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-06-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force
[Worteltje's solution](#)

237.

980B

[Marlin](#) · [Tutorial](#)

Quality: 4,923 global accepts · Rating: 1600 · first AC: 2018-05-08 · GNU C++11 (first AC) · Tags: constructive algorithms
[Worteltje's solution](#)

238.

962D

[Merge Equals](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1600 · first AC: 2018-04-11 · last AC: 2018-04-11 · GNU C++11 (first AC) · Tags: data structures, implementation
[Worteltje's solution](#)

239.

957C

[Three-level Laser](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-24 · GNU C++11 (first AC) · Tags: binary search, greedy, math, two pointers
[Worteltje's solution](#)

240.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,489 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy
[Worteltje's solution](#)

241.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,734 global accepts · Rating: 1700 · first AC: 2023-06-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math
[Worteltje's solution](#)

242.

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,541 global accepts · Rating: 1700 · first AC: 2023-03-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math
[Worteltje's solution](#)

243.

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-06-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings
[Worteltje's solution](#)

244.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, interactive, math

[Worteltje's solution](#)

245.

1578H

[Higher Order Functions](#) · [Tutorial](#)

Quality: 2,170 global accepts · Rating: 1700 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Worteltje's solution](#)

246.

1434B

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[Worteltje's solution](#)

247.

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Worteltje's solution](#)

248.

1340B

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

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, greedy

[Worteltje's solution](#)

249.

1268A

[Long Beautiful Integer](#) · [Tutorial](#)

Quality: 9,069 global accepts · Rating: 1700 · first AC: 2019-12-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Worteltje's solution](#)

250.

1254A

[Feeding Chicken](#) · [Tutorial](#)

Quality: 5,515 global accepts · Rating: 1700 · first AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Worteltje's solution](#)

251.

1239A

[Ivan the Fool and the Probability Theory](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2019-10-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Worteltje's solution](#)

252.

1229A

[Marcin and Training Camp](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-09-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy

[Worteltje's solution](#)

253.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1700 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Worteltje's solution](#)

254.

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[Worteltje's solution](#)

255.

1073D

[Berland Fair](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1700 · first AC: 2019-04-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, greedy

[Worteltje's solution](#)

256.

936A

[Save Energy!](#) · [Tutorial](#)

Quality: 4,639 global accepts · Rating: 1700 · first AC: 2019-02-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math

[Worteltje's solution](#)

257.

1114C

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

Quality: 7,888 global accepts · Rating: 1700 · first AC: 2019-02-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory

[Worteltje's solution](#)

258.

1091D

[New Year and the Permutation Concatenation](#) · [Tutorial](#)

Quality: 7,476 global accepts · Rating: 1700 · first AC: 2019-01-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Worteltje's solution](#)

259.

1086B

[Minimum Diameter Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, trees

[Worteltje's solution](#)

260.

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math, number theory

[Worteltje's solution](#)

261.

1041D

[Glider](#) · [Tutorial](#)

Quality: 6,423 global accepts · Rating: 1700 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

[Worteltje's solution](#)

262.

1042C

[Array Product](#) · [Tutorial](#)

Quality: 4,970 global accepts · Rating: 1700 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Worteltje's solution](#)

263.

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2018-09-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[Worteltje's solution](#)

264.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,101 global accepts · Rating: 1700 · first AC: 2018-09-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[Worteltje's solution](#)

265.

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,366 global accepts · Rating: 1700 · first AC: 2018-08-18 · last AC: 2018-08-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar,

graphs

[Worteltje's solution](#)

266.

1023D

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

Quality: 4,282 global accepts · Rating: 1700 · first AC: 2018-08-17 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures

[Worteltje's solution](#)

267.

1019A

[Elections](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 1700 · first AC: 2018-08-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Worteltje's solution](#)

268.

984C

[Finite or not?](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-05-15 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[Worteltje's solution](#)

269.

954C

[Matrix Walk](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 1700 · first AC: 2018-03-22 · GNU C++11 (first AC) · Tags: implementation

[Worteltje's solution](#)

270.

953C

[Is This a Zebra?](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-17 · GNU C (first AC) · Tags: —

[Worteltje's solution](#)

271.

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-03-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

[Worteltje's solution](#)

272.

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2022-04-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[Worteltje's solution](#)

273.

1666C

[Connect the Points](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2022-04-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry

[Worteltje's solution](#)

274.

1630B

[Range and Partition](#) · [Tutorial](#)

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Worteltje's solution](#)

275.

1572A

[Book](#) · [Tutorial](#)

Quality: 10,430 global accepts · Rating: 1800 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[Worteltje's solution](#)

276.

1402A

[Fancy Fence](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 1800 · first AC: 2020-08-26 · C++17 (GCC 7-32) (first AC) · Tags: *special, data structures, dsu, implementation, math, sortings

[Worteltje's solution](#)

277.

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

[Worteltje's solution](#)

278.

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,525 global accepts · Rating: 1800 · first AC: 2020-04-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[Worteltje's solution](#)

279.

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2020-02-09 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[Worteltje's solution](#)

280.

1290B

[Irreducible Anagrams](#) · [Tutorial](#)

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2020-02-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[Worteltje's solution](#)

281.

1254B1

[Send Boxes to Alice \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1800 · first AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[Worteltje's solution](#)

282.

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Worteltje's solution](#)

283.

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Worteltje's solution](#)

284.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[Worteltje's solution](#)

285.

952D

[I'm Feeling Lucky!](#) · [Tutorial](#)

Quality: 2,566 global accepts · Rating: 1800 · first AC: 2019-03-27 · C++14 (GCC 6-32) (first AC) · Tags: *special, probabilities

[Worteltje's solution](#)

286.

1109B

[Sasha and One More Name](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1800 · first AC: 2019-02-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, hashing, strings

[Worteltje's solution](#)

287.

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,398 global accepts · Rating: 1800 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Worteltje's solution](#)

288.

1083A

[The Fair Nut and the Best Path](#) · [Tutorial](#)

Quality: 6,271 global accepts · Rating: 1800 · first AC: 2018-12-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[Worteltje's solution](#)

289.

1062D

[Fun with Integers](#) · [Tutorial](#)

Quality: 4,170 global accepts · Rating: 1800 · first AC: 2018-11-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, math

[Worteltje's solution](#)

290.

953B

[Add Points](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Worteltje's solution](#)

291.

1063B

[Labyrinth](#) · [Tutorial](#)

Quality: 9,254 global accepts · Rating: 1800 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[Worteltje's solution](#)

292.

1038D

[Slime](#) · [Tutorial](#)

Quality: 8,862 global accepts · Rating: 1800 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[Worteltje's solution](#)

293.

1047C

[Enlarge GCD](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[Worteltje's solution](#)

294.

1042D

[Petya and Array](#) · [Tutorial](#)

Quality: 7,401 global accepts · Rating: 1800 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, two pointers

[Worteltje's solution](#)

295.

1053A

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

Rating: 1800 · first AC: 2018-09-23 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[Worteltje's solution](#)

296.

1011D

[Rocket](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-07-26 · last AC: 2018-08-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[Worteltje's solution](#)

297.

1011E

[Border](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[Worteltje's solution](#)

298.

1949C

[Annual Ants' Gathering](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Worteltje's solution](#)

299.

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Worteltje's solution](#)

300.

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2023-03-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

[Worteltje's solution](#)

301.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 1900 · first AC: 2022-07-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation, sortings

[Worteltje's solution](#)

302.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[Worteltje's solution](#)

303.

1569D

[Inconvenient Pairs](#) · [Tutorial](#)

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers

[Worteltje's solution](#)

304.

1439A2

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

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[Worteltje's solution](#)

305.

1434A

[Perform Easily](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, sortings, two pointers

[Worteltje's solution](#)

306.

1428D

[Bouncing Boomerangs](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Worteltje's solution](#)

307.

1423B

[Valuable Paper](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 1900 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, graph matchings, graphs

[Worteltje's solution](#)

308.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, sortings

[Worteltje's solution](#)

309.

1305D

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

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[Worteltje's solution](#)

310.

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,869 global accepts · Rating: 1900 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings

[Worteltje's solution](#)

311.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1900 · first AC: 2019-11-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[Worteltje's solution](#)

312.

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2019-09-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math, number theory

[Worteltje's solution](#)

313.

1208D

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

Quality: 5,460 global accepts · Rating: 1900 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation

[Worteltje's solution](#)

314.

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,452 global accepts · Rating: 1900 · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[Worteltje's solution](#)

315.

1119E

[Pavel and Triangles](#) · [Tutorial](#)

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[Worteltje's solution](#)

316.

952B

[A Map of the Cat](#) · [Tutorial](#)

Quality: 2,116 global accepts · Rating: 1900 · first AC: 2019-03-27 · C++14 (GCC 6-32) (first AC) · Tags: *special, brute force, interactive
[Worteltje's solution](#)

317.

1117C

[Magic Ship](#) · [Tutorial](#)

Quality: 9,114 global accepts · Rating: 1900 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search
[Worteltje's solution](#)

318.

1114D

[Flood Fill](#) · [Tutorial](#)

Quality: 7,978 global accepts · Rating: 1900 · first AC: 2019-02-11 · C++14 (GCC 6-32) (first AC) · Tags: dp
[Worteltje's solution](#)

319.

1105D

[Kilani and the Game](#) · [Tutorial](#)

Quality: 4,423 global accepts · Rating: 1900 · first AC: 2019-01-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths
[Worteltje's solution](#)

320.

1067A

[Array Without Local Maximums](#) · [Tutorial](#)

Quality: 3,133 global accepts · Rating: 1900 · first AC: 2018-11-13 · C++14 (GCC 6-32) (first AC) · Tags: dp
[Worteltje's solution](#)

321.

1055C

[Lucky Days](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 1900 · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[Worteltje's solution](#)

322.

1054D

[Changing Array](#) · [Tutorial](#)

Quality: 2,415 global accepts · Rating: 1900 · first AC: 2018-11-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[Worteltje's solution](#)

323.

1071B

[Minimum path](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, hashing
[Worteltje's solution](#)

324.

1063C

[Dwarves, Hats and Extrasensory Abilities](#) · [Tutorial](#)

Quality: 3,280 global accepts · Rating: 1900 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, geometry, interactive
[Worteltje's solution](#)

325.

1012C

[Hills](#) · [Tutorial](#)

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2018-10-12 · C++14 (GCC 6-32) (first AC) · Tags: dp
[Worteltje's solution](#)

326.

1060D

[Social Circles](#) · [Tutorial](#)

Quality: 3,874 global accepts · Rating: 1900 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Worteltje's solution](#)

327.

1041E

[Tree Reconstruction](#) · [Tutorial](#)

Quality: 3,854 global accepts · Rating: 1900 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy

[Worteltje's solution](#)

328.

959D

[Mahmoud and Ehab and another array construction task](#) · [Tutorial](#)

Quality: 3,268 global accepts · Rating: 1900 · first AC: 2018-10-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Worteltje's solution](#)

329.

1036C

[Classy Numbers](#) · [Tutorial](#)

Quality: 13,379 global accepts · Rating: 1900 · first AC: 2018-09-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[Worteltje's solution](#)

330.

1017D

[The Wu](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 1900 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures

[Worteltje's solution](#)

331.

1013D

[Chemical table](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-07-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, matrices

[Worteltje's solution](#)

332.

994D

[Open Communication](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-06-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks

[Worteltje's solution](#)

333.

959E

[Mahmoud and Ehab and the xor-MST](#) · [Tutorial](#)

Quality: 3,767 global accepts · Rating: 1900 · first AC: 2018-04-03 · GNU C++11 (first AC) · Tags: bitmasks, dp, graphs, implementation, math

[Worteltje's solution](#)

334.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[Worteltje's solution](#)

335.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[Worteltje's solution](#)

336.

1599C

[Bubble Strike](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2000 · first AC: 2022-02-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, probabilities, ternary search

[Worteltje's solution](#)

337.

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[Worteltje's solution](#)

338.

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, two pointers

[Worteltje's solution](#)

339.

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

[Worteltje's solution](#)

340.

1427D

[Unshuffling a Deck](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Worteltje's solution](#)

341.

1427C

[The Hard Work of Paparazzi](#) · [Tutorial](#)

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Worteltje's solution](#)

342.

1370D

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

Quality: 10,928 global accepts · Rating: 2000 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[Worteltje's solution](#)

343.

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[Worteltje's solution](#)

344.

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,432 global accepts · Rating: 2000 · first AC: 2019-12-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[Worteltje's solution](#)

345.

1266D

[Decreasing Debts](#) · [Tutorial](#)

Quality: 3,871 global accepts · Rating: 2000 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

[Worteltje's solution](#)

346.

1229B

[Kamil and Making a Stream](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-09-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, graphs, math, number theory, trees

[Worteltje's solution](#)

347.

1209G1

[Into Blocks \(easy version\) · Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[Worteltje's solution](#)

348.

1103B

[Game with modulo · Tutorial](#)

Quality: 3,530 global accepts · Rating: 2000 · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[Worteltje's solution](#)

349.

1083B

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

Quality: 2,169 global accepts · Rating: 2000 · first AC: 2018-12-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[Worteltje's solution](#)

350.

1088D

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

Quality: 3,168 global accepts · Rating: 2000 · first AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive

[Worteltje's solution](#)

351.

1061D

[TV Shows · Tutorial](#)

Quality: 2,560 global accepts · Rating: 2000 · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[Worteltje's solution](#)

352.

1033D

[Divisors · Tutorial](#)

Quality: 2,611 global accepts · Rating: 2000 · first AC: 2018-10-09 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math, number theory

[Worteltje's solution](#)

353.

1060E

[Sergey and Subway · Tutorial](#)

Quality: 3,499 global accepts · Rating: 2000 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[Worteltje's solution](#)

354.

1011F

[Mars rover · Tutorial](#)

Rating: 2000 · first AC: 2018-09-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[Worteltje's solution](#)

355.

1053B

[Vasya and Good Sequences · Tutorial](#)

Rating: 2000 · first AC: 2018-09-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp

[Worteltje's solution](#)

356.

1019B

[The hat · Tutorial](#)

Quality: 2,113 global accepts · Rating: 2000 · first AC: 2018-08-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[Worteltje's solution](#)

357.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2023-03-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[Worteltje's solution](#)

358.

1666J

[Job Lookup](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2022-04-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees

[Worteltje's solution](#)

359.

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, math, number theory, trees

[Worteltje's solution](#)

360.

1599H

[Hidden Fortress](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2100 · first AC: 2022-02-03 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math

[Worteltje's solution](#)

361.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Worteltje's solution](#)

362.

1434C

[Solo mid Oracle](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, ternary search

[Worteltje's solution](#)

363.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Worteltje's solution](#)

364.

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

[Worteltje's solution](#)

365.

1322B

[Present](#) · [Tutorial](#)

Quality: 4,639 global accepts · Rating: 2100 · first AC: 2020-03-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[Worteltje's solution](#)

366.

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 2100 · first AC: 2020-02-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, greedy

[Worteltje's solution](#)

367.

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, hashing, sortings

[Worteltje's solution](#)

368.

1266E

[Spaceship Solitaire](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2100 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[Worteltje's solution](#)

369.

1254B2

[Send Boxes to Alice \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,420 global accepts · Rating: 2100 · first AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[Worteltje's solution](#)

370.

1039B

[Subway Pursuit](#) · [Tutorial](#)

Quality: 2,596 global accepts · Rating: 2100 · first AC: 2019-02-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, probabilities

[Worteltje's solution](#)

371.

936B

[Sleepy Game](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 2100 · first AC: 2019-02-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, graphs

[Worteltje's solution](#)

372.

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,215 global accepts · Rating: 2100 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices

[Worteltje's solution](#)

373.

1023E

[Down or Right](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2100 · first AC: 2018-08-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, matrices

[Worteltje's solution](#)

374.

1025D

[Recovering BST](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2018-08-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory, trees

[Worteltje's solution](#)

375.

994E

[Careful Maneuvering](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-06-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures

[Worteltje's solution](#)

376.

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-03-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, trees

[Worteltje's solution](#)

377.

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2023-04-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[Worteltje's solution](#)

378.

1737D

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

Quality: 2,103 global accepts · Rating: 2200 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[Worteltje's solution](#)

379.

1666I

[Interactive Treasure Hunt](#) · [Tutorial](#)

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2022-04-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math

[Worteltje's solution](#)

380.

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2022-04-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation

[Worteltje's solution](#)

381.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings, two pointers

[Worteltje's solution](#)

382.

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings

[Worteltje's solution](#)

383.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[Worteltje's solution](#)

384.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[Worteltje's solution](#)

385.

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Worteltje's solution](#)

386.

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2019-09-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[Worteltje's solution](#)

387.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-03-13 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Worteltje's solution](#)

388.

1039C

[Network Safety](#) · [Tutorial](#)

Quality: 1,492 global accepts · Rating: 2200 · first AC: 2019-02-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, sortings

[Worteltje's solution](#)

389.

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2019-02-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, probabilities

[Worteltje's solution](#)

390.

1117E

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

Quality: 1,641 global accepts · Rating: 2200 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, interactive, math

[Worteltje's solution](#)

391.

1114E

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

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2019-02-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, number theory, probabilities

[Worteltje's solution](#)

392.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, sortings

[Worteltje's solution](#)

393.

1105E

[Helping Hiasat](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2200 · first AC: 2019-01-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[Worteltje's solution](#)

394.

1059D

[Nature Reserve](#) · [Tutorial](#)

Quality: 2,998 global accepts · Rating: 2200 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, ternary search

[Worteltje's solution](#)

395.

1047D

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

Rating: 2200 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, flows, graph matchings

[Worteltje's solution](#)

396.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[Worteltje's solution](#)

397.

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy

[Worteltje's solution](#)

398.

1601C

[Optimal Insertion](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2023-03-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[Worteltje's solution](#)

399.

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, graphs, math

[Worteltje's solution](#)

400.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[Worteltje's solution](#)

401.

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

[Worteltje's solution](#)

402.

1403B

[Spring cleaning](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 2300 · first AC: 2020-08-28 · C++17 (GCC 7-32) (first AC) · Tags: *special, data structures, dfs and similar, graphs, trees

[Worteltje's solution](#)

403.

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[Worteltje's solution](#)

404.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2020-03-07 · C++14 (GCC 6-32) (first AC) · Tags: graphs, hashing, math, number theory

[Worteltje's solution](#)

405.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, math

[Worteltje's solution](#)

406.

1268C

[K Integers](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2019-12-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Worteltje's solution](#)

407.

1254C

[Point Ordering](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2300 · first AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[Worteltje's solution](#)

408.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,859 global accepts · Rating: 2300 · first AC: 2019-09-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[Worteltje's solution](#)

409.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2019-07-05 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices, number theory, two pointers

[Worteltje's solution](#)

410.

1182E

[Product Oriented Recurrence](#) · [Tutorial](#)

Quality: 3,328 global accepts · Rating: 2300 · first AC: 2019-06-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices, number theory

[Worteltje's solution](#)

411.

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2019-06-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[Worteltje's solution](#)

412.

1039A

[Timetable](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 2300 · first AC: 2019-02-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[Worteltje's solution](#)

413.

936C

[Lock Puzzle](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2300 · first AC: 2019-02-23 · last AC: 2019-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, strings

[Worteltje's solution](#)

414.

1096F

[Inversion Expectation](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2300 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[Worteltje's solution](#)

415.

1062E

[Company](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2300 · first AC: 2018-11-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[Worteltje's solution](#)

416.

1042E

[Vasya and Magic Matrix](#) · [Tutorial](#)

Quality: 2,081 global accepts · Rating: 2300 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[Worteltje's solution](#)

417.

1795F

[Blocking Chips](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-04-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[Worteltje's solution](#)

418.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math

[Worteltje's solution](#)

419.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2400 · first AC: 2022-07-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[Worteltje's solution](#)

420.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[Worteltje's solution](#)

421.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2400 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[Worteltje's solution](#)

422.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, greedy

[Worteltje's solution](#)

423.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[Worteltje's solution](#)

424.

1423J

[Bubble Cup hypothesis](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2400 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[Worteltje's solution](#)

425.

1403A

[The Potion of Great Power](#) · [Tutorial](#)

Quality: 312 global accepts · Rating: 2400 · first AC: 2020-08-28 · C++17 (GCC 7-32) (first AC) · Tags: *special, 2-sat, binary search, data structures, graphs, interactive, sortings, two pointers

[Worteltje's solution](#)

426.

1370F1

[The Hidden Pair \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[Worteltje's solution](#)

427.

1340C

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

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2020-04-23 · last AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[Worteltje's solution](#)

428.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2400 · first AC: 2020-02-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Worteltje's solution](#)

429.

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2400 · first AC: 2019-10-20 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs

[Worteltje's solution](#)

430.

1229C

[Konrad and Company Evaluation](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-09-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs

[Worteltje's solution](#)

431.

952F

[2 + 2 != 4](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 2400 · first AC: 2019-03-27 · C++14 (GCC 6-32) (first AC) · Tags: *special

[Worteltje's solution](#)

432.

1114F

[Please, another Queries on Array?](#) · [Tutorial](#)

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2019-02-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory

[Worteltje's solution](#)

433.

1091E

[New Year and the Acquaintance Estimation](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2400 · first AC: 2019-01-01 · last AC: 2019-01-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation, math, sortings

[Worteltje's solution](#)

434.

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, fft

[Worteltje's solution](#)

435.

1083E

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

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2018-12-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry

[Worteltje's solution](#)

436.

1088E

[Ehab and a component choosing problem](#) · [Tutorial](#)

Quality: 1,616 global accepts · Rating: 2400 · first AC: 2018-12-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, trees

[Worteltje's solution](#)

437.

1078C

[Vasya and Maximum Matching](#) · [Tutorial](#)

Quality: 2400 · first AC: 2018-11-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, trees

[Worteltje's solution](#)

438.

1055D

[Refactoring](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[Worteltje's solution](#)

439.

1036F

[Relatively Prime Powers](#) · [Tutorial](#)

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2018-10-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[Worteltje's solution](#)

440.

1036E

[Covered Points](#) · [Tutorial](#)

Quality: 1,772 global accepts · Rating: 2400 · first AC: 2018-10-12 · C++14 (GCC 6-32) (first AC) · Tags: fft, geometry, number theory

[Worteltje's solution](#)

441.

1059E

[Split the Tree](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2400 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, trees

[Worteltje's solution](#)

442.

1051F

[The Shortest Statement](#) · [Tutorial](#)

Quality: 3,754 global accepts · Rating: 2400 · first AC: 2018-09-22 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths, trees

[Worteltje's solution](#)

443.

1042F

[Leaf Sets](#) · [Tutorial](#)

Quality: 1,490 global accepts · Rating: 2400 · first AC: 2018-09-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings, trees

[Worteltje's solution](#)

444.

1017E

[The Supersonic Rocket](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2400 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: geometry, hashing, strings

[Worteltje's solution](#)

445.

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,828 global accepts · Rating: 2400 · first AC: 2018-04-19 · GNU C++11 (first AC) · Tags: bitmasks, dp, math, matrices

[Worteltje's solution](#)

446.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Worteltje's solution](#)

447.

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-06-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[Worteltje's solution](#)

448.

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2022-04-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[Worteltje's solution](#)

449.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[Worteltje's solution](#)

450.

1423H

[Virus](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2500 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, graphs

[Worteltje's solution](#)

451.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[Worteltje's solution](#)

452.

1284E

[New Year and Castle Construction](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, geometry, math, sortings

[Worteltje's solution](#)

453.

1239B

[The World Is Just a Programming Task \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,121 global accepts · Rating: 2500 · first AC: 2019-10-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Worteltje's solution](#)

454.

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2019-03-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[Worteltje's solution](#)

455.

1055E

[Segments on the Line](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2018-11-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[Worteltje's solution](#)

456.

1053C

[Putting Boxes Together](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Worteltje's solution](#)

457.

1041F

[Ray in the tube](#) · [Tutorial](#)

Quality: 1,614 global accepts · Rating: 2500 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, math

[Worteltje's solution](#)

458.

1949D

[Funny or Scary? · Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Worteltje's solution](#)

459.

1696F

[Tree Recovery · Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[Worteltje's solution](#)

460.

1569E

[Playoff Restoration · Tutorial](#)

Quality: 875 global accepts · Rating: 2600 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, implementation, meet-in-the-middle

[Worteltje's solution](#)

461.

1439C

[Greedy Shopping · Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[Worteltje's solution](#)

462.

1439B

[Graph Subset Problem · Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs

[Worteltje's solution](#)

463.

1423L

[Light switches · Tutorial](#)

Quality: 586 global accepts · Rating: 2600 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: meet-in-the-middle

[Worteltje's solution](#)

464.

1402C

[Star Trek · Tutorial](#)

Quality: 234 global accepts · Rating: 2600 · first AC: 2020-08-26 · C++17 (GCC 7-32) (first AC) · Tags: *special, combinatorics, dfs and similar, dp, games, graphs, matrices, trees

[Worteltje's solution](#)

465.

1394C

[Boboniu and String · Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, ternary search

[Worteltje's solution](#)

466.

1368F

[Lamps on a Circle · Tutorial](#)

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: games, implementation, interactive, math

[Worteltje's solution](#)

467.

1344C

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

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, math

[Worteltje's solution](#)

468.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,050 global accepts · Rating: 2600 · first AC: 2019-03-09 · last AC: 2019-03-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[Worteltje's solution](#)

469.

1091F

[New Year and the Mallard Expedition](#) · [Tutorial](#)

Quality: 892 global accepts · Rating: 2600 · first AC: 2019-01-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Worteltje's solution](#)

470.

1071C

[Triple Flips](#) · [Tutorial](#)

Rating: 2600 · first AC: 2018-12-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Worteltje's solution](#)

471.

1051E

[Vasya and Big Integers](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2600 · first AC: 2018-11-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, hashing, strings

[Worteltje's solution](#)

472.

1023F

[Mobile Phone Network](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2018-08-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[Worteltje's solution](#)

473.

1795G

[Removal Sequences](#) · [Tutorial](#)

Quality: 817 global accepts · Rating: 2700 · first AC: 2023-04-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, graphs

[Worteltje's solution](#)

474.

1601D

[Difficult Mountain](#) · [Tutorial](#)

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2023-03-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, sortings

[Worteltje's solution](#)

475.

1599I

[Desert](#) · [Tutorial](#)

Quality: 132 global accepts · Rating: 2700 · first AC: 2022-02-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs

[Worteltje's solution](#)

476.

1599G

[Shortest path](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2700 · first AC: 2022-02-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, shortest paths

[Worteltje's solution](#)

477.

1451F

[Nullify The Matrix](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[Worteltje's solution](#)

478.

1423F

[Coins](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2700 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: math

[Worteltje's solution](#)

479.

1370F2

[The Hidden Pair \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[Worteltje's solution](#)

480.

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2020-05-06 · last AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[Worteltje's solution](#)

481.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities, trees

[Worteltje's solution](#)

482.

1010E

[Store](#) · [Tutorial](#)

Quality: 386 global accepts · Rating: 2700 · first AC: 2019-02-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Worteltje's solution](#)

483.

1103C

[Johnny Solving](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2700 · first AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[Worteltje's solution](#)

484.

1036G

[Sources and Sinks](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2700 · first AC: 2018-10-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar

[Worteltje's solution](#)

485.

1034C

[Region Separation](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2700 · first AC: 2018-10-11 · last AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, number theory, trees

[Worteltje's solution](#)

486.

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2023-03-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, sortings, trees

[Worteltje's solution](#)

487.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[Worteltje's solution](#)

488.

1615F

[LEGOndary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Worteltje's solution](#)

489.

1578A

[Anti-Tetris](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2800 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Worteltje's solution](#)

490.

1578K

[Kingdom of Islands](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2800 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, implementation

[Worteltje's solution](#)

491.

1434D

[Roads and Ramen](#) · [Tutorial](#)

Rating: 2800 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[Worteltje's solution](#)

492.

1423M

[Milutin's Plums](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 2800 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: interactive

[Worteltje's solution](#)

493.

1386C

[Joker](#) · [Tutorial](#)

Quality: 656 global accepts · Rating: 2800 · first AC: 2020-08-02 · C++17 (GCC 7-32) (first AC) · Tags: *special, bitmasks, data structures, divide and conquer, dsu

[Worteltje's solution](#)

494.

1279F

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

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2019-12-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[Worteltje's solution](#)

495.

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2019-02-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[Worteltje's solution](#)

496.

1601E

[Phys Ed Online](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2900 · first AC: 2023-03-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[Worteltje's solution](#)

497.

1687D

[Cute number](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2022-06-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math

[Worteltje's solution](#)

498.

1630E

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

Quality: 554 global accepts · Rating: 2900 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory, probabilities

[Worteltje's solution](#)

499.

1428G1

[Lucky Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Worteltje's solution](#)

500.

1386B

[Mixture](#) · [Tutorial](#)

Quality: 141 global accepts · Rating: 2900 · first AC: 2020-08-02 · C++17 (GCC 7-32) (first AC) · Tags: *special, data structures, geometry, math, sortings

[Worteltje's solution](#)

501.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,508 global accepts · Rating: 2900 · first AC: 2019-09-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, probabilities

[Worteltje's solution](#)

502.

1428G2

[Lucky Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Worteltje's solution](#)

503.

1423I

[Lookup Tables](#) · [Tutorial](#)

Quality: 158 global accepts · Rating: 3000 · first AC: 2020-10-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks

[Worteltje's solution](#)

504.

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,455 global accepts · Rating: 3000 · first AC: 2018-08-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[Worteltje's solution](#)

505.

1666G

[Global Warming](#) · [Tutorial](#)

Quality: 153 global accepts · Rating: 3100 · first AC: 2022-04-13 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

[Worteltje's solution](#)

506.

1610I

[Mashtali vs AtCoder](#) · [Tutorial](#)

Quality: 338 global accepts · Rating: 3100 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: games, trees

[Worteltje's solution](#)

507.

1110G

[Tree-Tac-Toe](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 3100 · first AC: 2019-03-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, trees

[Worteltje's solution](#)

508.

2128F

[Strict Triangle](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3200 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, shortest paths

[Worteltje's solution](#)

509.

1949A

[Grove](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3300 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, geometry, probabilities

[Worteltje's solution](#)

510.

1666B

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

Quality: 66 global accepts · Rating: 3300 · first AC: 2022-04-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Worteltje's solution](#)

511.

103861D

[Two Walls](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Worteltje's solution](#)

512.

103861C

[String-dle Count](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Worteltje's solution](#)

513.

103861E

[Prof. Pang and Poker](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Worteltje's solution](#)

514.

103861G

[Check Pattern is Bad](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Worteltje's solution](#)

515.

103861J

[Elden Ring](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Worteltje's solution](#)

516.

103861B

[Beautiful String](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Worteltje's solution](#)

517.

103861L

[Fenwick Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Worteltje's solution](#)

518.

103861I

[Future Coder](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Worteltje's solution](#)

519.

103861A

[DFS Order](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Worteltje's solution](#)

520.

104768J

[The Phantom Menace](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Worteltje's solution](#)

521.

104768E

[Prefix Mahjong](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Worteltje's solution](#)

522.

104768H

[Sweet Sugar](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Worteltje's solution](#)

523.

104768B

[The Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Worteltje's solution](#)

524.

104768I

[Barkley II](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Worteltje's solution](#)

525.

104768C

[Master of Both IV](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Worteltje's solution](#)

526.

104768K

[Randias Permutation Task](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Worteltje's solution](#)

527.

104768G

[Hard Brackets Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Worteltje's solution](#)

528.

104768M

[Flipping Cards](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Worteltje's solution](#)

529.

104757H

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

Rating: — · first AC: 2023-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Worteltje's solution](#)

530.

104757L

[A \(Fast\) Walk in the Woods](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Worteltje's solution](#)

531.

104757G

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

Rating: — · first AC: 2023-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Worteltje's solution](#)

532.

104757I

[ISBN Conversion](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Worteltje's solution](#)

533.

104757B

[B Road Band](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Worteltje's solution](#)

534.

104757K

[Split Decisions](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Worteltje's solution](#)

535.

104757F

[Double Up](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Worteltje's solution](#)

536.

104757E

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

Rating: — · first AC: 2023-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Worteltje's solution](#)

537.

104757D

[Cornhusker](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Worteltje's solution](#)

538.

104757A

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

Rating: — · first AC: 2023-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Worteltje's solution](#)

539.

102428A

[Algorithm Teaching](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Worteltje's solution](#)

540.

102428H

[Hold or Continue?](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Worteltje's solution](#)

541.

102428J

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

Rating: — · first AC: 2022-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Worteltje's solution](#)

542.

102428G

[Gluing Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Worteltje's solution](#)

543.

102428C

[Cut Inequality Down](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Worteltje's solution](#)

544.

102428F

[Fabricating Sculptures](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Worteltje's solution](#)

545.

102428D

[Dazzling stars](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Worteltje's solution](#)

546.

102428I

[Improve SPAM](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Worteltje's solution](#)

547.

102428K

[Know your Aliens](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Worteltje's solution](#)

548.

102428L

[Leverage MDT](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Worteltje's solution](#)

549.

102428E

[Eggfruit Cake](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Worteltje's solution](#)

550.

102428M

[Mountain Ranges](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Worteltje's solution](#)

551.

103640G

[Generator Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Worteltje's solution](#)

552.

103640D

[Daily Turnovers](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Worteltje's solution](#)

553.

103640E

[Expedition Plans](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Worteltje's solution](#)

554.

103640L

[Leaving Yarnam](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Worteltje's solution](#)

555.

103640H

[Hamilton - The Musical](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Worteltje's solution](#)

556.

103640B

[Because, Art!](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Worteltje's solution](#)

557.

103640M

[Most Ordered Way](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Worteltje's solution](#)

558.

103640I

[Invested Money](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Worteltje's solution](#)

559.

103640J

[Joining Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Worteltje's solution](#)

560.

103640F

[Fields Division](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Worteltje's solution](#)

561.

103640K

[KIARA is a Recursive Acronym](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Worteltje's solution](#)

562.

103447L

[Karshilov's Matching Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Worteltje's solution](#)

563.

103447C

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Worteltje's solution](#)

564.

103447D

[Math master](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Worteltje's solution](#)

565.

103447H

[What logic for?](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Worteltje's solution](#)

566.

103447G

[Damaged Bicycle](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Worteltje's solution](#)

567.

103447E

[Power and Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Worteltje's solution](#)

568.

103447I

[Power and Zero](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Worteltje's solution](#)

569.

103447J

[Local Minimum](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Worteltje's solution](#)

570.

103447B

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

Rating: — · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Worteltje's solution](#)

571.

103439C

[Counting Phenomenal Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[Worteltje's solution](#)

572.

103439H

[Werewolves](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Worteltje's solution](#)

573.

103439K

[Amazing Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Worteltje's solution](#)

574.

103439G

[Replace Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Worteltje's solution](#)

575.

103439J

[Jason ABC](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Worteltje's solution](#)

576.

103439N

[Max Pair Matching](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Worteltje's solution](#)

577.

103439F

[to Pay Respects](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Worteltje's solution](#)

578.

103439A

[ABC Legacy](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Worteltje's solution](#)

579.

1662C

[European Trip](#) · [Tutorial](#)

Quality: 383 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, math, matrices

[Worteltje's solution](#)

580.

1662L

[Il Derby della Madonnina](#) · [Tutorial](#)

Quality: 1,332 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[Worteltje's solution](#)

581.

1662G

[Gastronomic Event](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, trees

[Worteltje's solution](#)

582.

1662N

[Drone Photo](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings

[Worteltje's solution](#)

583.

1662O

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Worteltje's solution](#)

584.

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[Worteltje's solution](#)

585.

1662D

[Evolution of Weasels](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings

[Worteltje's solution](#)

586.

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, sortings

[Worteltje's solution](#)

587.

1662M

[Bottle Arrangements](#) · [Tutorial](#)

Quality: 3,877 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Worteltje's solution](#)

588.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Worteltje's solution](#)

589.

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, expression parsing, trees

[Worteltje's solution](#)

590.

103202M

[United in Stormwind](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Worteltje's solution](#)

591.

103202L

[Forged in the Barrens](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Worteltje's solution](#)

592.

103202A

[The Grand Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Worteltje's solution](#)

593.

103202C

[Mean Streets of Gadgetzan](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Worteltje's solution](#)

594.

103202I

[Rise of Shadows](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Worteltje's solution](#)

595.

103202E

[Knights of the Frozen Throne](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Worteltje's solution](#)

596.

103202H

[The Boomsday Project](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Worteltje's solution](#)

597.

103202D

[Journey to Un'Goro](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Worteltje's solution](#)

598.

103202K

[Scholomance Academy](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Worteltje's solution](#)

599.

103202F

[Kobolds and Catacombs](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Worteltje's solution](#)

600.

103202G

[The Witchwood](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Worteltje's solution](#)

601.

102896D

[Down We Dig](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Worteltje's solution](#)

602.

102896B

[Brain-teaser](#) · [Tutorial](#)

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

[Worteltje's solution](#)

603.

102896C

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Worteltje's solution](#)

604.

102896G

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

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

[Worteltje's solution](#)

605.

102896L

[Lookup Performance](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Worteltje's solution](#)

606.

102896A

[Almost Balanced Tree](#) · [Tutorial](#)

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

[Worteltje's solution](#)

607.

102896E

[Easy Measurements](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Worteltje's solution](#)

608.

102896M

[Miser](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Worteltje's solution](#)

609.

102896K

[Kate's 2021 Celebration](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Worteltje's solution](#)

610.

102893K

[New Level](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[Worteltje's solution](#)

611.

102893E

[Prank at IKEA](#) · [Tutorial](#)

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612.

102893G

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613.

102893L

[The Firm Knapsack Problem](#) · [Tutorial](#)

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614.

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

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615.

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616.

102893C

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617.

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618.

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619.

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620.

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621.

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622.

102331J

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Rating: — · first AC: 2020-05-13 · C++17 (GCC 7-32) (first AC) · Tags: —

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623.

102268D

[Dates](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: —

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624.

102201D

[Dijkstra Is Playing At My House](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-22 · C++14 (GCC 6-32) (first AC) · Tags: —

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625.

1302A

[Nash equilibrium](#) · [Tutorial](#)

Quality: 299 global accepts · Rating: — · first AC: 2020-02-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Worteltje's solution](#)

626.

1145A

[Thanos Sort](#) · [Tutorial](#)

Quality: 9,267 global accepts · Rating: — · first AC: 2019-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

[Worteltje's solution](#)

627.

102032C

[Innoforest](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-20 · C++14 (GCC 6-32) (first AC) · Tags: —

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628.

102032A

[Innohorse](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-20 · C++14 (GCC 6-32) (first AC) · Tags: —

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629.

101981K

[Kangaroo Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-19 · GNU C++11 (first AC) · Tags: —

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630.

101981M

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Rating: — · first AC: 2018-12-19 · GNU C++11 (first AC) · Tags: —

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631.

101981I

[Magic Potion](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-19 · GNU C++11 (first AC) · Tags: —

[Worteltje's solution](#)

632.

101981G

[Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-19 · GNU C++11 (first AC) · Tags: —

[Worteltje's solution](#)

633.

101981D

[Country Meow](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-19 · GNU C++11 (first AC) · Tags: —

[Worteltje's solution](#)

634.

101981J

[Prime Game](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-19 · GNU C++11 (first AC) · Tags: —

[Worteltje's solution](#)

635.

101981A

[Adrien and Austin](#) · [Tutorial](#)

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636.

102032E

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Rating: — · first AC: 2018-12-07 · last AC: 2018-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —

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637.

102032B

[Squarow](#) · [Tutorial](#)

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638.

102032D

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639.

101615C

[Fear Factoring](#) · [Tutorial](#)

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640.

101615L

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641.

101615A

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642.

101982I

[Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-26 · last AC: 2018-11-26 · C++14 (GCC 6-32) (first AC) · Tags: —

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643.

101982H

[Repeating Goldbachs](#) · [Tutorial](#)

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644.

101982D

[Count The Bits](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-26 · GNU C++11 (first AC) · Tags: —

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645.

101982B

[Coprime Integers](#) · [Tutorial](#)

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646.

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[Goat on a Rope](#) · [Tutorial](#)

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647.

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648.

101982C

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649.

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650.

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651.

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