

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

<https://cfelitetracker.vercel.app>

# Unique solved — ZLW

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

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

Filters: none

Count: 516

- 1.**  
1043A  
[Elections](#) · [Tutorial](#)  
Quality: 11,279 global accepts · Rating: 800 · first AC: 2026-04-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[ZLW's solution](#)
- 2.**  
1433A  
[Boring Apartments](#) · [Tutorial](#)  
Quality: 62,648 global accepts · Rating: 800 · first AC: 2021-08-31 · last AC: 2026-04-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[ZLW's solution](#)
- 3.**  
1651A  
[Playoff](#) · [Tutorial](#)  
Quality: 26,661 global accepts · Rating: 800 · first AC: 2026-04-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[ZLW's solution](#)
- 4.**  
2210A  
[A Simple Sequence](#) · [Tutorial](#)  
Quality: 22,241 global accepts · Rating: 800 · first AC: 2026-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, number theory  
[ZLW's solution](#)
- 5.**  
1674A  
[Number Transformation](#) · [Tutorial](#)  
Quality: 27,971 global accepts · Rating: 800 · first AC: 2026-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[ZLW's solution](#)
- 6.**  
1453A  
[Cancel the Trains](#) · [Tutorial](#)  
Quality: 24,264 global accepts · Rating: 800 · first AC: 2026-04-01 · last AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[ZLW's solution](#)
- 7.**  
2027A  
[Rectangle Arrangement](#) · [Tutorial](#)  
Quality: 22,026 global accepts · Rating: 800 · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math  
[ZLW's solution](#)
- 8.**  
1999A  
[A+B Again?](#) · [Tutorial](#)  
Quality: 83,939 global accepts · Rating: 800 · first AC: 2024-08-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[ZLW's solution](#)
- 9.**  
1635B  
[Avoid Local Maximums](#) · [Tutorial](#)  
Quality: 18,474 global accepts · Rating: 800 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[ZLW's solution](#)

**10.**

1635A

[Min Or Sum](#) · [Tutorial](#)

Quality: 25,898 global accepts · Rating: 800 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

[ZLW's solution](#)

**11.**

1614A

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

Quality: 24,592 global accepts · Rating: 800 · first AC: 2021-11-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[ZLW's solution](#)

**12.**

1589A

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

Rating: 800 · first AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: math

[ZLW's solution](#)

**13.**

1605A

[A.M. Deviation](#) · [Tutorial](#)

Quality: 21,646 global accepts · Rating: 800 · first AC: 2021-11-12 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[ZLW's solution](#)

**14.**

454A

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

Quality: 16,120 global accepts · Rating: 800 · first AC: 2021-11-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ZLW's solution](#)

**15.**

443A

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

Quality: 112,063 global accepts · Rating: 800 · first AC: 2021-08-25 · last AC: 2021-11-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[ZLW's solution](#)

**16.**

1604A

[Era](#) · [Tutorial](#)

Quality: 22,638 global accepts · Rating: 800 · first AC: 2021-11-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[ZLW's solution](#)

**17.**

1607A

[Linear Keyboard](#) · [Tutorial](#)

Quality: 40,685 global accepts · Rating: 800 · first AC: 2021-11-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[ZLW's solution](#)

**18.**

1506A

[Strange Table](#) · [Tutorial](#)

Quality: 32,435 global accepts · Rating: 800 · first AC: 2021-10-31 · C++20 (GCC 11-64) (first AC) · Tags: math

[ZLW's solution](#)

**19.**

344A

[Magnets](#) · [Tutorial](#)

Quality: 153,336 global accepts · Rating: 800 · first AC: 2021-08-25 · last AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ZLW's solution](#)

**20.**

703A

[Mishka and Game](#) · [Tutorial](#)

Quality: 66,590 global accepts · Rating: 800 · first AC: 2021-08-30 · last AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ZLW's solution](#)

**21.**

1493A

[Anti-knapsack](#) · [Tutorial](#)

Quality: 19,773 global accepts · Rating: 800 · first AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[ZLW's solution](#)

**22.**

9A

[Die Roll](#) · [Tutorial](#)

Quality: 69,675 global accepts · Rating: 800 · first AC: 2021-10-27 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[ZLW's solution](#)

**23.**

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,878 global accepts · Rating: 800 · first AC: 2021-07-18 · last AC: 2021-10-27 · GNU C11 (first AC) · Tags: brute force, math

[ZLW's solution](#)

**24.**

900A

[Find Extra One](#) · [Tutorial](#)

Quality: 14,954 global accepts · Rating: 800 · first AC: 2021-10-26 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation

[ZLW's solution](#)

**25.**

1501A

[Alexey and Train](#) · [Tutorial](#)

Quality: 12,230 global accepts · Rating: 800 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ZLW's solution](#)

**26.**

1602A

[Two Subsequences](#) · [Tutorial](#)

Quality: 19,723 global accepts · Rating: 800 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ZLW's solution](#)

**27.**

1582A

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

Quality: 19,751 global accepts · Rating: 800 · first AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: math

[ZLW's solution](#)

**28.**

110A

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

Quality: 199,502 global accepts · Rating: 800 · first AC: 2021-07-28 · last AC: 2021-10-22 · GNU C++11 (first AC) · Tags: implementation

[ZLW's solution](#)

**29.**

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,358 global accepts · Rating: 800 · first AC: 2021-07-27 · last AC: 2021-10-22 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings, strings

[ZLW's solution](#)

**30.**

546A

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

Quality: 235,213 global accepts · Rating: 800 · first AC: 2021-07-28 · last AC: 2021-10-22 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[ZLW's solution](#)

**31.**

710A

[King Moves](#) · [Tutorial](#)

Quality: 14,786 global accepts · Rating: 800 · first AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ZLW's solution](#)

**32.**

898A

[Rounding](#) · [Tutorial](#)

Quality: 17,580 global accepts · Rating: 800 · first AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[ZLW's solution](#)

**33.**

1462B

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

Quality: 29,175 global accepts · Rating: 800 · first AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, strings

[ZLW's solution](#)

**34.**

1519B

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

Quality: 33,398 global accepts · Rating: 800 · first AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[ZLW's solution](#)

**35.**

894A

[QAQ](#) · [Tutorial](#)

Quality: 39,379 global accepts · Rating: 800 · first AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[ZLW's solution](#)

**36.**

702A

[Maximum Increase](#) · [Tutorial](#)

Quality: 55,021 global accepts · Rating: 800 · first AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[ZLW's solution](#)

**37.**

1499A

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

Quality: 21,968 global accepts · Rating: 800 · first AC: 2021-10-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[ZLW's solution](#)

**38.**

1538A

[Stone Game](#) · [Tutorial](#)

Quality: 40,401 global accepts · Rating: 800 · first AC: 2021-10-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy

[ZLW's solution](#)

**39.**

1484A

[Prison Break](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-10-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[ZLW's solution](#)

**40.**

1586A

[Windblume Ode](#) · [Tutorial](#)

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

[ZLW's solution](#)

**41.**

1511A

[Review Site](#) · [Tutorial](#)

Quality: 28,826 global accepts · Rating: 800 · first AC: 2021-10-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[ZLW's solution](#)

**42.**

1498A

[GCD Sum](#) · [Tutorial](#)

Quality: 24,712 global accepts · Rating: 800 · first AC: 2021-10-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[ZLW's solution](#)

**43.**

1593A

[Elections](#) · [Tutorial](#)

Quality: 41,544 global accepts · Rating: 800 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: math

[ZLW's solution](#)

**44.**

1504A

[Déjà Vu](#) · [Tutorial](#)

Quality: 22,802 global accepts · Rating: 800 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[ZLW's solution](#)

**45.**

1509A

[Average Height](#) · [Tutorial](#)

Quality: 27,202 global accepts · Rating: 800 · first AC: 2021-10-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[ZLW's solution](#)

**46.**

1514A

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

Quality: 25,368 global accepts · Rating: 800 · first AC: 2021-10-12 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[ZLW's solution](#)

**47.**

1554A

[Cherry](#) · [Tutorial](#)

Quality: 31,389 global accepts · Rating: 800 · first AC: 2021-10-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[ZLW's solution](#)

**48.**

1598A

[Computer Game](#) · [Tutorial](#)

Quality: 25,643 global accepts · Rating: 800 · first AC: 2021-10-10 · last AC: 2021-10-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[ZLW's solution](#)

**49.**

1594A

[Consecutive Sum Riddle](#) · [Tutorial](#)

Quality: 27,119 global accepts · Rating: 800 · first AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: math

[ZLW's solution](#)

**50.**

1492A

[Three swimmers](#) · [Tutorial](#)

Quality: 23,381 global accepts · Rating: 800 · first AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: math

[ZLW's solution](#)

**51.**

1592A

[Gamer Hemose](#) · [Tutorial](#)

Quality: 23,791 global accepts · Rating: 800 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings

[ZLW's solution](#)

**52.**

1581A

[CQXYM Count Permutations](#) · [Tutorial](#)

Quality: 14,276 global accepts · Rating: 800 · first AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[ZLW's solution](#)

**53.**

1579A

[Casimir's String Solitaire](#) · [Tutorial](#)

Quality: 41,995 global accepts · Rating: 800 · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: math, strings

[ZLW's solution](#)

**54.**

1574A

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

Quality: 23,066 global accepts · Rating: 800 · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[ZLW's solution](#)

**55.**

1573A

[Countdown](#) · [Tutorial](#)

Quality: 21,953 global accepts · Rating: 800 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[ZLW's solution](#)

**56.**

1566A

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

Quality: 25,376 global accepts · Rating: 800 · first AC: 2021-09-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[ZLW's solution](#)

**57.**

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

Quality: 21,212 global accepts · Rating: 800 · first AC: 2021-09-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[ZLW's solution](#)

**58.**

1097A

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

Quality: 43,809 global accepts · Rating: 800 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[ZLW's solution](#)

**59.**

935A

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

Quality: 47,234 global accepts · Rating: 800 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[ZLW's solution](#)

**60.**

1462A

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

Quality: 48,965 global accepts · Rating: 800 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers

[ZLW's solution](#)

**61.**

1283A

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

Quality: 61,298 global accepts · Rating: 800 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: math

[ZLW's solution](#)

**62.**

1296A

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

Quality: 48,344 global accepts · Rating: 800 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: math

[ZLW's solution](#)

**63.**

1520B

[Ordinary Numbers](#) · [Tutorial](#)

Quality: 49,632 global accepts · Rating: 800 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[ZLW's solution](#)

**64.**

492A

[Vanya and Cubes](#) · [Tutorial](#)

Quality: 63,564 global accepts · Rating: 800 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ZLW's solution](#)

**65.**

630A

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

Quality: 93,514 global accepts · Rating: 800 · first AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[ZLW's solution](#)

**66.**

1294A

[Collecting Coins](#) · [Tutorial](#)

Quality: 53,434 global accepts · Rating: 800 · first AC: 2021-09-05 · last AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: math

[ZLW's solution](#)

**67.**

1369A

[FashionableLee](#) · [Tutorial](#)

Quality: 39,125 global accepts · Rating: 800 · first AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[ZLW's solution](#)

**68.**

1569A

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

Quality: 26,553 global accepts · Rating: 800 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ZLW's solution](#)

**69.**

1551A

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

Quality: 58,356 global accepts · Rating: 800 · first AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[ZLW's solution](#)

**70.**

1560B

[Who's Opposite?](#) · [Tutorial](#)

Quality: 38,803 global accepts · Rating: 800 · first AC: 2021-09-07 · C++14 (GCC 6-32) (first AC) · Tags: math

[ZLW's solution](#)

**71.**

1560C

[Infinity Table](#) · [Tutorial](#)

Quality: 27,996 global accepts · Rating: 800 · first AC: 2021-09-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[ZLW's solution](#)

**72.**

1562A

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

Quality: 26,366 global accepts · Rating: 800 · first AC: 2021-09-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[ZLW's solution](#)

**73.**

1385A

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

Quality: 43,337 global accepts · Rating: 800 · first AC: 2021-09-07 · C++14 (GCC 6-32) (first AC) · Tags: math

[ZLW's solution](#)

**74.**

1358A

[Park Lighting](#) · [Tutorial](#)

Quality: 43,189 global accepts · Rating: 800 · first AC: 2021-09-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[ZLW's solution](#)

**75.**

1567A

[Domino Disaster](#) · [Tutorial](#)

Quality: 31,718 global accepts · Rating: 800 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[ZLW's solution](#)

**76.**

509A

[Maximum in Table](#) · [Tutorial](#)

Quality: 44,128 global accepts · Rating: 800 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[ZLW's solution](#)

**77.**

707A

[Brain's Photos](#) · [Tutorial](#)

Quality: 55,788 global accepts · Rating: 800 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ZLW's solution](#)

**78.**

1311A

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

Quality: 46,271 global accepts · Rating: 800 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[ZLW's solution](#)

**79.**

381A

[Sereja and Dima](#) · [Tutorial](#)

Quality: 89,820 global accepts · Rating: 800 · first AC: 2021-09-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers

[ZLW's solution](#)

**80.**

1472B

[Fair Division](#) · [Tutorial](#)

Quality: 59,845 global accepts · Rating: 800 · first AC: 2021-09-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[ZLW's solution](#)

**81.**

1472A

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

Quality: 45,524 global accepts · Rating: 800 · first AC: 2021-09-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[ZLW's solution](#)

**82.**

431A

[Black Square](#) · [Tutorial](#)

Quality: 65,949 global accepts · Rating: 800 · first AC: 2021-09-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ZLW's solution](#)

**83.**

1385B

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

Quality: 39,583 global accepts · Rating: 800 · first AC: 2021-09-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[ZLW's solution](#)

**84.**

151A

[Soft Drinking](#) · [Tutorial](#)

Quality: 94,781 global accepts · Rating: 800 · first AC: 2021-09-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[ZLW's solution](#)

**85.**

1353A

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

Quality: 44,587 global accepts · Rating: 800 · first AC: 2021-09-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[ZLW's solution](#)

**86.**

1512A

[Spy Detected!](#) · [Tutorial](#)

Quality: 80,100 global accepts · Rating: 800 · first AC: 2021-09-04 · last AC: 2021-09-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[ZLW's solution](#)

**87.**

1371A

[Magical Sticks](#) · [Tutorial](#)

Quality: 51,261 global accepts · Rating: 800 · first AC: 2021-09-02 · C++14 (GCC 6-32) (first AC) · Tags: math

[ZLW's solution](#)

**88.**

749A

[Bachgold Problem](#) · [Tutorial](#)

Quality: 57,085 global accepts · Rating: 800 · first AC: 2021-09-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory

[ZLW's solution](#)

**89.**

1370A

[Maximum GCD](#) · [Tutorial](#)

Quality: 64,474 global accepts · Rating: 800 · first AC: 2021-08-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory

[ZLW's solution](#)

**90.**

1348A

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

Quality: 42,850 global accepts · Rating: 800 · first AC: 2021-08-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[ZLW's solution](#)

**91.**

1520A

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

Quality: 58,459 global accepts · Rating: 800 · first AC: 2021-08-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[ZLW's solution](#)

**92.**

1360B

[Honest Coach](#) · [Tutorial](#)

Quality: 53,724 global accepts · Rating: 800 · first AC: 2021-08-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[ZLW's solution](#)

**93.**

1360A

[Minimal Square](#) · [Tutorial](#)

Quality: 57,095 global accepts · Rating: 800 · first AC: 2021-08-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[ZLW's solution](#)

**94.**

1399B

[Gifts Fixing](#) · [Tutorial](#)

Quality: 46,809 global accepts · Rating: 800 · first AC: 2021-08-30 · last AC: 2021-08-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[ZLW's solution](#)

**95.**

472A

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

Quality: 70,774 global accepts · Rating: 800 · first AC: 2021-08-29 · last AC: 2021-08-30 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[ZLW's solution](#)

**96.**

1367B

[Even Array](#) · [Tutorial](#)

Quality: 63,943 global accepts · Rating: 800 · first AC: 2021-08-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[ZLW's solution](#)

**97.**

1374A

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

Quality: 64,184 global accepts · Rating: 800 · first AC: 2021-08-30 · C++14 (GCC 6-32) (first AC) · Tags: math

[ZLW's solution](#)

**98.**

1353B

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

Quality: 58,125 global accepts · Rating: 800 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[ZLW's solution](#)

**99.**

1556A

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

Quality: 18,543 global accepts · Rating: 800 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: math

[ZLW's solution](#)

**100.**

490A

[Team Olympiad](#) · [Tutorial](#)

Quality: 71,012 global accepts · Rating: 800 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[ZLW's solution](#)

**101.**

758A

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

Quality: 75,306 global accepts · Rating: 800 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[ZLW's solution](#)

**102.**

432A

[Choosing Teams](#) · [Tutorial](#)

Quality: 69,510 global accepts · Rating: 800 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[ZLW's solution](#)

**103.**

723A

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

Quality: 100,717 global accepts · Rating: 800 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings

[ZLW's solution](#)

**104.**

1343B

[Balanced Array](#) · [Tutorial](#)

Quality: 65,136 global accepts · Rating: 800 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[ZLW's solution](#)

**105.**

1367A

[Short Substrings](#) · [Tutorial](#)

Quality: 67,706 global accepts · Rating: 800 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[ZLW's solution](#)

**106.**

1154A

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

Quality: 87,064 global accepts · Rating: 800 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: math

[ZLW's solution](#)

**107.**

427A

[Police Recruits](#) · [Tutorial](#)

Quality: 97,239 global accepts · Rating: 800 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ZLW's solution](#)

**108.**

1561A

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

Quality: 17,168 global accepts · Rating: 800 · first AC: 2021-08-27 · last AC: 2021-08-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, sortings

[ZLW's solution](#)

**109.**

732A

[Buy a Shovel](#) · [Tutorial](#)

Quality: 88,836 global accepts · Rating: 800 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[ZLW's solution](#)

**110.**

1352A

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

Quality: 104,121 global accepts · Rating: 800 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[ZLW's solution](#)

**111.**

1409A

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

Quality: 80,426 global accepts · Rating: 800 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[ZLW's solution](#)

**112.**

1399A

[Remove Smallest](#) · [Tutorial](#)

Quality: 80,594 global accepts · Rating: 800 · first AC: 2021-08-26 · last AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[ZLW's solution](#)

**113.**

581A

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

Quality: 84,958 global accepts · Rating: 800 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[ZLW's solution](#)

**114.**

155A

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

Quality: 93,666 global accepts · Rating: 800 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[ZLW's solution](#)

**115.**

750A

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

Quality: 92,558 global accepts · Rating: 800 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, math

[ZLW's solution](#)

**116.**

510A

[Fox And Snake](#) · [Tutorial](#)

Quality: 105,920 global accepts · Rating: 800 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ZLW's solution](#)

**117.**

1335A

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

Quality: 104,802 global accepts · Rating: 800 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: math

[ZLW's solution](#)

**118.**

141A

[Amusing Joke](#) · [Tutorial](#)

Quality: 101,406 global accepts · Rating: 800 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings, strings  
[ZLW's solution](#)

**119.**

785A

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

Quality: 110,957 global accepts · Rating: 800 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[ZLW's solution](#)

**120.**

996A

[Hit the Lottery](#) · [Tutorial](#)

Quality: 118,369 global accepts · Rating: 800 · first AC: 2021-08-25 · last AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy  
[ZLW's solution](#)

**121.**

520A

[Pangram](#) · [Tutorial](#)

Quality: 127,536 global accepts · Rating: 800 · first AC: 2021-08-25 · last AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[ZLW's solution](#)

**122.**

268A

[Games](#) · [Tutorial](#)

Quality: 104,208 global accepts · Rating: 800 · first AC: 2021-08-25 · last AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force  
[ZLW's solution](#)

**123.**

1328A

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

Quality: 131,911 global accepts · Rating: 800 · first AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: math  
[ZLW's solution](#)

**124.**

144A

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

Quality: 121,415 global accepts · Rating: 800 · first AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[ZLW's solution](#)

**125.**

148A

[Insomnia cure](#) · [Tutorial](#)

Quality: 112,399 global accepts · Rating: 800 · first AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math  
[ZLW's solution](#)

**126.**

469A

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

Quality: 121,199 global accepts · Rating: 800 · first AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[ZLW's solution](#)

**127.**

228A

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

Quality: 139,813 global accepts · Rating: 800 · first AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[ZLW's solution](#)

**128.**

200B

[Drinks](#) · [Tutorial](#)

Quality: 148,422 global accepts · Rating: 800 · first AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[ZLW's solution](#)

**129.**

61A

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

Quality: 136,211 global accepts · Rating: 800 · first AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ZLW's solution](#)

**130.**

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,096 global accepts · Rating: 800 · first AC: 2021-08-25 · last AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ZLW's solution](#)

**131.**

486A

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

Quality: 154,150 global accepts · Rating: 800 · first AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[ZLW's solution](#)

**132.**

1030A

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

Quality: 171,457 global accepts · Rating: 800 · first AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ZLW's solution](#)

**133.**

136A

[Presents](#) · [Tutorial](#)

Quality: 146,532 global accepts · Rating: 800 · first AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ZLW's solution](#)

**134.**

467A

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

Quality: 155,943 global accepts · Rating: 800 · first AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ZLW's solution](#)

**135.**

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,607 global accepts · Rating: 800 · first AC: 2021-08-25 · last AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ZLW's solution](#)

**136.**

112A

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

Quality: 287,264 global accepts · Rating: 800 · first AC: 2021-07-19 · last AC: 2021-08-19 · GNU C++11 (first AC) · Tags: implementation, strings

[ZLW's solution](#)

**137.**

1560A

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

Quality: 73,513 global accepts · Rating: 800 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ZLW's solution](#)

**138.**

1557A

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

Quality: 29,147 global accepts · Rating: 800 · first AC: 2021-08-10 · last AC: 2021-08-10 · GNU C++11 (first AC) · Tags: brute force, math, sortings

[ZLW's solution](#)

**139.**

1430B

[Barrels](#) · [Tutorial](#)

Quality: 20,278 global accepts · Rating: 800 · first AC: 2021-08-07 · last AC: 2021-08-07 · GNU C++11 (first AC) · Tags: greedy, implementation,

sortings

[ZLW's solution](#)

**140.**

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,039 global accepts · Rating: 800 · first AC: 2021-07-27 · last AC: 2021-08-04 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[ZLW's solution](#)

**141.**

71A

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

Quality: 503,268 global accepts · Rating: 800 · first AC: 2021-07-18 · last AC: 2021-08-03 · GNU C++11 (first AC) · Tags: strings

[ZLW's solution](#)

**142.**

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,741 global accepts · Rating: 800 · first AC: 2021-07-28 · GNU C++11 (first AC) · Tags: brute force

[ZLW's solution](#)

**143.**

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,537 global accepts · Rating: 800 · first AC: 2021-07-28 · GNU C++11 (first AC) · Tags: implementation, strings

[ZLW's solution](#)

**144.**

41A

[Translation](#) · [Tutorial](#)

Quality: 188,450 global accepts · Rating: 800 · first AC: 2021-07-28 · GNU C++11 (first AC) · Tags: implementation, strings

[ZLW's solution](#)

**145.**

266B

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

Quality: 166,086 global accepts · Rating: 800 · first AC: 2021-07-28 · GNU C++11 (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths

[ZLW's solution](#)

**146.**

116A

[Tram](#) · [Tutorial](#)

Quality: 176,552 global accepts · Rating: 800 · first AC: 2021-07-28 · GNU C++11 (first AC) · Tags: implementation

[ZLW's solution](#)

**147.**

59A

[Word](#) · [Tutorial](#)

Quality: 227,933 global accepts · Rating: 800 · first AC: 2021-07-28 · GNU C++11 (first AC) · Tags: implementation, strings

[ZLW's solution](#)

**148.**

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,136 global accepts · Rating: 800 · first AC: 2021-07-28 · GNU C++11 (first AC) · Tags: math

[ZLW's solution](#)

**149.**

977A

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

Quality: 217,496 global accepts · Rating: 800 · first AC: 2021-07-28 · GNU C++11 (first AC) · Tags: implementation

[ZLW's solution](#)

**150.**

791A

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

Quality: 257,224 global accepts · Rating: 800 · first AC: 2021-07-28 · GNU C++11 (first AC) · Tags: implementation

[ZLW's solution](#)

**151.**

266A

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

Quality: 244,564 global accepts · Rating: 800 · first AC: 2021-07-27 · GNU C++11 (first AC) · Tags: implementation

[ZLW's solution](#)

**152.**

281A

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

Quality: 270,992 global accepts · Rating: 800 · first AC: 2021-07-27 · GNU C++11 (first AC) · Tags: implementation, strings

[ZLW's solution](#)

**153.**

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 318,011 global accepts · Rating: 800 · first AC: 2021-07-27 · GNU C++11 (first AC) · Tags: implementation

[ZLW's solution](#)

**154.**

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,298 global accepts · Rating: 800 · first AC: 2021-07-19 · GNU C++11 (first AC) · Tags: implementation

[ZLW's solution](#)

**155.**

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,731 global accepts · Rating: 800 · first AC: 2021-07-18 · GNU C++11 (first AC) · Tags: greedy, math

[ZLW's solution](#)

**156.**

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,481 global accepts · Rating: 800 · first AC: 2021-07-18 · GNU C11 (first AC) · Tags: \*special, implementation

[ZLW's solution](#)

**157.**

231A

[Team](#) · [Tutorial](#)

Quality: 430,276 global accepts · Rating: 800 · first AC: 2021-07-18 · GNU C11 (first AC) · Tags: brute force, greedy

[ZLW's solution](#)

**158.**

1471A

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

Quality: 38,207 global accepts · Rating: 900 · first AC: 2021-09-14 · last AC: 2026-04-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[ZLW's solution](#)

**159.**

1138A

[Sushi for Two](#) · [Tutorial](#)

Quality: 22,072 global accepts · Rating: 900 · first AC: 2026-04-10 · last AC: 2026-04-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation

[ZLW's solution](#)

**160.**

2210B

[Simply Sitting on Chairs](#) · [Tutorial](#)

Quality: 17,549 global accepts · Rating: 900 · first AC: 2026-04-04 · last AC: 2026-04-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures,

greedy

[ZLW's solution](#)

**161.**

1330A

[Dreamoon and Ranking Collection](#) · [Tutorial](#)

Quality: 19,461 global accepts · Rating: 900 · first AC: 2021-09-16 · last AC: 2026-04-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ZLW's solution](#)

**162.**

1613A

[Long Comparison](#) · [Tutorial](#)

Quality: 26,628 global accepts · Rating: 900 · first AC: 2021-12-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[ZLW's solution](#)

**163.**

1589C

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-11-18 · last AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[ZLW's solution](#)

**164.**

914A

[Perfect Squares](#) · [Tutorial](#)

Quality: 15,721 global accepts · Rating: 900 · first AC: 2021-11-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[ZLW's solution](#)

**165.**

1607B

[Odd Grasshopper](#) · [Tutorial](#)

Quality: 39,451 global accepts · Rating: 900 · first AC: 2021-11-03 · last AC: 2021-11-03 · C++20 (GCC 11-64) (first AC) · Tags: math

[ZLW's solution](#)

**166.**

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,484 global accepts · Rating: 900 · first AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: strings

[ZLW's solution](#)

**167.**

841A

[Generous Kefa](#) · [Tutorial](#)

Quality: 14,049 global accepts · Rating: 900 · first AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[ZLW's solution](#)

**168.**

10A

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

Quality: 8,346 global accepts · Rating: 900 · first AC: 2021-10-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ZLW's solution](#)

**169.**

1501B

[Napoleon Cake](#) · [Tutorial](#)

Quality: 21,077 global accepts · Rating: 900 · first AC: 2021-09-12 · last AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, sortings

[ZLW's solution](#)

**170.**

1582B

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

Quality: 33,365 global accepts · Rating: 900 · first AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[ZLW's solution](#)

**171.**

580A

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

Quality: 104,690 global accepts · Rating: 900 · first AC: 2021-10-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation  
[ZLW's solution](#)

**172.**

1593B

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

Quality: 40,646 global accepts · Rating: 900 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, math  
[ZLW's solution](#)

**173.**

1175A

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

Quality: 19,766 global accepts · Rating: 900 · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[ZLW's solution](#)

**174.**

1183B

[Equalize Prices](#) · [Tutorial](#)

Quality: 19,697 global accepts · Rating: 900 · first AC: 2021-09-27 · C++14 (GCC 6-32) (first AC) · Tags: math  
[ZLW's solution](#)

**175.**

1187A

[Stickers and Toys](#) · [Tutorial](#)

Quality: 15,544 global accepts · Rating: 900 · first AC: 2021-09-19 · C++14 (GCC 6-32) (first AC) · Tags: math  
[ZLW's solution](#)

**176.**

1201A

[Important Exam](#) · [Tutorial](#)

Quality: 17,033 global accepts · Rating: 900 · first AC: 2021-09-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[ZLW's solution](#)

**177.**

1204B

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

Quality: 18,329 global accepts · Rating: 900 · first AC: 2021-09-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
[ZLW's solution](#)

**178.**

1206B

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

Quality: 29,511 global accepts · Rating: 900 · first AC: 2021-09-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation  
[ZLW's solution](#)

**179.**

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2021-09-17 · C++14 (GCC 6-32) (first AC) · Tags: math  
[ZLW's solution](#)

**180.**

1213A

[Chips Moving](#) · [Tutorial](#)

Quality: 25,603 global accepts · Rating: 900 · first AC: 2021-09-17 · C++14 (GCC 6-32) (first AC) · Tags: math  
[ZLW's solution](#)

**181.**

1216B

[Shooting](#) · [Tutorial](#)

Quality: 19,679 global accepts · Rating: 900 · first AC: 2021-09-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings  
[ZLW's solution](#)

**182.**

1225A

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

Quality: 16,624 global accepts · Rating: 900 · first AC: 2021-09-17 · C++14 (GCC 6-32) (first AC) · Tags: math

[ZLW's solution](#)

**183.**

1238A

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

Quality: 28,060 global accepts · Rating: 900 · first AC: 2021-09-17 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[ZLW's solution](#)

**184.**

1248B

[Grow The Tree](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2021-09-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[ZLW's solution](#)

**185.**

1267B

[Balls of Buma](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 900 · first AC: 2021-09-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[ZLW's solution](#)

**186.**

1272A

[Three Friends](#) · [Tutorial](#)

Quality: 22,074 global accepts · Rating: 900 · first AC: 2021-09-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, sortings

[ZLW's solution](#)

**187.**

1279A

[New Year Garland](#) · [Tutorial](#)

Quality: 17,811 global accepts · Rating: 900 · first AC: 2021-09-17 · C++14 (GCC 6-32) (first AC) · Tags: math

[ZLW's solution](#)

**188.**

1282A

[Temporarily unavailable](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 900 · first AC: 2021-09-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[ZLW's solution](#)

**189.**

1283B

[Candies Division](#) · [Tutorial](#)

Quality: 23,084 global accepts · Rating: 900 · first AC: 2021-09-17 · C++14 (GCC 6-32) (first AC) · Tags: math

[ZLW's solution](#)

**190.**

1291A

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

Quality: 20,684 global accepts · Rating: 900 · first AC: 2021-09-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, strings

[ZLW's solution](#)

**191.**

1295A

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

Quality: 24,148 global accepts · Rating: 900 · first AC: 2021-09-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[ZLW's solution](#)

**192.**

1296B

[Food Buying](#) · [Tutorial](#)

Quality: 32,696 global accepts · Rating: 900 · first AC: 2021-09-17 · C++14 (GCC 6-32) (first AC) · Tags: math

[ZLW's solution](#)

**193.**

1321A

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

Quality: 14,990 global accepts · Rating: 900 · first AC: 2021-09-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[ZLW's solution](#)

**194.**

1324A

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

Quality: 27,314 global accepts · Rating: 900 · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, number theory

[ZLW's solution](#)

**195.**

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,273 global accepts · Rating: 900 · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[ZLW's solution](#)

**196.**

1335B

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

Quality: 42,599 global accepts · Rating: 900 · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[ZLW's solution](#)

**197.**

1337B

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

Quality: 36,864 global accepts · Rating: 900 · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[ZLW's solution](#)

**198.**

1339A

[Filling Diamonds](#) · [Tutorial](#)

Quality: 34,210 global accepts · Rating: 900 · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, math

[ZLW's solution](#)

**199.**

1341A

[Nastya and Rice](#) · [Tutorial](#)

Quality: 30,430 global accepts · Rating: 900 · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: math

[ZLW's solution](#)

**200.**

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,393 global accepts · Rating: 900 · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[ZLW's solution](#)

**201.**

1350A

[Orac and Factors](#) · [Tutorial](#)

Quality: 27,381 global accepts · Rating: 900 · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: math

[ZLW's solution](#)

**202.**

1351B

[Square?](#) · [Tutorial](#)

Quality: 18,536 global accepts · Rating: 900 · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[ZLW's solution](#)

**203.**

1354A

[Alarm Clock](#) · [Tutorial](#)

Quality: 24,891 global accepts · Rating: 900 · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: math

[ZLW's solution](#)

**204.**

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,679 global accepts · Rating: 900 · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: games

[ZLW's solution](#)

**205.**

1374B

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

Quality: 71,589 global accepts · Rating: 900 · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: math

[ZLW's solution](#)

**206.**

1380A

[Three Indices](#) · [Tutorial](#)

Quality: 40,075 global accepts · Rating: 900 · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[ZLW's solution](#)

**207.**

1401A

[Distance and Axis](#) · [Tutorial](#)

Quality: 28,636 global accepts · Rating: 900 · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[ZLW's solution](#)

**208.**

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,985 global accepts · Rating: 900 · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[ZLW's solution](#)

**209.**

1419A

[Digit Game](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 900 · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation

[ZLW's solution](#)

**210.**

1420A

[Cubes Sorting](#) · [Tutorial](#)

Quality: 25,205 global accepts · Rating: 900 · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[ZLW's solution](#)

**211.**

1426B

[Symmetric Matrix](#) · [Tutorial](#)

Quality: 21,801 global accepts · Rating: 900 · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ZLW's solution](#)

**212.**

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,033 global accepts · Rating: 900 · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[ZLW's solution](#)

**213.**

1430A

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

Quality: 21,755 global accepts · Rating: 900 · first AC: 2021-09-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[ZLW's solution](#)

**214.**

1433C

[Dominant Piranha](#) · [Tutorial](#)

Quality: 28,606 global accepts · Rating: 900 · first AC: 2021-09-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[ZLW's solution](#)

**215.**

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,725 global accepts · Rating: 900 · first AC: 2021-09-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[ZLW's solution](#)

**216.**

1440B

[Sum of Medians](#) · [Tutorial](#)

Quality: 30,330 global accepts · Rating: 900 · first AC: 2021-09-15 · last AC: 2021-09-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[ZLW's solution](#)

**217.**

1445B

[Elimination](#) · [Tutorial](#)

Quality: 15,926 global accepts · Rating: 900 · first AC: 2021-09-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[ZLW's solution](#)

**218.**

1451B

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

Quality: 20,213 global accepts · Rating: 900 · first AC: 2021-09-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, strings

[ZLW's solution](#)

**219.**

1462C

[Unique Number](#) · [Tutorial](#)

Quality: 36,450 global accepts · Rating: 900 · first AC: 2021-09-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[ZLW's solution](#)

**220.**

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,318 global accepts · Rating: 900 · first AC: 2021-09-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[ZLW's solution](#)

**221.**

1468N

[Waste Sorting](#) · [Tutorial](#)

Quality: 9,119 global accepts · Rating: 900 · first AC: 2021-09-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[ZLW's solution](#)

**222.**

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,820 global accepts · Rating: 900 · first AC: 2021-09-14 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[ZLW's solution](#)

**223.**

1475B

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

Quality: 57,253 global accepts · Rating: 900 · first AC: 2021-09-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math

[ZLW's solution](#)

**224.**

1480B

[The Great Hero](#) · [Tutorial](#)

Quality: 17,932 global accepts · Rating: 900 · first AC: 2021-09-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[ZLW's solution](#)

**225.**

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-09-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[ZLW's solution](#)

**226.**

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,812 global accepts · Rating: 900 · first AC: 2021-09-13 · last AC: 2021-09-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, implementation

[ZLW's solution](#)

**227.**

1505A

[Is it rated - 2](#) · [Tutorial](#)

Quality: 16,089 global accepts · Rating: 900 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: \*special, implementation, interactive

[ZLW's solution](#)

**228.**

1525B

[Permutation Sort](#) · [Tutorial](#)

Quality: 26,660 global accepts · Rating: 900 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[ZLW's solution](#)

**229.**

1535B

[Array Reordering](#) · [Tutorial](#)

Quality: 34,203 global accepts · Rating: 900 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory, sortings

[ZLW's solution](#)

**230.**

1537B

[Bad Boy](#) · [Tutorial](#)

Quality: 42,309 global accepts · Rating: 900 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[ZLW's solution](#)

**231.**

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,952 global accepts · Rating: 900 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[ZLW's solution](#)

**232.**

1543B

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

Quality: 24,477 global accepts · Rating: 900 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[ZLW's solution](#)

**233.**

1555A

[PizzaForces](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 900 · first AC: 2021-09-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[ZLW's solution](#)

**234.**

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,588 global accepts · Rating: 900 · first AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[ZLW's solution](#)

**235.**

1559B

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

Quality: 24,137 global accepts · Rating: 900 · first AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[ZLW's solution](#)

**236.**

1313A

[Fast Food Restaurant](#) · [Tutorial](#)

Quality: 16,232 global accepts · Rating: 900 · first AC: 2021-08-13 · last AC: 2021-08-13 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[ZLW's solution](#)

**237.**

1496A

[Split it!](#) · [Tutorial](#)

Quality: 22,244 global accepts · Rating: 900 · first AC: 2021-08-03 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[ZLW's solution](#)

**238.**

978C

[Letters](#) · [Tutorial](#)

Quality: 29,823 global accepts · Rating: 1000 · first AC: 2026-04-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[ZLW's solution](#)

**239.**

672B

[Different is Good](#) · [Tutorial](#)

Quality: 18,531 global accepts · Rating: 1000 · first AC: 2021-08-09 · last AC: 2024-08-25 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, strings

[ZLW's solution](#)

**240.**

1614B

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

Quality: 29,031 global accepts · Rating: 1000 · first AC: 2021-11-26 · last AC: 2021-11-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[ZLW's solution](#)

**241.**

1589B

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

Rating: 1000 · first AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[ZLW's solution](#)

**242.**

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,335 global accepts · Rating: 1000 · first AC: 2021-11-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[ZLW's solution](#)

**243.**

920A

[Water The Garden](#) · [Tutorial](#)

Quality: 8,196 global accepts · Rating: 1000 · first AC: 2021-11-09 · last AC: 2021-11-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ZLW's solution](#)

**244.**

1506C

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

Quality: 35,634 global accepts · Rating: 1000 · first AC: 2021-08-03 · last AC: 2021-11-08 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[ZLW's solution](#)

**245.**

1607C

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

Quality: 26,837 global accepts · Rating: 1000 · first AC: 2021-11-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings

[ZLW's solution](#)

**246.**

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,940 global accepts · Rating: 1000 · first AC: 2021-09-05 · last AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

[ZLW's solution](#)

**247.**

887A

[Div. 64](#) · [Tutorial](#)

Quality: 11,945 global accepts · Rating: 1000 · first AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ZLW's solution](#)

**248.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,228 global accepts · Rating: 1000 · first AC: 2021-10-27 · C++14 (GCC 6-32) (first AC) · Tags: math

[ZLW's solution](#)

**249.**

118A

[String Task](#) · [Tutorial](#)

Quality: 231,434 global accepts · Rating: 1000 · first AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[ZLW's solution](#)

**250.**

909A

[Generate Login](#) · [Tutorial](#)

Quality: 10,364 global accepts · Rating: 1000 · first AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[ZLW's solution](#)

**251.**

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-09-20 · last AC: 2021-10-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[ZLW's solution](#)

**252.**

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,885 global accepts · Rating: 1000 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[ZLW's solution](#)

**253.**

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,938 global accepts · Rating: 1000 · first AC: 2021-10-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[ZLW's solution](#)

**254.**

1579E1

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

Quality: 25,201 global accepts · Rating: 1000 · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[ZLW's solution](#)

**255.**

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,039 global accepts · Rating: 1000 · first AC: 2021-09-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy

[ZLW's solution](#)

**256.**

1469A

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

Quality: 30,033 global accepts · Rating: 1000 · first AC: 2021-09-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[ZLW's solution](#)

**257.**

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,059 global accepts · Rating: 1000 · first AC: 2021-09-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[ZLW's solution](#)

**258.**

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2021-09-21 · last AC: 2021-09-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory, strings

[ZLW's solution](#)

## 259.

1474B

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

Quality: 40,333 global accepts · Rating: 1000 · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[ZLW's solution](#)

## 260.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,885 global accepts · Rating: 1000 · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[ZLW's solution](#)

## 261.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,144 global accepts · Rating: 1000 · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[ZLW's solution](#)

## 262.

1490B

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

Quality: 27,900 global accepts · Rating: 1000 · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[ZLW's solution](#)

## 263.

1515B

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

Quality: 27,067 global accepts · Rating: 1000 · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math, number theory

[ZLW's solution](#)

## 264.

1520C

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

Quality: 34,541 global accepts · Rating: 1000 · first AC: 2021-09-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[ZLW's solution](#)

## 265.

1521A

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

Quality: 42,044 global accepts · Rating: 1000 · first AC: 2021-09-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[ZLW's solution](#)

## 266.

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,528 global accepts · Rating: 1000 · first AC: 2021-09-19 · last AC: 2021-09-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, geometry, greedy, math

[ZLW's solution](#)

## 267.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,035 global accepts · Rating: 1000 · first AC: 2021-09-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[ZLW's solution](#)

**268.**

1550B

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

Quality: 28,553 global accepts · Rating: 1000 · first AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[ZLW's solution](#)

**269.**

1569B

[Chess Tournament](#) · [Tutorial](#)

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

[ZLW's solution](#)

**270.**

1562B

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

Quality: 20,543 global accepts · Rating: 1000 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[ZLW's solution](#)

**271.**

579A

[Raising Bacteria](#) · [Tutorial](#)

Quality: 78,929 global accepts · Rating: 1000 · first AC: 2021-08-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks

[ZLW's solution](#)

**272.**

219A

[k-String](#) · [Tutorial](#)

Quality: 32,318 global accepts · Rating: 1000 · first AC: 2021-08-03 · last AC: 2021-08-04 · GNU C++11 (first AC) · Tags: implementation, strings

[ZLW's solution](#)

**273.**

1342B

[Binary Period](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1100 · first AC: 2021-08-03 · last AC: 2021-11-08 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

[ZLW's solution](#)

**274.**

1304B

[Longest Palindrome](#) · [Tutorial](#)

Quality: 18,753 global accepts · Rating: 1100 · first AC: 2021-08-04 · last AC: 2021-11-08 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[ZLW's solution](#)

**275.**

1575A

[Another Sorting Problem](#) · [Tutorial](#)

Quality: 5,183 global accepts · Rating: 1100 · first AC: 2021-11-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings, strings

[ZLW's solution](#)

**276.**

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,510 global accepts · Rating: 1100 · first AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[ZLW's solution](#)

**277.**

1602B

[Divine Array](#) · [Tutorial](#)

Quality: 14,746 global accepts · Rating: 1100 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[ZLW's solution](#)

**278.**

53A

[Autocomplete](#) · [Tutorial](#)

Quality: 5,793 global accepts · Rating: 1100 · first AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ZLW's solution](#)

**279.**

368B

[Sereja and Suffixes](#) · [Tutorial](#)

Quality: 49,900 global accepts · Rating: 1100 · first AC: 2021-10-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[ZLW's solution](#)

**280.**

313B

[Ilya and Queries](#) · [Tutorial](#)

Quality: 54,505 global accepts · Rating: 1100 · first AC: 2021-10-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[ZLW's solution](#)

**281.**

363B

[Fence](#) · [Tutorial](#)

Quality: 67,075 global accepts · Rating: 1100 · first AC: 2021-10-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[ZLW's solution](#)

**282.**

706B

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

Quality: 84,457 global accepts · Rating: 1100 · first AC: 2021-10-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, implementation

[ZLW's solution](#)

**283.**

1511C

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

Quality: 32,810 global accepts · Rating: 1100 · first AC: 2021-10-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, trees

[ZLW's solution](#)

**284.**

1511B

[GCD Length](#) · [Tutorial](#)

Quality: 24,678 global accepts · Rating: 1100 · first AC: 2021-10-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[ZLW's solution](#)

**285.**

1593D1

[All are Same](#) · [Tutorial](#)

Quality: 21,803 global accepts · Rating: 1100 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[ZLW's solution](#)

**286.**

1509B

[TMT Document](#) · [Tutorial](#)

Quality: 23,056 global accepts · Rating: 1100 · first AC: 2021-10-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[ZLW's solution](#)

**287.**

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,137 global accepts · Rating: 1100 · first AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[ZLW's solution](#)

**288.**

1523B

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

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-10-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[ZLW's solution](#)

**289.**

1382B

[Sequential Nim](#) · [Tutorial](#)

Quality: 26,095 global accepts · Rating: 1100 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[ZLW's solution](#)

**290.**

1579B

[Shifting Sort](#) · [Tutorial](#)

Quality: 18,887 global accepts · Rating: 1100 · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[ZLW's solution](#)

**291.**

1529B

[Sifid and Strange Subsequences](#) · [Tutorial](#)

Quality: 21,220 global accepts · Rating: 1100 · first AC: 2021-09-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[ZLW's solution](#)

**292.**

1534B

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

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-09-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[ZLW's solution](#)

**293.**

1574B

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

Quality: 18,221 global accepts · Rating: 1100 · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[ZLW's solution](#)

**294.**

1547C

[Pair Programming](#) · [Tutorial](#)

Quality: 24,416 global accepts · Rating: 1100 · first AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[ZLW's solution](#)

**295.**

1566D1

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

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[ZLW's solution](#)

**296.**

1557B

[Moamen and k-subarrays](#) · [Tutorial](#)

Quality: 24,611 global accepts · Rating: 1100 · first AC: 2021-09-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[ZLW's solution](#)

**297.**

1288A

[Deadline](#) · [Tutorial](#)

Quality: 19,316 global accepts · Rating: 1100 · first AC: 2021-08-13 · last AC: 2021-08-13 · GNU C++11 (first AC) · Tags: binary search, brute force, math, ternary search

[ZLW's solution](#)

**298.**

811B

[Vladik and Complicated Book](#) · [Tutorial](#)

Quality: 6,798 global accepts · Rating: 1200 · first AC: 2026-04-17 · last AC: 2026-04-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[ZLW's solution](#)

**299.**

1028B

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

Quality: 10,242 global accepts · Rating: 1200 · first AC: 2026-03-31 · last AC: 2026-03-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[ZLW's solution](#)

### 300.

171A

[Mysterious numbers - 1](#) · [Tutorial](#)

Quality: 5,067 global accepts · Rating: 1200 · first AC: 2026-03-30 · C++17 (GCC 7-32) (first AC) · Tags: \*special, constructive algorithms

[ZLW's solution](#)

### 301.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[ZLW's solution](#)

### 302.

1635C

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

Quality: 25,134 global accepts · Rating: 1200 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[ZLW's solution](#)

### 303.

902B

[Coloring a Tree](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1200 · first AC: 2021-11-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, greedy

[ZLW's solution](#)

### 304.

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,907 global accepts · Rating: 1200 · first AC: 2021-10-19 · last AC: 2021-11-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[ZLW's solution](#)

### 305.

1011B

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

Quality: 11,029 global accepts · Rating: 1200 · first AC: 2021-11-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[ZLW's solution](#)

### 306.

1023A

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

Quality: 9,264 global accepts · Rating: 1200 · first AC: 2021-11-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[ZLW's solution](#)

### 307.

1582C

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

Quality: 23,652 global accepts · Rating: 1200 · first AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers

[ZLW's solution](#)

### 308.

1343C

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

Quality: 44,074 global accepts · Rating: 1200 · first AC: 2021-10-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers

[ZLW's solution](#)

### 309.

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,740 global accepts · Rating: 1200 · first AC: 2021-10-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers

[ZLW's solution](#)

**310.**

1586B

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

Quality: 1200 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, trees

[ZLW's solution](#)

**311.**

1504B

[Flip the Bits](#) · [Tutorial](#)

Quality: 25,715 global accepts · Rating: 1200 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[ZLW's solution](#)

**312.**

1514B

[AND 0, Sum Big](#) · [Tutorial](#)

Quality: 34,936 global accepts · Rating: 1200 · first AC: 2021-10-12 · last AC: 2021-10-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, math

[ZLW's solution](#)

**313.**

1598C

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

Quality: 23,655 global accepts · Rating: 1200 · first AC: 2021-10-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[ZLW's solution](#)

**314.**

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,341 global accepts · Rating: 1200 · first AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, strings

[ZLW's solution](#)

**315.**

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-10-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[ZLW's solution](#)

**316.**

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,485 global accepts · Rating: 1200 · first AC: 2021-10-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, math

[ZLW's solution](#)

**317.**

1527B1

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

Quality: 34,403 global accepts · Rating: 1200 · first AC: 2021-10-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games

[ZLW's solution](#)

**318.**

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,576 global accepts · Rating: 1200 · first AC: 2021-10-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[ZLW's solution](#)

**319.**

1536B

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

Quality: 25,027 global accepts · Rating: 1200 · first AC: 2021-10-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, strings

[ZLW's solution](#)

**320.**

1537C

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

Quality: 30,282 global accepts · Rating: 1200 · first AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[ZLW's solution](#)

**321.**

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,464 global accepts · Rating: 1200 · first AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[ZLW's solution](#)

**322.**

1541B

[Pleasant Pairs](#) · [Tutorial](#)

Quality: 38,483 global accepts · Rating: 1200 · first AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory

[ZLW's solution](#)

**323.**

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2021-10-04 · last AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[ZLW's solution](#)

**324.**

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, math, sortings

[ZLW's solution](#)

**325.**

1581B

[Diameter of Graph](#) · [Tutorial](#)

Quality: 12,482 global accepts · Rating: 1200 · first AC: 2021-09-30 · last AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math

[ZLW's solution](#)

**326.**

1546B

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

Quality: 13,953 global accepts · Rating: 1200 · first AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math

[ZLW's solution](#)

**327.**

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,609 global accepts · Rating: 1200 · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: math

[ZLW's solution](#)

**328.**

1272C

[Yet Another Broken Keyboard](#) · [Tutorial](#)

Quality: 30,741 global accepts · Rating: 1200 · first AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation

[ZLW's solution](#)

**329.**

1272B

[Snow Walking Robot](#) · [Tutorial](#)

Quality: 14,682 global accepts · Rating: 1200 · first AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[ZLW's solution](#)

**330.**

1294B

[Collecting Packages](#) · [Tutorial](#)

Quality: 22,923 global accepts · Rating: 1200 · first AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[ZLW's solution](#)

**331.**

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1200 · first AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[ZLW's solution](#)

**332.**

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,811 global accepts · Rating: 1200 · first AC: 2021-09-06 · last AC: 2021-09-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[ZLW's solution](#)

**333.**

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,395 global accepts · Rating: 1200 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[ZLW's solution](#)

**334.**

327B

[Hungry Sequence](#) · [Tutorial](#)

Quality: 21,636 global accepts · Rating: 1200 · first AC: 2021-08-09 · GNU C++11 (first AC) · Tags: math

[ZLW's solution](#)

**335.**

628C

[Bear and String Distance](#) · [Tutorial](#)

Quality: 6,522 global accepts · Rating: 1300 · first AC: 2026-04-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[ZLW's solution](#)

**336.**

1119B

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

Quality: 16,368 global accepts · Rating: 1300 · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, greedy, sortings

[ZLW's solution](#)

**337.**

171B

[Star](#) · [Tutorial](#)

Quality: 4,758 global accepts · Rating: 1300 · first AC: 2021-11-22 · C++14 (GCC 6-32) (first AC) · Tags: \*special, combinatorics

[ZLW's solution](#)

**338.**

1003C

[Intense Heat](#) · [Tutorial](#)

Quality: 11,525 global accepts · Rating: 1300 · first AC: 2021-11-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[ZLW's solution](#)

**339.**

900B

[Position in Fraction](#) · [Tutorial](#)

Quality: 8,377 global accepts · Rating: 1300 · first AC: 2021-11-10 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[ZLW's solution](#)

**340.**

1029A

[Many Equal Substrings](#) · [Tutorial](#)

Quality: 13,433 global accepts · Rating: 1300 · first AC: 2021-08-04 · last AC: 2021-11-07 · GNU C++11 (first AC) · Tags: implementation,

strings

[ZLW's solution](#)

**341.**

1607D

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

Quality: 18,124 global accepts · Rating: 1300 · first AC: 2021-11-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[ZLW's solution](#)

**342.**

1602C

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

Rating: 1300 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math, number theory

[ZLW's solution](#)

**343.**

36A

[Extra-terrestrial Intelligence](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 1300 · first AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ZLW's solution](#)

**344.**

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,349 global accepts · Rating: 1300 · first AC: 2021-10-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[ZLW's solution](#)

**345.**

1594E1

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

Quality: 12,196 global accepts · Rating: 1300 · first AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[ZLW's solution](#)

**346.**

1521B

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

Quality: 22,930 global accepts · Rating: 1300 · first AC: 2021-10-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[ZLW's solution](#)

**347.**

1534C

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

Quality: 13,811 global accepts · Rating: 1300 · first AC: 2021-10-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[ZLW's solution](#)

**348.**

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,401 global accepts · Rating: 1300 · first AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, math, two pointers

[ZLW's solution](#)

**349.**

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, ternary search

[ZLW's solution](#)

**350.**

1547D

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

Quality: 18,589 global accepts · Rating: 1300 · first AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[ZLW's solution](#)

**351.**

1294C

[Product of Three Numbers](#) · [Tutorial](#)

Quality: 46,276 global accepts · Rating: 1300 · first AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[ZLW's solution](#)

**352.**

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2021-09-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[ZLW's solution](#)

**353.**

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,085 global accepts · Rating: 1300 · first AC: 2021-09-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[ZLW's solution](#)

**354.**

1558A

[Charmed by the Game](#) · [Tutorial](#)

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-09-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[ZLW's solution](#)

**355.**

1560D

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

Quality: 19,458 global accepts · Rating: 1300 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, strings

[ZLW's solution](#)

**356.**

1556B

[Take Your Places!](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-08-30 · last AC: 2021-08-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ZLW's solution](#)

**357.**

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,880 global accepts · Rating: 1300 · first AC: 2021-08-27 · last AC: 2021-08-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[ZLW's solution](#)

**358.**

1561C

[Deep Down Below](#) · [Tutorial](#)

Quality: 21,415 global accepts · Rating: 1300 · first AC: 2021-08-26 · last AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[ZLW's solution](#)

**359.**

185A

[Plant](#) · [Tutorial](#)

Quality: 6,521 global accepts · Rating: 1300 · first AC: 2021-08-09 · GNU C++11 (first AC) · Tags: math

[ZLW's solution](#)

**360.**

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-08-02 · GNU C++11 (first AC) · Tags: brute force, dp, hashing, implementation, strings

[ZLW's solution](#)

**361.**

315A

[Sereja and Bottles](#) · [Tutorial](#)

Quality: 12,296 global accepts · Rating: 1400 · first AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[ZLW's solution](#)

**362.**

401C

[Team](#) · [Tutorial](#)

Quality: 21,701 global accepts · Rating: 1400 · first AC: 2026-04-03 · last AC: 2026-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[ZLW's solution](#)

**363.**

19A

[World Football Cup](#) · [Tutorial](#)

Quality: 3,141 global accepts · Rating: 1400 · first AC: 2021-11-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ZLW's solution](#)

**364.**

1605C

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

Quality: 18,856 global accepts · Rating: 1400 · first AC: 2021-11-12 · last AC: 2021-11-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, strings

[ZLW's solution](#)

**365.**

762A

[k-th divisor](#) · [Tutorial](#)

Quality: 25,798 global accepts · Rating: 1400 · first AC: 2021-11-10 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[ZLW's solution](#)

**366.**

1009B

[Minimum Ternary String](#) · [Tutorial](#)

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2021-11-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[ZLW's solution](#)

**367.**

1573B

[Swaps](#) · [Tutorial](#)

Quality: 15,574 global accepts · Rating: 1400 · first AC: 2021-09-22 · last AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[ZLW's solution](#)

**368.**

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory

[ZLW's solution](#)

**369.**

1559D1

[Mocha and Diana \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,031 global accepts · Rating: 1400 · first AC: 2021-09-05 · last AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[ZLW's solution](#)

**370.**

1551B2

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

Quality: 16,664 global accepts · Rating: 1400 · first AC: 2021-09-11 · last AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[ZLW's solution](#)

**371.**

489C

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

Quality: 51,682 global accepts · Rating: 1400 · first AC: 2021-10-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation  
[ZLW's solution](#)

**372.**

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,725 global accepts · Rating: 1400 · first AC: 2021-10-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers  
[ZLW's solution](#)

**373.**

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,872 global accepts · Rating: 1400 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings, two pointers  
[ZLW's solution](#)

**374.**

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,142 global accepts · Rating: 1400 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: games, math, number theory  
[ZLW's solution](#)

**375.**

1374D

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

Quality: 31,093 global accepts · Rating: 1400 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings, two pointers  
[ZLW's solution](#)

**376.**

1375C

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

Quality: 22,950 global accepts · Rating: 1400 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy  
[ZLW's solution](#)

**377.**

1380B

[Universal Solution](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1400 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[ZLW's solution](#)

**378.**

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,711 global accepts · Rating: 1400 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings  
[ZLW's solution](#)

**379.**

1393B

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

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation  
[ZLW's solution](#)

**380.**

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2021-10-02 · last AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math  
[ZLW's solution](#)

**381.**

1415C

[Bouncing Ball](#) · [Tutorial](#)

Quality: 11,733 global accepts · Rating: 1400 · first AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation  
[ZLW's solution](#)

**382.**

1421C

[Palindromifier](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings  
[ZLW's solution](#)

**383.**

1425A

[Arena of Greed](#) · [Tutorial](#)

Quality: 7,216 global accepts · Rating: 1400 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy  
[ZLW's solution](#)

**384.**

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings  
[ZLW's solution](#)

**385.**

1443C

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

Quality: 16,829 global accepts · Rating: 1400 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings  
[ZLW's solution](#)

**386.**

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,493 global accepts · Rating: 1400 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings  
[ZLW's solution](#)

**387.**

1453B

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

Quality: 14,063 global accepts · Rating: 1400 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation  
[ZLW's solution](#)

**388.**

1461B

[Find the Spruce](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1400 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation  
[ZLW's solution](#)

**389.**

1462D

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

Quality: 18,136 global accepts · Rating: 1400 · first AC: 2021-09-29 · last AC: 2021-09-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory  
[ZLW's solution](#)

**390.**

1468C

[Berpizza](#) · [Tutorial](#)

Quality: 10,499 global accepts · Rating: 1400 · first AC: 2021-09-29 · last AC: 2021-09-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation  
[ZLW's solution](#)

**391.**

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,168 global accepts · Rating: 1400 · first AC: 2021-09-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy  
[ZLW's solution](#)

### 392.

1579D

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

Quality: 18,422 global accepts · Rating: 1400 · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy  
[ZLW's solution](#)

### 393.

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,206 global accepts · Rating: 1400 · first AC: 2021-09-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, math  
[ZLW's solution](#)

### 394.

1490E

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

Quality: 20,994 global accepts · Rating: 1400 · first AC: 2021-09-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy  
[ZLW's solution](#)

### 395.

1494B

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

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2021-09-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation  
[ZLW's solution](#)

### 396.

1506D

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

Quality: 25,536 global accepts · Rating: 1400 · first AC: 2021-09-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy  
[ZLW's solution](#)

### 397.

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,107 global accepts · Rating: 1400 · first AC: 2021-09-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math  
[ZLW's solution](#)

### 398.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-09-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy  
[ZLW's solution](#)

### 399.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-09-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation  
[ZLW's solution](#)

### 400.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,467 global accepts · Rating: 1400 · first AC: 2021-09-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings  
[ZLW's solution](#)

**401.**

1520E

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

Quality: 28,612 global accepts · Rating: 1400 · first AC: 2021-09-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[ZLW's solution](#)

**402.**

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,734 global accepts · Rating: 1400 · first AC: 2021-09-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[ZLW's solution](#)

**403.**

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2021-09-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[ZLW's solution](#)

**404.**

1541C

[Great Graphs](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-09-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[ZLW's solution](#)

**405.**

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy

[ZLW's solution](#)

**406.**

1505C

[Fibonacci Words](#) · [Tutorial](#)

Quality: 6,704 global accepts · Rating: 1400 · first AC: 2021-08-25 · last AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: \*special, implementation

[ZLW's solution](#)

**407.**

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,295 global accepts · Rating: 1400 · first AC: 2021-08-03 · GNU C++11 (first AC) · Tags: dp, greedy, hashing, implementation, strings

[ZLW's solution](#)

**408.**

873B

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

Quality: 9,110 global accepts · Rating: 1500 · first AC: 2026-04-09 · last AC: 2026-04-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[ZLW's solution](#)

**409.**

367A

[Sereja and Algorithm](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 1500 · first AC: 2026-03-29 · last AC: 2026-03-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[ZLW's solution](#)

**410.**

569A

[Music](#) · [Tutorial](#)

Quality: 5,062 global accepts · Rating: 1500 · first AC: 2026-03-28 · last AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[ZLW's solution](#)

**411.**

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,630 global accepts · Rating: 1500 · first AC: 2025-04-27 · last AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation

[ZLW's solution](#)

**412.**

1614C

[Divan and bitwise operations](#) · [Tutorial](#)

Quality: 11,314 global accepts · Rating: 1500 · first AC: 2021-11-26 · last AC: 2021-11-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[ZLW's solution](#)

**413.**

329B

[Biridian Forest](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 1500 · first AC: 2021-11-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, shortest paths

[ZLW's solution](#)

**414.**

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,623 global accepts · Rating: 1500 · first AC: 2021-11-24 · last AC: 2021-11-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices

[ZLW's solution](#)

**415.**

2A

[Winner](#) · [Tutorial](#)

Quality: 31,230 global accepts · Rating: 1500 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation

[ZLW's solution](#)

**416.**

10B

[Cinema Cashier](#) · [Tutorial](#)

Quality: 2,054 global accepts · Rating: 1500 · first AC: 2021-11-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[ZLW's solution](#)

**417.**

1499C

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

Quality: 13,420 global accepts · Rating: 1500 · first AC: 2021-10-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, math

[ZLW's solution](#)

**418.**

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,647 global accepts · Rating: 1500 · first AC: 2021-10-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, strings

[ZLW's solution](#)

**419.**

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,978 global accepts · Rating: 1500 · first AC: 2021-10-18 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ZLW's solution](#)

**420.**

1484B

[Restore Modulo](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-10-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[ZLW's solution](#)

**421.**

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,536 global accepts · Rating: 1500 · first AC: 2021-10-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy  
[ZLW's solution](#)

**422.**

1526C1

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

Quality: 27,190 global accepts · Rating: 1500 · first AC: 2021-10-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy  
[ZLW's solution](#)

**423.**

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,122 global accepts · Rating: 1500 · first AC: 2021-10-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, hashing, number theory  
[ZLW's solution](#)

**424.**

1538F

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

Quality: 22,215 global accepts · Rating: 1500 · first AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, math, number theory  
[ZLW's solution](#)

**425.**

1542B

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

Quality: 26,538 global accepts · Rating: 1500 · first AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory  
[ZLW's solution](#)

**426.**

1440C1

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

Rating: 1500 · first AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation  
[ZLW's solution](#)

**427.**

1579C

[Ticks](#) · [Tutorial](#)

Quality: 11,656 global accepts · Rating: 1500 · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[ZLW's solution](#)

**428.**

1545A

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

Quality: 14,883 global accepts · Rating: 1500 · first AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: sortings  
[ZLW's solution](#)

**429.**

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,374 global accepts · Rating: 1500 · first AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers  
[ZLW's solution](#)

**430.**

1551C

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

Quality: 14,542 global accepts · Rating: 1500 · first AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, strings  
[ZLW's solution](#)

**431.**

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-09-11 · last AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[ZLW's solution](#)

**432.**

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-09-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings, two pointers

[ZLW's solution](#)

**433.**

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2021-09-08 · last AC: 2021-09-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[ZLW's solution](#)

**434.**

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,310 global accepts · Rating: 1500 · first AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[ZLW's solution](#)

**435.**

371C

[Hamburgers](#) · [Tutorial](#)

Quality: 34,505 global accepts · Rating: 1600 · first AC: 2026-04-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force

[ZLW's solution](#)

**436.**

1025C

[Plasticine zebra](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2026-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[ZLW's solution](#)

**437.**

75C

[Modified GCD](#) · [Tutorial](#)

Quality: 15,649 global accepts · Rating: 1600 · first AC: 2021-11-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, number theory

[ZLW's solution](#)

**438.**

28B

[pSort](#) · [Tutorial](#)

Quality: 5,519 global accepts · Rating: 1600 · first AC: 2021-11-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[ZLW's solution](#)

**439.**

1321C

[Remove Adjacent](#) · [Tutorial](#)

Quality: 10,525 global accepts · Rating: 1600 · first AC: 2021-08-04 · last AC: 2021-11-08 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[ZLW's solution](#)

**440.**

1607E

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

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2021-11-03 · last AC: 2021-11-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[ZLW's solution](#)

**441.**

1582D

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

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[ZLW's solution](#)

**442.**

1484C

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-10-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, flows, greedy, implementation  
[ZLW's solution](#)

**443.**

1498C

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

Quality: 12,121 global accepts · Rating: 1600 · first AC: 2021-10-14 · last AC: 2021-10-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp  
[ZLW's solution](#)

**444.**

1593E

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

Quality: 14,728 global accepts · Rating: 1600 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees  
[ZLW's solution](#)

**445.**

1504C

[Balance the Bits](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy  
[ZLW's solution](#)

**446.**

1514C

[Product 1 Modulo N](#) · [Tutorial](#)

Quality: 18,290 global accepts · Rating: 1600 · first AC: 2021-10-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory  
[ZLW's solution](#)

**447.**

1555D

[Say No to Palindromes](#) · [Tutorial](#)

Quality: 15,469 global accepts · Rating: 1600 · first AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, strings  
[ZLW's solution](#)

**448.**

1567C

[Carrying Conundrum](#) · [Tutorial](#)

Quality: 13,155 global accepts · Rating: 1600 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math  
[ZLW's solution](#)

**449.**

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,611 global accepts · Rating: 1600 · first AC: 2021-09-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math  
[ZLW's solution](#)

**450.**

377A

[Maze](#) · [Tutorial](#)

Quality: 27,053 global accepts · Rating: 1600 · first AC: 2021-09-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar  
[ZLW's solution](#)

**451.**

1566D2

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

Quality: 8,335 global accepts · Rating: 1600 · first AC: 2021-09-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[ZLW's solution](#)

**452.**

32C

[Flea](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 1700 · first AC: 2026-04-03 · last AC: 2026-04-06 · C++17 (GCC 7-32) (first AC) · Tags: math

[ZLW's solution](#)

**453.**

20A

[BerOS file system](#) · [Tutorial](#)

Quality: 7,128 global accepts · Rating: 1700 · first AC: 2026-03-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ZLW's solution](#)

**454.**

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,005 global accepts · Rating: 1700 · first AC: 2021-12-03 · last AC: 2021-12-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, number theory

[ZLW's solution](#)

**455.**

1537D

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

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: games, math, number theory

[ZLW's solution](#)

**456.**

900C

[Remove Extra One](#) · [Tutorial](#)

Quality: 5,006 global accepts · Rating: 1700 · first AC: 2021-11-26 · last AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math

[ZLW's solution](#)

**457.**

295B

[Greg and Graph](#) · [Tutorial](#)

Quality: 17,660 global accepts · Rating: 1700 · first AC: 2021-11-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[ZLW's solution](#)

**458.**

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,890 global accepts · Rating: 1700 · first AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[ZLW's solution](#)

**459.**

1586C

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

Rating: 1700 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[ZLW's solution](#)

**460.**

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[ZLW's solution](#)

**461.**

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,798 global accepts · Rating: 1700 · first AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, greedy, math

[ZLW's solution](#)

**462.**

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[ZLW's solution](#)

**463.**

1561D1

[Up the Strip \(simplified version\)](#) · [Tutorial](#)

Quality: 6,113 global accepts · Rating: 1700 · first AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, math, number theory

[ZLW's solution](#)

**464.**

1562D1

[Two Hundred Twenty One \(easy version\)](#) · [Tutorial](#)

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math

[ZLW's solution](#)

**465.**

1579F

[Array Stabilization \(AND version\)](#) · [Tutorial](#)

Quality: 5,363 global accepts · Rating: 1700 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths

[ZLW's solution](#)

**466.**

1581C

[Portal](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[ZLW's solution](#)

**467.**

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,924 global accepts · Rating: 1700 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[ZLW's solution](#)

**468.**

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[ZLW's solution](#)

**469.**

691C

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

Quality: 2,971 global accepts · Rating: 1800 · first AC: 2021-11-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[ZLW's solution](#)

**470.**

336C

[Vasily the Bear and Sequence](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 1800 · first AC: 2021-11-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, number theory

[ZLW's solution](#)

**471.**

33C

[Wonderful Randomized Sum](#) · [Tutorial](#)

Quality: 3,579 global accepts · Rating: 1800 · first AC: 2021-11-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[ZLW's solution](#)

**472.**

7C

[Line](#) · [Tutorial](#)

Quality: 5,480 global accepts · Rating: 1800 · first AC: 2021-11-24 · last AC: 2021-11-24 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[ZLW's solution](#)

**473.**

3C

[Tic-tac-toe](#) · [Tutorial](#)

Quality: 8,280 global accepts · Rating: 1800 · first AC: 2021-11-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games, implementation

[ZLW's solution](#)

**474.**

986B

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

Quality: 5,054 global accepts · Rating: 1800 · first AC: 2021-11-10 · last AC: 2021-11-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[ZLW's solution](#)

**475.**

979B

[Treasure Hunt](#) · [Tutorial](#)

Quality: 4,779 global accepts · Rating: 1800 · first AC: 2021-11-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[ZLW's solution](#)

**476.**

1501C

[Going Home](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[ZLW's solution](#)

**477.**

1582F1

[Korney Korneevich and XOR \(easy version\)](#) · [Tutorial](#)

Quality: 6,582 global accepts · Rating: 1800 · first AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[ZLW's solution](#)

**478.**

1586D

[Omkar and the Meaning of Life](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[ZLW's solution](#)

**479.**

1509C

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

Quality: 15,309 global accepts · Rating: 1800 · first AC: 2021-10-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[ZLW's solution](#)

**480.**

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-09-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[ZLW's solution](#)

**481.**

1365E

[Maximum Subsequence Value](#) · [Tutorial](#)

Quality: 8,318 global accepts · Rating: 1900 · first AC: 2026-04-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[ZLW's solution](#)

**482.**

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 1900 · first AC: 2025-04-28 · last AC: 2025-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search,

data structures, dp, implementation, math

[ZLW's solution](#)

**483.**

1602D

[Frog Traveler](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[ZLW's solution](#)

**484.**

1641B

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

Quality: 4,064 global accepts · Rating: 2000 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[ZLW's solution](#)

**485.**

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,948 global accepts · Rating: 2000 · first AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[ZLW's solution](#)

**486.**

1582E

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

Quality: 4,217 global accepts · Rating: 2000 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, math

[ZLW's solution](#)

**487.**

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,364 global accepts · Rating: 2000 · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[ZLW's solution](#)

**488.**

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 2000 · first AC: 2021-09-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[ZLW's solution](#)

**489.**

1263E

[Editor](#) · [Tutorial](#)

Quality: 2,974 global accepts · Rating: 2100 · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[ZLW's solution](#)

**490.**

1614D1

[Divan and Kostomuksha \(easy version\)](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2100 · first AC: 2021-11-26 · last AC: 2021-11-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory

[ZLW's solution](#)

**491.**

1605D

[Treelabeling](#) · [Tutorial](#)

Quality: 3,253 global accepts · Rating: 2100 · first AC: 2021-11-12 · last AC: 2021-11-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees

[ZLW's solution](#)

**492.**

295C

[Greg and Friends](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2100 · first AC: 2021-11-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graphs, shortest paths

[ZLW's solution](#)

**493.**

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,184 global accepts · Rating: 2100 · first AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[ZLW's solution](#)

**494.**

656D

[Rosetta Problem](#) · [Tutorial](#)

Quality: 996 global accepts · Rating: 2100 · first AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: \*special

[ZLW's solution](#)

**495.**

1499D

[The Number of Pairs](#) · [Tutorial](#)

Quality: 7,041 global accepts · Rating: 2100 · first AC: 2021-10-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[ZLW's solution](#)

**496.**

2207D

[Boxed Like a Fish](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2026-03-29 · last AC: 2026-03-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

[ZLW's solution](#)

**497.**

1641C

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

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[ZLW's solution](#)

**498.**

1614D2

[Divan and Kostomuksha \(hard version\)](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2300 · first AC: 2021-11-26 · last AC: 2021-11-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory

[ZLW's solution](#)

**499.**

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[ZLW's solution](#)

**500.**

2220B

[OIE Excursion](#) · [Tutorial](#)

Quality: 12,298 global accepts · Rating: — · first AC: 2026-04-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[ZLW's solution](#)

**501.**

2220A

[Blocked](#) · [Tutorial](#)

Quality: 18,120 global accepts · Rating: — · first AC: 2026-04-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[ZLW's solution](#)

**502.**

102769E

[Exam Results](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[ZLW's solution](#)

**503.**

102769F

[Friendly Group](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[ZLW's solution](#)

**504.**

102769G

[Good Number](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[ZLW's solution](#)

**505.**

102769A

[A Greeting from Qinhuangdao](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[ZLW's solution](#)

**506.**

102394I

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

Rating: — · first AC: 2021-11-30 · last AC: 2021-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[ZLW's solution](#)

**507.**

102394F

[Fixing Banners](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[ZLW's solution](#)

**508.**

102394J

[Justifying the Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[ZLW's solution](#)

**509.**

102394K

[Keeping Rabbits](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-29 · last AC: 2021-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[ZLW's solution](#)

**510.**

103389I

[Is This a Palindrome?](#)

Rating: — · first AC: 2021-11-16 · last AC: 2021-11-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[ZLW's solution](#)

**511.**

103389K

[Tonpa8b](#)

Rating: — · first AC: 2021-11-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[ZLW's solution](#)

**512.**

103389A

[QINPA8b](#)

Rating: — · first AC: 2021-11-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[ZLW's solution](#)

**513.**

103389D

[QINPA8b](#)

Rating: — · first AC: 2021-11-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[ZLW's solution](#)

**514.**

103389G

[3G-Q](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[ZLW's solution](#)

**515.**

102823D

[Bits Reverse](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[ZLW's solution](#)

**516.**

103119L

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

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

[ZLW's solution](#)