

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

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# Unique solved — Fake4Fun

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

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

Filters: none

Count: 1,909

1.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,732 global accepts · Rating: 800 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[\\_Fake4Fun's solution](#)

2.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,577 global accepts · Rating: 800 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[\\_Fake4Fun's solution](#)

3.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,875 global accepts · Rating: 800 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, number theory

[\\_Fake4Fun's solution](#)

4.

2172A

[ASCII Art Contest](#) · [Tutorial](#)

Quality: 14,550 global accepts · Rating: 800 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

5.

2152A

[Increase or Smash](#) · [Tutorial](#)

Quality: 22,304 global accepts · Rating: 800 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[\\_Fake4Fun's solution](#)

6.

2147A

[Shortest Increasing Path](#) · [Tutorial](#)

Quality: 18,631 global accepts · Rating: 800 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[\\_Fake4Fun's solution](#)

7.

2035A

[Sliding](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 800 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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8.

1993A

[Question Marks](#) · [Tutorial](#)

Quality: 33,169 global accepts · Rating: 800 · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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9.

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,285 global accepts · Rating: 800 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[\\_Fake4Fun's solution](#)

**10.**

1987A

[Upload More RAM](#) · [Tutorial](#)

Quality: 28,992 global accepts · Rating: 800 · first AC: 2024-07-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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**11.**

1982A

[Soccer](#) · [Tutorial](#)

Quality: 27,507 global accepts · Rating: 800 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[\\_Fake4Fun's solution](#)

**12.**

1955A

[Yogurt Sale](#) · [Tutorial](#)

Quality: 52,730 global accepts · Rating: 800 · first AC: 2024-06-20 · C++17 (GCC 7-32) (first AC) · Tags: math

[\\_Fake4Fun's solution](#)

**13.**

1975A

[Bazoka and Mocha's Array](#) · [Tutorial](#)

Quality: 20,714 global accepts · Rating: 800 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[\\_Fake4Fun's solution](#)

**14.**

1930A

[Maximise The Score](#) · [Tutorial](#)

Quality: 20,287 global accepts · Rating: 800 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

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**15.**

959A

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

Quality: 55,668 global accepts · Rating: 800 · first AC: 2024-01-06 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[\\_Fake4Fun's solution](#)

**16.**

1539B

[Love Song](#) · [Tutorial](#)

Quality: 26,748 global accepts · Rating: 800 · first AC: 2024-01-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, strings

[\\_Fake4Fun's solution](#)

**17.**

1916A

[2023](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2023-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[\\_Fake4Fun's solution](#)

**18.**

1912L

[LOL Lovers](#) · [Tutorial](#)

Quality: 8,594 global accepts · Rating: 800 · first AC: 2023-12-13 · C++14 (GCC 6-32) (first AC) · Tags: strings

[\\_Fake4Fun's solution](#)

**19.**

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,873 global accepts · Rating: 800 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[\\_Fake4Fun's solution](#)

**20.**

1864A

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

Quality: 21,420 global accepts · Rating: 800 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy,

implementation, math

[\\_Fake4Fun's solution](#)

**21.**

1857A

[Array Coloring](#) · [Tutorial](#)

Quality: 78,921 global accepts · Rating: 800 · first AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[\\_Fake4Fun's solution](#)

**22.**

1853A

[Desorting](#) · [Tutorial](#)

Quality: 56,061 global accepts · Rating: 800 · first AC: 2023-07-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[\\_Fake4Fun's solution](#)

**23.**

1834A

[Unit Array](#) · [Tutorial](#)

Quality: 45,656 global accepts · Rating: 800 · first AC: 2023-07-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[\\_Fake4Fun's solution](#)

**24.**

1845A

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

Quality: 47,348 global accepts · Rating: 800 · first AC: 2023-06-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[\\_Fake4Fun's solution](#)

**25.**

1706A

[Another String Minimization Problem](#) · [Tutorial](#)

Quality: 24,255 global accepts · Rating: 800 · first AC: 2023-06-26 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, greedy, string suffix structures, strings

[\\_Fake4Fun's solution](#)

**26.**

1843C

[Sum in Binary Tree](#) · [Tutorial](#)

Quality: 39,499 global accepts · Rating: 800 · first AC: 2023-06-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, math, trees

[\\_Fake4Fun's solution](#)

**27.**

1843B

[Long Long](#) · [Tutorial](#)

Quality: 32,103 global accepts · Rating: 800 · first AC: 2023-06-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, two pointers

[\\_Fake4Fun's solution](#)

**28.**

1843A

[Sasha and Array Coloring](#) · [Tutorial](#)

Quality: 37,311 global accepts · Rating: 800 · first AC: 2023-06-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[\\_Fake4Fun's solution](#)

**29.**

1842A

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

Quality: 20,796 global accepts · Rating: 800 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[\\_Fake4Fun's solution](#)

**30.**

900A

[Find Extra One](#) · [Tutorial](#)

Quality: 14,954 global accepts · Rating: 800 · first AC: 2023-03-13 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation

[\\_Fake4Fun's solution](#)

**31.**

1767B

[Block Towers](#) · [Tutorial](#)

Quality: 21,935 global accepts · Rating: 800 · first AC: 2023-03-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings  
[\\_Fake4Fun's solution](#)

**32.**

1767A

[Cut the Triangle](#) · [Tutorial](#)

Quality: 21,558 global accepts · Rating: 800 · first AC: 2023-03-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[\\_Fake4Fun's solution](#)

**33.**

1774A

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

Quality: 23,531 global accepts · Rating: 800 · first AC: 2023-03-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[\\_Fake4Fun's solution](#)

**34.**

1093A

[Dice Rolling](#) · [Tutorial](#)

Quality: 18,358 global accepts · Rating: 800 · first AC: 2023-02-04 · C++14 (GCC 6-32) (first AC) · Tags: math  
[\\_Fake4Fun's solution](#)

**35.**

1768A

[Greatest Convex](#) · [Tutorial](#)

Quality: 31,066 global accepts · Rating: 800 · first AC: 2023-01-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory  
[\\_Fake4Fun's solution](#)

**36.**

1185A

[Ropewalkers](#) · [Tutorial](#)

Quality: 15,382 global accepts · Rating: 800 · first AC: 2022-12-17 · C++14 (GCC 6-32) (first AC) · Tags: math  
[\\_Fake4Fun's solution](#)

**37.**

1773F

[Football](#) · [Tutorial](#)

Quality: 4,782 global accepts · Rating: 800 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
[\\_Fake4Fun's solution](#)

**38.**

1758A

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

Quality: 27,048 global accepts · Rating: 800 · first AC: 2022-11-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings  
[\\_Fake4Fun's solution](#)

**39.**

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,454 global accepts · Rating: 800 · first AC: 2022-11-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[\\_Fake4Fun's solution](#)

**40.**

1760C

[Advantage](#) · [Tutorial](#)

Quality: 43,821 global accepts · Rating: 800 · first AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings  
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**41.**

1760B

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

Quality: 53,341 global accepts · Rating: 800 · first AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings  
[\\_Fake4Fun's solution](#)

42.

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,939 global accepts · Rating: 800 · first AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[\\_Fake4Fun's solution](#)

43.

1747A

[Two Groups](#) · [Tutorial](#)

Quality: 26,484 global accepts · Rating: 800 · first AC: 2022-11-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[\\_Fake4Fun's solution](#)

44.

1740B

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

Quality: 14,352 global accepts · Rating: 800 · first AC: 2022-10-29 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, sortings

[\\_Fake4Fun's solution](#)

45.

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,159 global accepts · Rating: 800 · first AC: 2022-10-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[\\_Fake4Fun's solution](#)

46.

1754B

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

Quality: 19,713 global accepts · Rating: 800 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[\\_Fake4Fun's solution](#)

47.

1754A

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

Quality: 24,868 global accepts · Rating: 800 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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48.

1749A

[Cowardly Rooks](#) · [Tutorial](#)

Quality: 23,303 global accepts · Rating: 800 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[\\_Fake4Fun's solution](#)

49.

1744B

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

Quality: 24,898 global accepts · Rating: 800 · first AC: 2022-10-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[\\_Fake4Fun's solution](#)

50.

1744A

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

Quality: 28,778 global accepts · Rating: 800 · first AC: 2022-10-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

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51.

1741B

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

Quality: 26,762 global accepts · Rating: 800 · first AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[\\_Fake4Fun's solution](#)

52.

1741A

[Compare T-Shirt Sizes](#) · [Tutorial](#)

Quality: 33,803 global accepts · Rating: 800 · first AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[\\_Fake4Fun's solution](#)

**53.**

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,303 global accepts · Rating: 800 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

**54.**

1742B

[Increasing](#) · [Tutorial](#)

Quality: 61,101 global accepts · Rating: 800 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[\\_Fake4Fun's solution](#)

**55.**

1087A

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

Rating: 800 · first AC: 2022-10-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[\\_Fake4Fun's solution](#)

**56.**

785A

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

Quality: 110,954 global accepts · Rating: 800 · first AC: 2022-10-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[\\_Fake4Fun's solution](#)

**57.**

1729B

[Decode String](#) · [Tutorial](#)

Quality: 32,476 global accepts · Rating: 800 · first AC: 2022-09-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[\\_Fake4Fun's solution](#)

**58.**

1729A

[Two Elevators](#) · [Tutorial](#)

Quality: 45,900 global accepts · Rating: 800 · first AC: 2022-09-12 · C++14 (GCC 6-32) (first AC) · Tags: math

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**59.**

1445A

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

Quality: 20,361 global accepts · Rating: 800 · first AC: 2022-09-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

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**60.**

1725A

[Accumulation of Dominoes](#) · [Tutorial](#)

Quality: 10,135 global accepts · Rating: 800 · first AC: 2022-09-04 · C++14 (GCC 6-32) (first AC) · Tags: math

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**61.**

1722C

[Word Game](#) · [Tutorial](#)

Quality: 36,175 global accepts · Rating: 800 · first AC: 2022-08-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[\\_Fake4Fun's solution](#)

**62.**

1722B

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Quality: 56,456 global accepts · Rating: 800 · first AC: 2022-08-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

**63.**

1722A

[Spell Check](#) · [Tutorial](#)

Quality: 65,629 global accepts · Rating: 800 · first AC: 2022-08-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

**64.**  
1703C  
[Cypher](#) · [Tutorial](#)  
Quality: 40,839 global accepts · Rating: 800 · first AC: 2022-07-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings  
[\\_Fake4Fun's solution](#)

**65.**  
1703B  
[ICPC Balloons](#) · [Tutorial](#)  
Quality: 66,171 global accepts · Rating: 800 · first AC: 2022-07-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation  
[\\_Fake4Fun's solution](#)

**66.**  
1703A  
[YES or YES?](#) · [Tutorial](#)  
Quality: 97,241 global accepts · Rating: 800 · first AC: 2022-07-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings  
[\\_Fake4Fun's solution](#)

**67.**  
1702B  
[Polycarp Writes a String from Memory](#) · [Tutorial](#)  
Quality: 29,305 global accepts · Rating: 800 · first AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[\\_Fake4Fun's solution](#)

**68.**  
1702A  
[Round Down the Price](#) · [Tutorial](#)  
Quality: 38,179 global accepts · Rating: 800 · first AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[\\_Fake4Fun's solution](#)

**69.**  
1692C  
[Where's the Bishop?](#) · [Tutorial](#)  
Quality: 38,918 global accepts · Rating: 800 · first AC: 2022-06-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[\\_Fake4Fun's solution](#)

**70.**  
1692B  
[All Distinct](#) · [Tutorial](#)  
Quality: 39,438 global accepts · Rating: 800 · first AC: 2022-06-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings  
[\\_Fake4Fun's solution](#)

**71.**  
1692A  
[Marathon](#) · [Tutorial](#)  
Quality: 85,748 global accepts · Rating: 800 · first AC: 2022-06-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[\\_Fake4Fun's solution](#)

**72.**  
1690C  
[Restoring the Duration of Tasks](#) · [Tutorial](#)  
Quality: 28,093 global accepts · Rating: 800 · first AC: 2022-06-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation  
[\\_Fake4Fun's solution](#)

**73.**  
1690B  
[Array Decrements](#) · [Tutorial](#)  
Quality: 26,933 global accepts · Rating: 800 · first AC: 2022-06-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[\\_Fake4Fun's solution](#)

**74.**  
1690A  
[Print a Pedestal \(Codeforces logo?\)](#) · [Tutorial](#)  
Quality: 35,630 global accepts · Rating: 800 · first AC: 2022-06-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy  
[\\_Fake4Fun's solution](#)

**75.**

1674B

[Dictionary](#) · [Tutorial](#)

Quality: 29,408 global accepts · Rating: 800 · first AC: 2022-05-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

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**76.**

1674A

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

Quality: 27,970 global accepts · Rating: 800 · first AC: 2022-05-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

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**77.**

1676C

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[\\_Fake4Fun's solution](#)

**78.**

1676B

[Equal Candies](#) · [Tutorial](#)

Quality: 60,644 global accepts · Rating: 800 · first AC: 2022-05-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[\\_Fake4Fun's solution](#)

**79.**

1676A

[Lucky?](#) · [Tutorial](#)

Quality: 87,423 global accepts · Rating: 800 · first AC: 2022-05-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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**80.**

1675A

[Food for Animals](#) · [Tutorial](#)

Quality: 36,809 global accepts · Rating: 800 · first AC: 2022-05-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[\\_Fake4Fun's solution](#)

**81.**

1669C

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

Quality: 41,477 global accepts · Rating: 800 · first AC: 2022-04-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[\\_Fake4Fun's solution](#)

**82.**

1669B

[Triple](#) · [Tutorial](#)

Quality: 55,545 global accepts · Rating: 800 · first AC: 2022-04-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[\\_Fake4Fun's solution](#)

**83.**

1669A

[Division?](#) · [Tutorial](#)

Quality: 88,539 global accepts · Rating: 800 · first AC: 2022-04-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

**84.**

1638A

[Reverse](#) · [Tutorial](#)

Quality: 22,146 global accepts · Rating: 800 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[\\_Fake4Fun's solution](#)

**85.**

1633B

[Minority](#) · [Tutorial](#)

Quality: 29,401 global accepts · Rating: 800 · first AC: 2022-01-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[\\_Fake4Fun's solution](#)

**86.**

1633A

[Div. 7](#) · [Tutorial](#)

Quality: 36,021 global accepts · Rating: 800 · first AC: 2022-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[\\_Fake4Fun's solution](#)

**87.**

1626A

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

Quality: 30,877 global accepts · Rating: 800 · first AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[\\_Fake4Fun's solution](#)

**88.**

1624A

[Plus One on the Subset](#) · [Tutorial](#)

Quality: 60,272 global accepts · Rating: 800 · first AC: 2022-01-13 · C++14 (GCC 6-32) (first AC) · Tags: math

[\\_Fake4Fun's solution](#)

**89.**

1621A

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

Quality: 24,767 global accepts · Rating: 800 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[\\_Fake4Fun's solution](#)

**90.**

1622A

[Construct a Rectangle](#) · [Tutorial](#)

Quality: 32,035 global accepts · Rating: 800 · first AC: 2021-12-27 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[\\_Fake4Fun's solution](#)

**91.**

1619B

[Squares and Cubes](#) · [Tutorial](#)

Quality: 32,947 global accepts · Rating: 800 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[\\_Fake4Fun's solution](#)

**92.**

1619A

[Square String?](#) · [Tutorial](#)

Quality: 62,822 global accepts · Rating: 800 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[\\_Fake4Fun's solution](#)

**93.**

1618B

[Missing Bigram](#) · [Tutorial](#)

Quality: 23,836 global accepts · Rating: 800 · first AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

**94.**

1618A

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

Quality: 34,381 global accepts · Rating: 800 · first AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[\\_Fake4Fun's solution](#)

**95.**

1591A

[Life of a Flower](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-12-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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**96.**

1608A

[Find Array](#) · [Tutorial](#)

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[\\_Fake4Fun's solution](#)

**97.**

1614A

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

Quality: 24,592 global accepts · Rating: 800 · first AC: 2021-11-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

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**98.**

1611B

[Team Composition: Programmers and Mathematicians](#) · [Tutorial](#)

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[\\_Fake4Fun's solution](#)

**99.**

1611A

[Make Even](#) · [Tutorial](#)

Quality: 33,414 global accepts · Rating: 800 · first AC: 2021-11-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[\\_Fake4Fun's solution](#)

**100.**

1409A

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

Quality: 80,426 global accepts · Rating: 800 · first AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[\\_Fake4Fun's solution](#)

**101.**

837A

[Text Volume](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 800 · first AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

**102.**

1602A

[Two Subsequences](#) · [Tutorial](#)

Quality: 19,723 global accepts · Rating: 800 · first AC: 2021-11-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

**103.**

1593A

[Elections](#) · [Tutorial](#)

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

[\\_Fake4Fun's solution](#)

**104.**

1598A

[Computer Game](#) · [Tutorial](#)

Quality: 25,642 global accepts · Rating: 800 · first AC: 2021-10-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[\\_Fake4Fun's solution](#)

**105.**

1509A

[Average Height](#) · [Tutorial](#)

Quality: 27,202 global accepts · Rating: 800 · first AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[\\_Fake4Fun's solution](#)

**106.**

1579A

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

Quality: 41,995 global accepts · Rating: 800 · first AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: math, strings

[\\_Fake4Fun's solution](#)

**107.**

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

[\\_Fake4Fun's solution](#)

## 108.

1459A

[Red-Blue Shuffle](#) · [Tutorial](#)

Quality: 17,658 global accepts · Rating: 800 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[\\_Fake4Fun's solution](#)

## 109.

1567A

[Domino Disaster](#) · [Tutorial](#)

Quality: 31,718 global accepts · Rating: 800 · first AC: 2021-09-07 · last AC: 2021-09-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[\\_Fake4Fun's solution](#)

## 110.

1077A

[Frog Jumping](#) · [Tutorial](#)

Quality: 32,252 global accepts · Rating: 800 · first AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: math

[\\_Fake4Fun's solution](#)

## 111.

1512A

[Spy Detected!](#) · [Tutorial](#)

Quality: 80,097 global accepts · Rating: 800 · first AC: 2021-09-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[\\_Fake4Fun's solution](#)

## 112.

1560C

[Infinity Table](#) · [Tutorial](#)

Quality: 27,995 global accepts · Rating: 800 · first AC: 2021-08-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[\\_Fake4Fun's solution](#)

## 113.

1560B

[Who's Opposite?](#) · [Tutorial](#)

Quality: 38,803 global accepts · Rating: 800 · first AC: 2021-08-19 · C++14 (GCC 6-32) (first AC) · Tags: math

[\\_Fake4Fun's solution](#)

## 114.

1560A

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

Quality: 73,512 global accepts · Rating: 800 · first AC: 2021-08-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

## 115.

1186A

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

Quality: 42,456 global accepts · Rating: 800 · first AC: 2021-08-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

## 116.

1473A

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

Quality: 37,430 global accepts · Rating: 800 · first AC: 2021-08-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, sortings

[\\_Fake4Fun's solution](#)

## 117.

1557A

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

Quality: 29,147 global accepts · Rating: 800 · first AC: 2021-08-17 · last AC: 2021-08-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, sortings

[\\_Fake4Fun's solution](#)

**118.**

952A

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

Quality: 11,976 global accepts · Rating: 800 · first AC: 2021-08-17 · C++14 (GCC 6-32) (first AC) · Tags: \*special, math

[\\_Fake4Fun's solution](#)

**119.**

1398A

[Bad Triangle](#) · [Tutorial](#)

Quality: 28,790 global accepts · Rating: 800 · first AC: 2021-08-17 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[\\_Fake4Fun's solution](#)

**120.**

1196A

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

Quality: 29,128 global accepts · Rating: 800 · first AC: 2021-08-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[\\_Fake4Fun's solution](#)

**121.**

1400A

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

Quality: 27,967 global accepts · Rating: 800 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[\\_Fake4Fun's solution](#)

**122.**

1482A

[Prison Break](#) · [Tutorial](#)

Quality: 21,295 global accepts · Rating: 800 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: math

[\\_Fake4Fun's solution](#)

**123.**

1551B1

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

Quality: 31,325 global accepts · Rating: 800 · first AC: 2021-07-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[\\_Fake4Fun's solution](#)

**124.**

1551A

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

Quality: 58,355 global accepts · Rating: 800 · first AC: 2021-07-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[\\_Fake4Fun's solution](#)

**125.**

1530B

[Putting Plates](#) · [Tutorial](#)

Quality: 16,287 global accepts · Rating: 800 · first AC: 2021-07-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[\\_Fake4Fun's solution](#)

**126.**

1530A

[Binary Decimal](#) · [Tutorial](#)

Quality: 21,925 global accepts · Rating: 800 · first AC: 2021-07-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[\\_Fake4Fun's solution](#)

**127.**

1550A

[Find The Array](#) · [Tutorial](#)

Quality: 29,461 global accepts · Rating: 800 · first AC: 2021-07-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[\\_Fake4Fun's solution](#)

**128.**

1546A

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

Quality: 18,588 global accepts · Rating: 800 · first AC: 2021-07-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[\\_Fake4Fun's solution](#)

**129.**

1547A

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

Quality: 32,287 global accepts · Rating: 800 · first AC: 2021-07-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[\\_Fake4Fun's solution](#)

**130.**

1547B

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

Quality: 27,902 global accepts · Rating: 800 · first AC: 2021-07-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[\\_Fake4Fun's solution](#)

**131.**

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,634 global accepts · Rating: 800 · first AC: 2021-07-03 · C++14 (GCC 6-32) (first AC) · Tags: math

[\\_Fake4Fun's solution](#)

**132.**

1541A

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

Quality: 30,716 global accepts · Rating: 800 · first AC: 2021-06-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[\\_Fake4Fun's solution](#)

**133.**

1538B

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

Quality: 33,537 global accepts · Rating: 800 · first AC: 2021-06-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[\\_Fake4Fun's solution](#)

**134.**

1538A

[Stone Game](#) · [Tutorial](#)

Quality: 40,401 global accepts · Rating: 800 · first AC: 2021-06-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy

[\\_Fake4Fun's solution](#)

**135.**

1525A

[Potion-making](#) · [Tutorial](#)

Quality: 27,002 global accepts · Rating: 800 · first AC: 2021-05-16 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[\\_Fake4Fun's solution](#)

**136.**

978B

[File Name](#) · [Tutorial](#)

Quality: 40,910 global accepts · Rating: 800 · first AC: 2021-05-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[\\_Fake4Fun's solution](#)

**137.**

978A

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

Quality: 30,731 global accepts · Rating: 800 · first AC: 2021-05-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

**138.**

1506A

[Strange Table](#) · [Tutorial](#)

Quality: 32,435 global accepts · Rating: 800 · first AC: 2021-04-02 · C++14 (GCC 6-32) (first AC) · Tags: math

[\\_Fake4Fun's solution](#)

**139.**

1472B

[Fair Division](#) · [Tutorial](#)

Quality: 59,842 global accepts · Rating: 800 · first AC: 2021-01-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[\\_Fake4Fun's solution](#)

**140.**

1472A

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

Quality: 45,524 global accepts · Rating: 800 · first AC: 2021-01-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[\\_Fake4Fun's solution](#)

**141.**

1468E

[Four Segments](#) · [Tutorial](#)

Quality: 9,818 global accepts · Rating: 800 · first AC: 2021-01-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[\\_Fake4Fun's solution](#)

**142.**

1465A

[In-game Chat](#) · [Tutorial](#)

Rating: 800 · first AC: 2020-12-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[\\_Fake4Fun's solution](#)

**143.**

1462B

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

Quality: 29,175 global accepts · Rating: 800 · first AC: 2020-12-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, strings

[\\_Fake4Fun's solution](#)

**144.**

1462A

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

Quality: 48,965 global accepts · Rating: 800 · first AC: 2020-12-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers

[\\_Fake4Fun's solution](#)

**145.**

1461A

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

Quality: 19,000 global accepts · Rating: 800 · first AC: 2020-12-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[\\_Fake4Fun's solution](#)

**146.**

1453A

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

Quality: 24,264 global accepts · Rating: 800 · first AC: 2020-12-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

**147.**

1455A

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

Quality: 27,408 global accepts · Rating: 800 · first AC: 2020-11-30 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[\\_Fake4Fun's solution](#)

**148.**

1457A

[Prison Break](#) · [Tutorial](#)

Rating: 800 · first AC: 2020-11-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[\\_Fake4Fun's solution](#)

**149.**

1454B

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

Quality: 30,041 global accepts · Rating: 800 · first AC: 2020-11-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

**150.**

1454A

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

Quality: 44,060 global accepts · Rating: 800 · first AC: 2020-11-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, probabilities

[\\_Fake4Fun's solution](#)

**151.**

1451A

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

Quality: 25,281 global accepts · Rating: 800 · first AC: 2020-11-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[\\_Fake4Fun's solution](#)

**152.**

1452C

[Two Brackets](#) · [Tutorial](#)

Quality: 21,118 global accepts · Rating: 800 · first AC: 2020-11-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[\\_Fake4Fun's solution](#)

**153.**

1452A

[Robot Program](#) · [Tutorial](#)

Quality: 22,939 global accepts · Rating: 800 · first AC: 2020-11-19 · C++14 (GCC 6-32) (first AC) · Tags: math

[\\_Fake4Fun's solution](#)

**154.**

1440A

[Buy the String](#) · [Tutorial](#)

Quality: 20,378 global accepts · Rating: 800 · first AC: 2020-11-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[\\_Fake4Fun's solution](#)

**155.**

1447A

[Add Candies](#) · [Tutorial](#)

Quality: 14,451 global accepts · Rating: 800 · first AC: 2020-11-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[\\_Fake4Fun's solution](#)

**156.**

1438A

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

Quality: 19,751 global accepts · Rating: 800 · first AC: 2020-11-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[\\_Fake4Fun's solution](#)

**157.**

1443A

[Kids Seating](#) · [Tutorial](#)

Quality: 16,682 global accepts · Rating: 800 · first AC: 2020-11-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[\\_Fake4Fun's solution](#)

**158.**

1437A

[Marketing Scheme](#) · [Tutorial](#)

Quality: 18,466 global accepts · Rating: 800 · first AC: 2020-10-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[\\_Fake4Fun's solution](#)

**159.**

1435A

[Finding Sasuke](#) · [Tutorial](#)

Rating: 800 · first AC: 2020-10-25 · C++14 (GCC 6-32) (first AC) · Tags: math

[\\_Fake4Fun's solution](#)

**160.**

1436A

[Reorder](#) · [Tutorial](#)

Quality: 23,549 global accepts · Rating: 800 · first AC: 2020-10-24 · C++14 (GCC 6-32) (first AC) · Tags: math

[\\_Fake4Fun's solution](#)

**161.**

977A

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

Quality: 217,490 global accepts · Rating: 800 · first AC: 2020-10-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

**162.**

1433B

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

Quality: 29,855 global accepts · Rating: 800 · first AC: 2020-10-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[\\_Fake4Fun's solution](#)

**163.**

1433A

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

Quality: 62,647 global accepts · Rating: 800 · first AC: 2020-10-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[\\_Fake4Fun's solution](#)

**164.**

1421A

[XORwice](#) · [Tutorial](#)

Quality: 35,472 global accepts · Rating: 800 · first AC: 2020-10-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[\\_Fake4Fun's solution](#)

**165.**

1428A

[Box is Pull](#) · [Tutorial](#)

Quality: 17,006 global accepts · Rating: 800 · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: math

[\\_Fake4Fun's solution](#)

**166.**

1430B

[Barrels](#) · [Tutorial](#)

Quality: 20,278 global accepts · Rating: 800 · first AC: 2020-10-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[\\_Fake4Fun's solution](#)

**167.**

1408A

[Circle Coloring](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 800 · first AC: 2020-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[\\_Fake4Fun's solution](#)

**168.**

1426A

[Floor Number](#) · [Tutorial](#)

Quality: 54,959 global accepts · Rating: 800 · first AC: 2020-09-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[\\_Fake4Fun's solution](#)

**169.**

769A

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

Quality: 6,418 global accepts · Rating: 800 · first AC: 2020-09-23 · C++14 (GCC 6-32) (first AC) · Tags: \*special, implementation, sortings

[\\_Fake4Fun's solution](#)

**170.**

760A

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

Quality: 8,644 global accepts · Rating: 800 · first AC: 2020-09-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[\\_Fake4Fun's solution](#)

**171.**

935A

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

Quality: 47,234 global accepts · Rating: 800 · first AC: 2020-09-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[\\_Fake4Fun's solution](#)

**172.**

988A

[Diverse Team](#) · [Tutorial](#)

Quality: 28,499 global accepts · Rating: 800 · first AC: 2020-09-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[\\_Fake4Fun's solution](#)

**173.**

764A

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

Quality: 17,100 global accepts · Rating: 800 · first AC: 2020-09-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[\\_Fake4Fun's solution](#)

**174.**

1064A

[Make a triangle!](#) · [Tutorial](#)

Quality: 25,163 global accepts · Rating: 800 · first AC: 2020-09-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math

[\\_Fake4Fun's solution](#)

**175.**

1391B

[Fix You](#) · [Tutorial](#)

Quality: 29,784 global accepts · Rating: 800 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[\\_Fake4Fun's solution](#)

**176.**

1391A

[Subarrays](#) · [Tutorial](#)

Quality: 25,063 global accepts · Rating: 800 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[\\_Fake4Fun's solution](#)

**177.**

1234A

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

Quality: 29,554 global accepts · Rating: 800 · first AC: 2020-08-10 · C++14 (GCC 6-32) (first AC) · Tags: math

[\\_Fake4Fun's solution](#)

**178.**

1236A

[Stones](#) · [Tutorial](#)

Quality: 17,251 global accepts · Rating: 800 · first AC: 2020-08-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[\\_Fake4Fun's solution](#)

**179.**

1243A

[Maximum Square](#) · [Tutorial](#)

Quality: 16,380 global accepts · Rating: 800 · first AC: 2020-08-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

**180.**

1230A

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

Quality: 22,921 global accepts · Rating: 800 · first AC: 2020-08-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[\\_Fake4Fun's solution](#)

**181.**

1255A

[Changing Volume](#) · [Tutorial](#)

Quality: 17,987 global accepts · Rating: 800 · first AC: 2020-08-10 · C++14 (GCC 6-32) (first AC) · Tags: math

[\\_Fake4Fun's solution](#)

**182.**

1257A

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

Quality: 21,663 global accepts · Rating: 800 · first AC: 2020-08-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[\\_Fake4Fun's solution](#)

**183.**

1269A

[Equation](#) · [Tutorial](#)

Quality: 24,103 global accepts · Rating: 800 · first AC: 2020-08-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[\\_Fake4Fun's solution](#)

**184.**

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,816 global accepts · Rating: 800 · first AC: 2020-08-10 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math

[\\_Fake4Fun's solution](#)

**185.**

1271A

[Suits](#) · [Tutorial](#)

Quality: 15,676 global accepts · Rating: 800 · first AC: 2020-08-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[\\_Fake4Fun's solution](#)

**186.**

1244A

[Pens and Pencils](#) · [Tutorial](#)

Quality: 20,068 global accepts · Rating: 800 · first AC: 2020-08-09 · C++14 (GCC 6-32) (first AC) · Tags: math

[\\_Fake4Fun's solution](#)

**187.**

1249A

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

Quality: 23,712 global accepts · Rating: 800 · first AC: 2020-08-09 · C++14 (GCC 6-32) (first AC) · Tags: math

[\\_Fake4Fun's solution](#)

**188.**

1228A

[Distinct Digits](#) · [Tutorial](#)

Quality: 23,293 global accepts · Rating: 800 · first AC: 2020-08-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[\\_Fake4Fun's solution](#)

**189.**

1223A

[CME](#) · [Tutorial](#)

Quality: 22,287 global accepts · Rating: 800 · first AC: 2020-08-09 · C++14 (GCC 6-32) (first AC) · Tags: math

[\\_Fake4Fun's solution](#)

**190.**

1220A

[Cards](#) · [Tutorial](#)

Quality: 32,799 global accepts · Rating: 800 · first AC: 2020-08-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings, strings

[\\_Fake4Fun's solution](#)

**191.**

1216A

[Prefixes](#) · [Tutorial](#)

Quality: 19,550 global accepts · Rating: 800 · first AC: 2020-08-09 · C++14 (GCC 6-32) (first AC) · Tags: strings

[\\_Fake4Fun's solution](#)

**192.**

1209A

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

Quality: 12,841 global accepts · Rating: 800 · first AC: 2020-08-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[\\_Fake4Fun's solution](#)

**193.**

1207A

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

Quality: 23,388 global accepts · Rating: 800 · first AC: 2020-08-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[\\_Fake4Fun's solution](#)

**194.**

1250F

[Data Center](#) · [Tutorial](#)

Quality: 8,384 global accepts · Rating: 800 · first AC: 2020-08-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[\\_Fake4Fun's solution](#)

**195.**

1393A

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

Quality: 20,832 global accepts · Rating: 800 · first AC: 2020-08-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[\\_Fake4Fun's solution](#)

**196.**

1281A

[Suffix Three](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 800 · first AC: 2020-08-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

**197.**

1328A

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

Quality: 131,908 global accepts · Rating: 800 · first AC: 2020-08-07 · C++14 (GCC 6-32) (first AC) · Tags: math

[\\_Fake4Fun's solution](#)

**198.**

1325B

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

Quality: 38,824 global accepts · Rating: 800 · first AC: 2020-08-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[\\_Fake4Fun's solution](#)

**199.**

1325A

[EhAb AnD gCd](#) · [Tutorial](#)

Quality: 46,203 global accepts · Rating: 800 · first AC: 2020-08-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[\\_Fake4Fun's solution](#)

**200.**

1323A

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

Quality: 20,891 global accepts · Rating: 800 · first AC: 2020-08-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[\\_Fake4Fun's solution](#)

**201.**

1316A

[Grade Allocation](#) · [Tutorial](#)

Quality: 19,646 global accepts · Rating: 800 · first AC: 2020-08-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

**202.**

1315A

[Dead Pixel](#) · [Tutorial](#)

Quality: 12,928 global accepts · Rating: 800 · first AC: 2020-08-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

**203.**

1312A

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

Quality: 27,543 global accepts · Rating: 800 · first AC: 2020-08-07 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math, number theory

[\\_Fake4Fun's solution](#)

**204.**

1311A

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

Quality: 46,270 global accepts · Rating: 800 · first AC: 2020-08-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[\\_Fake4Fun's solution](#)

**205.**

1307A

[Cow and Haybales](#) · [Tutorial](#)

Quality: 15,627 global accepts · Rating: 800 · first AC: 2020-08-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[\\_Fake4Fun's solution](#)

**206.**

1305A

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

Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-08-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings

[\\_Fake4Fun's solution](#)

**207.**

1304A

[Two Rabbits](#) · [Tutorial](#)

Quality: 26,793 global accepts · Rating: 800 · first AC: 2020-08-07 · C++14 (GCC 6-32) (first AC) · Tags: math

[\\_Fake4Fun's solution](#)

**208.**

1303A

[Erasing Zeroes](#) · [Tutorial](#)

Quality: 36,703 global accepts · Rating: 800 · first AC: 2020-08-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[\\_Fake4Fun's solution](#)

**209.**

1301A

[Three Strings](#) · [Tutorial](#)

Quality: 20,113 global accepts · Rating: 800 · first AC: 2020-08-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[\\_Fake4Fun's solution](#)

**210.**

1300A

[Non-zero](#) · [Tutorial](#)

Quality: 21,666 global accepts · Rating: 800 · first AC: 2020-08-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[\\_Fake4Fun's solution](#)

**211.**

1335A

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

Quality: 104,798 global accepts · Rating: 800 · first AC: 2020-08-06 · C++14 (GCC 6-32) (first AC) · Tags: math

[\\_Fake4Fun's solution](#)

**212.**

1348A

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

Quality: 42,849 global accepts · Rating: 800 · first AC: 2020-08-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[\\_Fake4Fun's solution](#)

**213.**

1337A

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

Quality: 42,911 global accepts · Rating: 800 · first AC: 2020-08-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[\\_Fake4Fun's solution](#)

**214.**

1343B

[Balanced Array](#) · [Tutorial](#)

Quality: 65,135 global accepts · Rating: 800 · first AC: 2020-08-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[\\_Fake4Fun's solution](#)

**215.**

1345A

[Puzzle Pieces](#) · [Tutorial](#)

Quality: 24,828 global accepts · Rating: 800 · first AC: 2020-08-06 · C++14 (GCC 6-32) (first AC) · Tags: math

[\\_Fake4Fun's solution](#)

**216.**

1399B

[Gifts Fixing](#) · [Tutorial](#)

Quality: 46,809 global accepts · Rating: 800 · first AC: 2020-08-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[\\_Fake4Fun's solution](#)

**217.**

1399A

[Remove Smallest](#) · [Tutorial](#)

Quality: 80,593 global accepts · Rating: 800 · first AC: 2020-08-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[\\_Fake4Fun's solution](#)

**218.**

1296A

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

Quality: 48,343 global accepts · Rating: 800 · first AC: 2020-08-06 · C++14 (GCC 6-32) (first AC) · Tags: math

[\\_Fake4Fun's solution](#)

**219.**

1294A

[Collecting Coins](#) · [Tutorial](#)

Quality: 53,434 global accepts · Rating: 800 · first AC: 2020-08-06 · C++14 (GCC 6-32) (first AC) · Tags: math

[\\_Fake4Fun's solution](#)

**220.**

1287A

[Angry Students](#) · [Tutorial](#)

Quality: 22,448 global accepts · Rating: 800 · first AC: 2020-08-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[\\_Fake4Fun's solution](#)

**221.**

1285A

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

Quality: 29,889 global accepts · Rating: 800 · first AC: 2020-08-06 · C++14 (GCC 6-32) (first AC) · Tags: math

[\\_Fake4Fun's solution](#)

**222.**

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-08-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[\\_Fake4Fun's solution](#)

**223.**

1200A

[Hotelier](#) · [Tutorial](#)

Quality: 21,811 global accepts · Rating: 800 · first AC: 2020-08-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[\\_Fake4Fun's solution](#)

**224.**

1353A

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

Quality: 44,587 global accepts · Rating: 800 · first AC: 2020-08-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[\\_Fake4Fun's solution](#)

**225.**

1352A

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

Quality: 104,119 global accepts · Rating: 800 · first AC: 2020-08-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[\\_Fake4Fun's solution](#)

**226.**

1353B

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

Quality: 58,125 global accepts · Rating: 800 · first AC: 2020-08-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[\\_Fake4Fun's solution](#)

**227.**

1358A

[Park Lighting](#) · [Tutorial](#)

Quality: 43,189 global accepts · Rating: 800 · first AC: 2020-08-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[\\_Fake4Fun's solution](#)

**228.**

1385A

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

Quality: 43,337 global accepts · Rating: 800 · first AC: 2020-08-06 · C++14 (GCC 6-32) (first AC) · Tags: math

[\\_Fake4Fun's solution](#)

**229.**

1385B

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

Quality: 39,582 global accepts · Rating: 800 · first AC: 2020-08-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[\\_Fake4Fun's solution](#)

**230.**

1388A

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

Quality: 25,954 global accepts · Rating: 800 · first AC: 2020-08-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[\\_Fake4Fun's solution](#)

**231.**

1389A

[LCM Problem](#) · [Tutorial](#)

Quality: 49,877 global accepts · Rating: 800 · first AC: 2020-08-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[\\_Fake4Fun's solution](#)

**232.**

1367B

[Even Array](#) · [Tutorial](#)

Quality: 63,943 global accepts · Rating: 800 · first AC: 2020-08-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[\\_Fake4Fun's solution](#)

**233.**

1367A

[Short Substrings](#) · [Tutorial](#)

Quality: 67,705 global accepts · Rating: 800 · first AC: 2020-08-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[\\_Fake4Fun's solution](#)

**234.**

1371A

[Magical Sticks](#) · [Tutorial](#)

Quality: 51,260 global accepts · Rating: 800 · first AC: 2020-08-05 · C++14 (GCC 6-32) (first AC) · Tags: math

[\\_Fake4Fun's solution](#)

**235.**

1369A

[FashionableLee](#) · [Tutorial](#)

Quality: 39,125 global accepts · Rating: 800 · first AC: 2020-08-05 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[\\_Fake4Fun's solution](#)

**236.**

758A

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

Quality: 75,304 global accepts · Rating: 800 · first AC: 2020-08-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[\\_Fake4Fun's solution](#)

**237.**

755A

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

Quality: 19,785 global accepts · Rating: 800 · first AC: 2020-07-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, math, number theory

[\\_Fake4Fun's solution](#)

**238.**

750A

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

Quality: 92,558 global accepts · Rating: 800 · first AC: 2020-07-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, math

[\\_Fake4Fun's solution](#)

**239.**

749A

[Bachgold Problem](#) · [Tutorial](#)

Quality: 57,085 global accepts · Rating: 800 · first AC: 2020-07-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory

[\\_Fake4Fun's solution](#)

**240.**

748A

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

Quality: 9,346 global accepts · Rating: 800 · first AC: 2020-07-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[\\_Fake4Fun's solution](#)

**241.**

747A

[Display Size](#) · [Tutorial](#)

Quality: 11,193 global accepts · Rating: 800 · first AC: 2020-07-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[\\_Fake4Fun's solution](#)

**242.**

1382A

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

Quality: 27,360 global accepts · Rating: 800 · first AC: 2020-07-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[\\_Fake4Fun's solution](#)

**243.**

746A

[Compote](#) · [Tutorial](#)

Quality: 23,843 global accepts · Rating: 800 · first AC: 2020-07-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[\\_Fake4Fun's solution](#)

**244.**

735A

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

Quality: 13,141 global accepts · Rating: 800 · first AC: 2020-07-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[\\_Fake4Fun's solution](#)

**245.**

734B

[Anton and Digits](#) · [Tutorial](#)

Quality: 31,933 global accepts · Rating: 800 · first AC: 2020-07-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[\\_Fake4Fun's solution](#)

**246.**

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,534 global accepts · Rating: 800 · first AC: 2020-07-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[\\_Fake4Fun's solution](#)

**247.**

732A

[Buy a Shovel](#) · [Tutorial](#)

Quality: 88,836 global accepts · Rating: 800 · first AC: 2020-07-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[\\_Fake4Fun's solution](#)

**248.**

731A

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

Quality: 53,209 global accepts · Rating: 800 · first AC: 2020-07-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[\\_Fake4Fun's solution](#)

**249.**

723A

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

Quality: 100,715 global accepts · Rating: 800 · first AC: 2020-07-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings

[\\_Fake4Fun's solution](#)

**250.**

721A

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

Quality: 19,353 global accepts · Rating: 800 · first AC: 2020-07-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

**251.**

716A

[Crazy Computer](#) · [Tutorial](#)

Quality: 24,042 global accepts · Rating: 800 · first AC: 2020-07-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

**252.**

712A

[Memory and Crow](#) · [Tutorial](#)

Quality: 12,587 global accepts · Rating: 800 · first AC: 2020-07-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[\\_Fake4Fun's solution](#)

**253.**

711A

[Bus to Udayland](#) · [Tutorial](#)

Quality: 30,978 global accepts · Rating: 800 · first AC: 2020-07-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[\\_Fake4Fun's solution](#)

**254.**

710A

[King Moves](#) · [Tutorial](#)

Quality: 14,786 global accepts · Rating: 800 · first AC: 2020-07-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

**255.**

707A

[Brain's Photos](#) · [Tutorial](#)

Quality: 55,788 global accepts · Rating: 800 · first AC: 2020-07-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

**256.**

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,093 global accepts · Rating: 800 · first AC: 2020-07-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

**257.**

703A

[Mishka and Game](#) · [Tutorial](#)

Quality: 66,587 global accepts · Rating: 800 · first AC: 2020-07-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

**258.**

702A

[Maximum Increase](#) · [Tutorial](#)

Quality: 55,019 global accepts · Rating: 800 · first AC: 2020-07-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[\\_Fake4Fun's solution](#)

**259.**

701A

[Cards](#) · [Tutorial](#)

Quality: 21,204 global accepts · Rating: 800 · first AC: 2020-07-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[\\_Fake4Fun's solution](#)

**260.**

688A

[Opponents](#) · [Tutorial](#)

Quality: 14,806 global accepts · Rating: 800 · first AC: 2020-07-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

**261.**

686A

[Free Ice Cream](#) · [Tutorial](#)

Quality: 43,417 global accepts · Rating: 800 · first AC: 2020-07-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[\\_Fake4Fun's solution](#)

**262.**

681A

[A Good Contest](#) · [Tutorial](#)

Quality: 16,866 global accepts · Rating: 800 · first AC: 2020-07-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

**263.**

680A

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

Quality: 13,294 global accepts · Rating: 800 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[\\_Fake4Fun's solution](#)

**264.**

678A

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

Quality: 15,165 global accepts · Rating: 800 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[\\_Fake4Fun's solution](#)

**265.**

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,602 global accepts · Rating: 800 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

**266.**

676A

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

Quality: 14,699 global accepts · Rating: 800 · first AC: 2020-07-21 · last AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[\\_Fake4Fun's solution](#)

**267.**

673A

[Bear and Game](#) · [Tutorial](#)

Quality: 10,853 global accepts · Rating: 800 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

**268.**

1283A

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

Quality: 61,298 global accepts · Rating: 800 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: math

[\\_Fake4Fun's solution](#)

**269.**

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,255 global accepts · Rating: 800 · first AC: 2020-07-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[\\_Fake4Fun's solution](#)

**270.**

672A

[Summer Camp](#) · [Tutorial](#)

Quality: 16,678 global accepts · Rating: 800 · first AC: 2020-07-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

**271.**

669A

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

Quality: 11,681 global accepts · Rating: 800 · first AC: 2020-07-16 · C++14 (GCC 6-32) (first AC) · Tags: math

[\\_Fake4Fun's solution](#)

**272.**

664A

[Complicated GCD](#) · [Tutorial](#)

Quality: 21,669 global accepts · Rating: 800 · first AC: 2020-07-16 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[\\_Fake4Fun's solution](#)

**273.**

658A

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

Quality: 7,696 global accepts · Rating: 800 · first AC: 2020-07-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

**274.**

630A

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

Quality: 93,511 global accepts · Rating: 800 · first AC: 2020-07-15 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[\\_Fake4Fun's solution](#)

**275.**

1206A

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

Quality: 26,050 global accepts · Rating: 800 · first AC: 2020-07-15 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[\\_Fake4Fun's solution](#)

**276.**

629A

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

Quality: 14,847 global accepts · Rating: 800 · first AC: 2020-07-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation

[\\_Fake4Fun's solution](#)

**277.**

624A

[Save Luke](#) · [Tutorial](#)

Quality: 11,161 global accepts · Rating: 800 · first AC: 2020-07-15 · C++14 (GCC 6-32) (first AC) · Tags: math

[\\_Fake4Fun's solution](#)

**278.**

620A

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

Quality: 14,347 global accepts · Rating: 800 · first AC: 2020-07-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[\\_Fake4Fun's solution](#)

**279.**

618A

[Slime Combining](#) · [Tutorial](#)

Quality: 8,806 global accepts · Rating: 800 · first AC: 2020-07-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

**280.**

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,128 global accepts · Rating: 800 · first AC: 2020-07-15 · C++14 (GCC 6-32) (first AC) · Tags: math

[\\_Fake4Fun's solution](#)

**281.**

615A

[Bulbs](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 800 · first AC: 2020-07-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

**282.**

609A

[USB Flash Drives](#) · [Tutorial](#)

Quality: 19,424 global accepts · Rating: 800 · first AC: 2020-07-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[\\_Fake4Fun's solution](#)

**283.**

599A

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

Quality: 31,438 global accepts · Rating: 800 · first AC: 2020-07-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

**284.**

595A

[Vitaly and Night](#) · [Tutorial](#)

Quality: 15,502 global accepts · Rating: 800 · first AC: 2020-07-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[\\_Fake4Fun's solution](#)

**285.**

581A

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

Quality: 84,958 global accepts · Rating: 800 · first AC: 2020-07-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[\\_Fake4Fun's solution](#)

**286.**

551A

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

Quality: 17,859 global accepts · Rating: 800 · first AC: 2020-07-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, sortings

[\\_Fake4Fun's solution](#)

**287.**

546A

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

Quality: 235,202 global accepts · Rating: 800 · first AC: 2020-07-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[\\_Fake4Fun's solution](#)

**288.**

540A

[Combination Lock](#) · [Tutorial](#)

Quality: 35,256 global accepts · Rating: 800 · first AC: 2020-07-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

**289.**

520A

[Pangram](#) · [Tutorial](#)

Quality: 127,532 global accepts · Rating: 800 · first AC: 2020-07-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[\\_Fake4Fun's solution](#)

**290.**

513A

[Game](#) · [Tutorial](#)

Quality: 21,849 global accepts · Rating: 800 · first AC: 2020-07-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[\\_Fake4Fun's solution](#)

**291.**

510A

[Fox And Snake](#) · [Tutorial](#)

Quality: 105,913 global accepts · Rating: 800 · first AC: 2020-07-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

**292.**

509A

[Maximum in Table](#) · [Tutorial](#)

Quality: 44,128 global accepts · Rating: 800 · first AC: 2020-07-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[\\_Fake4Fun's solution](#)

**293.**

492A

[Vanya and Cubes](#) · [Tutorial](#)

Quality: 63,563 global accepts · Rating: 800 · first AC: 2020-07-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

**294.**

490A

[Team Olympiad](#) · [Tutorial](#)

Quality: 71,012 global accepts · Rating: 800 · first AC: 2020-07-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[\\_Fake4Fun's solution](#)

**295.**

486A

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

Quality: 154,147 global accepts · Rating: 800 · first AC: 2020-07-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[\\_Fake4Fun's solution](#)

**296.**

472A

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

Quality: 70,773 global accepts · Rating: 800 · first AC: 2020-07-15 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[\\_Fake4Fun's solution](#)

**297.**

469A

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

Quality: 121,199 global accepts · Rating: 800 · first AC: 2020-07-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[\\_Fake4Fun's solution](#)

**298.**

467A

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

Quality: 155,939 global accepts · Rating: 800 · first AC: 2020-07-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

**299.**

454A

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

Quality: 16,120 global accepts · Rating: 800 · first AC: 2020-07-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

**300.**

448A

[Rewards](#) · [Tutorial](#)

Quality: 25,913 global accepts · Rating: 800 · first AC: 2020-07-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

**301.**

447A

[DZY Loves Hash](#) · [Tutorial](#)

Quality: 10,283 global accepts · Rating: 800 · first AC: 2020-07-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

**302.**

443A

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

Quality: 112,061 global accepts · Rating: 800 · first AC: 2020-07-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[\\_Fake4Fun's solution](#)

**303.**

440A

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

Quality: 8,919 global accepts · Rating: 800 · first AC: 2020-07-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

**304.**

432A

[Choosing Teams](#) · [Tutorial](#)

Quality: 69,509 global accepts · Rating: 800 · first AC: 2020-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[\\_Fake4Fun's solution](#)

**305.**

431A

[Black Square](#) · [Tutorial](#)

Quality: 65,947 global accepts · Rating: 800 · first AC: 2020-07-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

**306.**

427A

[Police Recruits](#) · [Tutorial](#)

Quality: 97,238 global accepts · Rating: 800 · first AC: 2020-07-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

**307.**

426A

[Sereja and Mugs](#) · [Tutorial](#)

Quality: 9,955 global accepts · Rating: 800 · first AC: 2020-07-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

**308.**

421A

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

Quality: 6,884 global accepts · Rating: 800 · first AC: 2020-07-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[\\_Fake4Fun's solution](#)

**309.**

411A

[Password Check](#) · [Tutorial](#)

Quality: 8,102 global accepts · Rating: 800 · first AC: 2020-07-13 · C++14 (GCC 6-32) (first AC) · Tags: \*special, implementation

[\\_Fake4Fun's solution](#)

**310.**

401A

[Vanya and Cards](#) · [Tutorial](#)

Quality: 17,422 global accepts · Rating: 800 · first AC: 2020-07-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[\\_Fake4Fun's solution](#)

**311.**

386A

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

Quality: 7,735 global accepts · Rating: 800 · first AC: 2020-07-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

**312.**

384A

[Coder](#) · [Tutorial](#)

Quality: 17,218 global accepts · Rating: 800 · first AC: 2020-07-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

**313.**

381A

[Sereja and Dima](#) · [Tutorial](#)

Quality: 89,818 global accepts · Rating: 800 · first AC: 2020-07-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers

[\\_Fake4Fun's solution](#)

**314.**

378A

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

Quality: 25,935 global accepts · Rating: 800 · first AC: 2020-07-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[\\_Fake4Fun's solution](#)

**315.**

361A

[Levko and Table](#) · [Tutorial](#)

Quality: 17,820 global accepts · Rating: 800 · first AC: 2020-07-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[\\_Fake4Fun's solution](#)

**316.**

363A

[Soroban](#) · [Tutorial](#)

Quality: 11,438 global accepts · Rating: 800 · first AC: 2020-07-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

**317.**

1372A

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

Quality: 33,482 global accepts · Rating: 800 · first AC: 2020-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[\\_Fake4Fun's solution](#)

**318.**

344A

[Magnets](#) · [Tutorial](#)

Quality: 153,331 global accepts · Rating: 800 · first AC: 2020-07-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

**319.**

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,353 global accepts · Rating: 800 · first AC: 2020-07-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, strings

[\\_Fake4Fun's solution](#)

**320.**

330A

[Cakeminator](#) · [Tutorial](#)

Quality: 31,442 global accepts · Rating: 800 · first AC: 2020-07-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[\\_Fake4Fun's solution](#)

**321.**

306A

[Candies](#) · [Tutorial](#)

Quality: 8,175 global accepts · Rating: 800 · first AC: 2020-07-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

**322.**

1374A

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

Quality: 64,181 global accepts · Rating: 800 · first AC: 2020-07-05 · C++14 (GCC 6-32) (first AC) · Tags: math

[\\_Fake4Fun's solution](#)

**323.**

302A

[Eugeny and Array](#) · [Tutorial](#)

Quality: 9,761 global accepts · Rating: 800 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

**324.**

294A

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

Quality: 28,390 global accepts · Rating: 800 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[\\_Fake4Fun's solution](#)

**325.**

291A

[Spyke Talks](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 800 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: \*special, implementation, sortings

[\\_Fake4Fun's solution](#)

**326.**

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,288 global accepts · Rating: 800 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

**327.**

281A

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

Quality: 270,986 global accepts · Rating: 800 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[\\_Fake4Fun's solution](#)

**328.**

278A

[Circle Line](#) · [Tutorial](#)

Quality: 12,824 global accepts · Rating: 800 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

**329.**

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,737 global accepts · Rating: 800 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[\\_Fake4Fun's solution](#)

**330.**

268A

[Games](#) · [Tutorial](#)

Quality: 104,206 global accepts · Rating: 800 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[\\_Fake4Fun's solution](#)

**331.**

266B

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

Quality: 166,080 global accepts · Rating: 800 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths

[\\_Fake4Fun's solution](#)

**332.**

266A

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

Quality: 244,560 global accepts · Rating: 800 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

**333.**

265A

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

Quality: 42,673 global accepts · Rating: 800 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

**334.**

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 318,001 global accepts · Rating: 800 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

**335.**

262A

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

Quality: 22,449 global accepts · Rating: 800 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

**336.**

255A

[Greg's Workout](#) · [Tutorial](#)

Quality: 31,200 global accepts · Rating: 800 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

**337.**

248A

[Cupboards](#) · [Tutorial](#)

Quality: 25,061 global accepts · Rating: 800 · first AC: 2020-07-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

**338.**

245A

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

Quality: 9,133 global accepts · Rating: 800 · first AC: 2020-07-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

**339.**

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,031 global accepts · Rating: 800 · first AC: 2020-07-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[\\_Fake4Fun's solution](#)

**340.**

233A

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

Quality: 49,150 global accepts · Rating: 800 · first AC: 2020-07-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[\\_Fake4Fun's solution](#)

**341.**

1370A

[Maximum GCD](#) · [Tutorial](#)

Quality: 64,474 global accepts · Rating: 800 · first AC: 2020-07-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory

[\\_Fake4Fun's solution](#)

**342.**

228A

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

Quality: 139,813 global accepts · Rating: 800 · first AC: 2020-07-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

**343.**

214A

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

Quality: 42,920 global accepts · Rating: 800 · first AC: 2020-07-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[\\_Fake4Fun's solution](#)

**344.**

1154A

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

Quality: 87,061 global accepts · Rating: 800 · first AC: 2020-07-03 · C++14 (GCC 6-32) (first AC) · Tags: math

[\\_Fake4Fun's solution](#)

**345.**

202A

[LLPS](#) · [Tutorial](#)

Quality: 19,757 global accepts · Rating: 800 · first AC: 2020-07-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, strings

[\\_Fake4Fun's solution](#)

### 346.

200B

[Drinks](#) · [Tutorial](#)

Quality: 148,419 global accepts · Rating: 800 · first AC: 2020-07-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[\\_Fake4Fun's solution](#)

### 347.

181A

[Series of Crimes](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 800 · first AC: 2020-07-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation

[\\_Fake4Fun's solution](#)

### 348.

177A2

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

Quality: 8,564 global accepts · Rating: 800 · first AC: 2020-07-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

### 349.

177A1

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

Quality: 11,501 global accepts · Rating: 800 · first AC: 2020-07-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

### 350.

172A

[Phone Code](#) · [Tutorial](#)

Quality: 7,517 global accepts · Rating: 800 · first AC: 2020-07-03 · C++14 (GCC 6-32) (first AC) · Tags: \*special, brute force, implementation

[\\_Fake4Fun's solution](#)

### 351.

169A

[Chores](#) · [Tutorial](#)

Quality: 8,182 global accepts · Rating: 800 · first AC: 2020-07-03 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[\\_Fake4Fun's solution](#)

### 352.

157A

[Game Outcome](#) · [Tutorial](#)

Quality: 8,614 global accepts · Rating: 800 · first AC: 2020-07-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[\\_Fake4Fun's solution](#)

### 353.

155A

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

Quality: 93,666 global accepts · Rating: 800 · first AC: 2020-07-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[\\_Fake4Fun's solution](#)

### 354.

151A

[Soft Drinking](#) · [Tutorial](#)

Quality: 94,780 global accepts · Rating: 800 · first AC: 2020-07-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[\\_Fake4Fun's solution](#)

### 355.

148A

[Insomnia cure](#) · [Tutorial](#)

Quality: 112,397 global accepts · Rating: 800 · first AC: 2020-07-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[\\_Fake4Fun's solution](#)

**356.**

146A

[Lucky Ticket](#) · [Tutorial](#)

Quality: 17,096 global accepts · Rating: 800 · first AC: 2020-07-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

**357.**

144A

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

Quality: 121,410 global accepts · Rating: 800 · first AC: 2020-07-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

**358.**

141A

[Amusing Joke](#) · [Tutorial](#)

Quality: 101,406 global accepts · Rating: 800 · first AC: 2020-07-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings, strings

[\\_Fake4Fun's solution](#)

**359.**

136A

[Presents](#) · [Tutorial](#)

Quality: 146,530 global accepts · Rating: 800 · first AC: 2020-07-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

**360.**

119A

[Epic Game](#) · [Tutorial](#)

Quality: 29,582 global accepts · Rating: 800 · first AC: 2020-07-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

**361.**

116A

[Tram](#) · [Tutorial](#)

Quality: 176,551 global accepts · Rating: 800 · first AC: 2020-07-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

**362.**

112A

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

Quality: 287,254 global accepts · Rating: 800 · first AC: 2020-07-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[\\_Fake4Fun's solution](#)

**363.**

110A

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

Quality: 199,498 global accepts · Rating: 800 · first AC: 2020-07-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

**364.**

104A

[Blackjack](#) · [Tutorial](#)

Quality: 17,155 global accepts · Rating: 800 · first AC: 2020-07-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

**365.**

99A

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

Quality: 7,724 global accepts · Rating: 800 · first AC: 2020-07-01 · C++14 (GCC 6-32) (first AC) · Tags: strings

[\\_Fake4Fun's solution](#)

**366.**

92A

[Chips](#) · [Tutorial](#)

Quality: 21,531 global accepts · Rating: 800 · first AC: 2020-07-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[\\_Fake4Fun's solution](#)

**367.**

80A

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

Quality: 66,306 global accepts · Rating: 800 · first AC: 2020-07-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[\\_Fake4Fun's solution](#)

**368.**

78A

[Haiku](#) · [Tutorial](#)

Quality: 15,435 global accepts · Rating: 800 · first AC: 2020-07-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[\\_Fake4Fun's solution](#)

**369.**

61A

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

Quality: 136,211 global accepts · Rating: 800 · first AC: 2020-07-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

**370.**

59A

[Word](#) · [Tutorial](#)

Quality: 227,926 global accepts · Rating: 800 · first AC: 2020-07-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[\\_Fake4Fun's solution](#)

**371.**

49A

[Sleuth](#) · [Tutorial](#)

Quality: 15,266 global accepts · Rating: 800 · first AC: 2020-06-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

**372.**

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,721 global accepts · Rating: 800 · first AC: 2020-06-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[\\_Fake4Fun's solution](#)

**373.**

47A

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

Quality: 18,172 global accepts · Rating: 800 · first AC: 2020-06-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[\\_Fake4Fun's solution](#)

**374.**

46A

[Ball Game](#) · [Tutorial](#)

Quality: 9,934 global accepts · Rating: 800 · first AC: 2020-06-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[\\_Fake4Fun's solution](#)

**375.**

41A

[Translation](#) · [Tutorial](#)

Quality: 188,447 global accepts · Rating: 800 · first AC: 2020-06-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[\\_Fake4Fun's solution](#)

**376.**

38A

[Army](#) · [Tutorial](#)

Quality: 26,489 global accepts · Rating: 800 · first AC: 2020-06-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

**377.**

34A

[Reconnaissance 2](#) · [Tutorial](#)

Quality: 34,682 global accepts · Rating: 800 · first AC: 2020-06-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

**378.**

32B

[Borze](#) · [Tutorial](#)

Quality: 79,751 global accepts · Rating: 800 · first AC: 2020-06-18 · C++14 (GCC 6-32) (first AC) · Tags: expression parsing, implementation  
[\\_Fake4Fun's solution](#)

**379.**

32A

[Reconnaissance](#) · [Tutorial](#)

Quality: 14,895 global accepts · Rating: 800 · first AC: 2020-06-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force  
[\\_Fake4Fun's solution](#)

**380.**

22A

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

Quality: 27,086 global accepts · Rating: 800 · first AC: 2020-06-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force  
[\\_Fake4Fun's solution](#)

**381.**

16A

[Flag](#) · [Tutorial](#)

Quality: 17,253 global accepts · Rating: 800 · first AC: 2020-06-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[\\_Fake4Fun's solution](#)

**382.**

14A

[Letter](#) · [Tutorial](#)

Quality: 12,397 global accepts · Rating: 800 · first AC: 2020-06-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[\\_Fake4Fun's solution](#)

**383.**

12A

[Super Agent](#) · [Tutorial](#)

Quality: 15,428 global accepts · Rating: 800 · first AC: 2020-06-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[\\_Fake4Fun's solution](#)

**384.**

9A

[Die Roll](#) · [Tutorial](#)

Quality: 69,673 global accepts · Rating: 800 · first AC: 2020-06-07 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities  
[\\_Fake4Fun's solution](#)

**385.**

1360A

[Minimal Square](#) · [Tutorial](#)

Quality: 57,094 global accepts · Rating: 800 · first AC: 2020-06-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
[\\_Fake4Fun's solution](#)

**386.**

1360B

[Honest Coach](#) · [Tutorial](#)

Quality: 53,723 global accepts · Rating: 800 · first AC: 2020-06-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings  
[\\_Fake4Fun's solution](#)

**387.**

1351A

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

Quality: 26,941 global accepts · Rating: 800 · first AC: 2020-05-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[\\_Fake4Fun's solution](#)

**388.**

231A

[Team](#) · [Tutorial](#)

Quality: 430,265 global accepts · Rating: 800 · first AC: 2020-05-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy  
[\\_Fake4Fun's solution](#)

**389.**

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,471 global accepts · Rating: 800 · first AC: 2020-05-24 · C++14 (GCC 6-32) (first AC) · Tags: \*special, implementation

[\\_Fake4Fun's solution](#)

**390.**

71A

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

Quality: 503,256 global accepts · Rating: 800 · first AC: 2020-05-24 · C++14 (GCC 6-32) (first AC) · Tags: strings

[\\_Fake4Fun's solution](#)

**391.**

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,854 global accepts · Rating: 800 · first AC: 2020-05-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[\\_Fake4Fun's solution](#)

**392.**

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,584 global accepts · Rating: 900 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings

[\\_Fake4Fun's solution](#)

**393.**

2035B

[Everyone Loves Tres](#) · [Tutorial](#)

Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[\\_Fake4Fun's solution](#)

**394.**

1951A

[Dual Trigger](#) · [Tutorial](#)

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

[\\_Fake4Fun's solution](#)

**395.**

567A

[Lineland Mail](#) · [Tutorial](#)

Quality: 35,975 global accepts · Rating: 900 · first AC: 2024-01-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[\\_Fake4Fun's solution](#)

**396.**

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,704 global accepts · Rating: 900 · first AC: 2023-06-29 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, math

[\\_Fake4Fun's solution](#)

**397.**

1093B

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

Quality: 17,704 global accepts · Rating: 900 · first AC: 2023-02-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[\\_Fake4Fun's solution](#)

**398.**

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,635 global accepts · Rating: 900 · first AC: 2023-01-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[\\_Fake4Fun's solution](#)

**399.**

1758B

[XOR = Average](#) · [Tutorial](#)

Quality: 23,890 global accepts · Rating: 900 · first AC: 2022-11-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[\\_Fake4Fun's solution](#)

**400.**

1764B

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

Quality: 17,931 global accepts · Rating: 900 · first AC: 2022-11-28 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[\\_Fake4Fun's solution](#)

**401.**

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,956 global accepts · Rating: 900 · first AC: 2022-11-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[\\_Fake4Fun's solution](#)

**402.**

1732B

[Ugu](#) · [Tutorial](#)

Quality: 17,261 global accepts · Rating: 900 · first AC: 2022-10-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[\\_Fake4Fun's solution](#)

**403.**

1749B

[Death's Blessing](#) · [Tutorial](#)

Quality: 22,582 global accepts · Rating: 900 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[\\_Fake4Fun's solution](#)

**404.**

1742C

[Stripes](#) · [Tutorial](#)

Quality: 40,084 global accepts · Rating: 900 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

**405.**

916A

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

Quality: 9,556 global accepts · Rating: 900 · first AC: 2022-07-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[\\_Fake4Fun's solution](#)

**406.**

1675B

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

Quality: 43,287 global accepts · Rating: 900 · first AC: 2022-05-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[\\_Fake4Fun's solution](#)

**407.**

1624B

[Make AP](#) · [Tutorial](#)

Quality: 52,940 global accepts · Rating: 900 · first AC: 2022-01-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[\\_Fake4Fun's solution](#)

**408.**

1617B

[GCD Problem](#) · [Tutorial](#)

Quality: 26,832 global accepts · Rating: 900 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[\\_Fake4Fun's solution](#)

**409.**

1591B

[Array Eversion](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-12-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[\\_Fake4Fun's solution](#)

**410.**

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,585 global accepts · Rating: 900 · first AC: 2021-12-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[\\_Fake4Fun's solution](#)

**411.**

1613A

[Long Comparison](#) · [Tutorial](#)

Quality: 26,628 global accepts · Rating: 900 · first AC: 2021-12-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[\\_Fake4Fun's solution](#)

**412.**

1609A

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

Quality: 18,895 global accepts · Rating: 900 · first AC: 2021-11-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory

[\\_Fake4Fun's solution](#)

**413.**

1610A

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

Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-11-24 · C++14 (GCC 6-32) (first AC) · Tags: math

[\\_Fake4Fun's solution](#)

**414.**

299B

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

Quality: 6,440 global accepts · Rating: 900 · first AC: 2021-11-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[\\_Fake4Fun's solution](#)

**415.**

6A

[Triangle](#) · [Tutorial](#)

Quality: 22,848 global accepts · Rating: 900 · first AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry

[\\_Fake4Fun's solution](#)

**416.**

1593B

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

Quality: 40,645 global accepts · Rating: 900 · first AC: 2021-10-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, math

[\\_Fake4Fun's solution](#)

**417.**

1324A

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

Quality: 27,314 global accepts · Rating: 900 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, number theory

[\\_Fake4Fun's solution](#)

**418.**

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[\\_Fake4Fun's solution](#)

**419.**

474A

[Keyboard](#) · [Tutorial](#)

Quality: 54,686 global accepts · Rating: 900 · first AC: 2021-09-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

**420.**

369A

[Valera and Plates](#) · [Tutorial](#)

Quality: 12,220 global accepts · Rating: 900 · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[\\_Fake4Fun's solution](#)

**421.**

519A

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

Quality: 20,130 global accepts · Rating: 900 · first AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

**422.**

246A

[Buggy Sorting](#) · [Tutorial](#)

Quality: 10,228 global accepts · Rating: 900 · first AC: 2021-09-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[\\_Fake4Fun's solution](#)

**423.**

545A

[Toy Cars](#) · [Tutorial](#)

Quality: 12,152 global accepts · Rating: 900 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

**424.**

1555A

[PizzaForces](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 900 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[\\_Fake4Fun's solution](#)

**425.**

1543B

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

Quality: 24,477 global accepts · Rating: 900 · first AC: 2021-07-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[\\_Fake4Fun's solution](#)

**426.**

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,951 global accepts · Rating: 900 · first AC: 2021-07-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[\\_Fake4Fun's solution](#)

**427.**

1525B

[Permutation Sort](#) · [Tutorial](#)

Quality: 26,660 global accepts · Rating: 900 · first AC: 2021-05-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[\\_Fake4Fun's solution](#)

**428.**

1471A

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

Quality: 38,206 global accepts · Rating: 900 · first AC: 2021-01-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[\\_Fake4Fun's solution](#)

**429.**

1475B

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

Quality: 57,250 global accepts · Rating: 900 · first AC: 2021-01-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math

[\\_Fake4Fun's solution](#)

**430.**

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,816 global accepts · Rating: 900 · first AC: 2021-01-29 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[\\_Fake4Fun's solution](#)

**431.**

1468N

[Waste Sorting](#) · [Tutorial](#)

Quality: 9,119 global accepts · Rating: 900 · first AC: 2021-01-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[\\_Fake4Fun's solution](#)

**432.**

115A

[Party](#) · [Tutorial](#)

Quality: 43,354 global accepts · Rating: 900 · first AC: 2020-12-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[\\_Fake4Fun's solution](#)

**433.**

52A

[123-sequence](#) · [Tutorial](#)

Quality: 10,581 global accepts · Rating: 900 · first AC: 2020-12-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

**434.**

1462C

[Unique Number](#) · [Tutorial](#)

Quality: 36,450 global accepts · Rating: 900 · first AC: 2020-12-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[\\_Fake4Fun's solution](#)

**435.**

1451B

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

Quality: 20,213 global accepts · Rating: 900 · first AC: 2020-11-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, strings

[\\_Fake4Fun's solution](#)

**436.**

1440B

[Sum of Medians](#) · [Tutorial](#)

Quality: 30,330 global accepts · Rating: 900 · first AC: 2020-11-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[\\_Fake4Fun's solution](#)

**437.**

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,725 global accepts · Rating: 900 · first AC: 2020-10-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[\\_Fake4Fun's solution](#)

**438.**

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,781 global accepts · Rating: 900 · first AC: 2020-10-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[\\_Fake4Fun's solution](#)

**439.**

1433C

[Dominant Piranha](#) · [Tutorial](#)

Quality: 28,606 global accepts · Rating: 900 · first AC: 2020-10-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[\\_Fake4Fun's solution](#)

**440.**

1430A

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

Quality: 21,755 global accepts · Rating: 900 · first AC: 2020-10-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[\\_Fake4Fun's solution](#)

**441.**

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,033 global accepts · Rating: 900 · first AC: 2020-10-10 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[\\_Fake4Fun's solution](#)

**442.**

1426B

[Symmetric Matrix](#) · [Tutorial](#)

Quality: 21,801 global accepts · Rating: 900 · first AC: 2020-09-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

**443.**

580A

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

Quality: 104,685 global accepts · Rating: 900 · first AC: 2020-09-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[\\_Fake4Fun's solution](#)

**444.**

1138A

[Sushi for Two](#) · [Tutorial](#)

Quality: 22,071 global accepts · Rating: 900 · first AC: 2020-09-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation

[\\_Fake4Fun's solution](#)

**445.**

1025A

[Doggo Recoloring](#) · [Tutorial](#)

Quality: 16,527 global accepts · Rating: 900 · first AC: 2020-09-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[\\_Fake4Fun's solution](#)

**446.**

709A

[Juicer](#) · [Tutorial](#)

Quality: 37,962 global accepts · Rating: 900 · first AC: 2020-09-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

**447.**

1216B

[Shooting](#) · [Tutorial](#)

Quality: 19,679 global accepts · Rating: 900 · first AC: 2020-09-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[\\_Fake4Fun's solution](#)

**448.**

96A

[Football](#) · [Tutorial](#)

Quality: 193,649 global accepts · Rating: 900 · first AC: 2020-08-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[\\_Fake4Fun's solution](#)

**449.**

1351B

[Square?](#) · [Tutorial](#)

Quality: 18,536 global accepts · Rating: 900 · first AC: 2020-08-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[\\_Fake4Fun's solution](#)

**450.**

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,063 global accepts · Rating: 900 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: strings

[\\_Fake4Fun's solution](#)

**451.**

1296B

[Food Buying](#) · [Tutorial](#)

Quality: 32,696 global accepts · Rating: 900 · first AC: 2020-07-05 · C++14 (GCC 6-32) (first AC) · Tags: math

[\\_Fake4Fun's solution](#)

**452.**

160A

[Twins](#) · [Tutorial](#)

Quality: 143,717 global accepts · Rating: 900 · first AC: 2020-07-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[\\_Fake4Fun's solution](#)

**453.**

1374B

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

Quality: 71,586 global accepts · Rating: 900 · first AC: 2020-07-05 · C++14 (GCC 6-32) (first AC) · Tags: math

[\\_Fake4Fun's solution](#)

**454.**

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,390 global accepts · Rating: 900 · first AC: 2020-07-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[\\_Fake4Fun's solution](#)

**455.**

1295A

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

Quality: 24,148 global accepts · Rating: 900 · first AC: 2020-07-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[\\_Fake4Fun's solution](#)

**456.**

2147B

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

Quality: 16,963 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[\\_Fake4Fun's solution](#)

**457.**

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,913 global accepts · Rating: 1000 · first AC: 2024-07-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[\\_Fake4Fun's solution](#)

**458.**

1955B

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

Quality: 32,264 global accepts · Rating: 1000 · first AC: 2024-06-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, sortings

[\\_Fake4Fun's solution](#)

**459.**

1975B

[378QAQ and Mocha's Array](#) · [Tutorial](#)

Quality: 21,071 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings

[\\_Fake4Fun's solution](#)

**460.**

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[\\_Fake4Fun's solution](#)

**461.**

1906A

[Easy As ABC](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1000 · first AC: 2024-01-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[\\_Fake4Fun's solution](#)

**462.**

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,528 global accepts · Rating: 1000 · first AC: 2024-01-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, geometry, greedy, math

[\\_Fake4Fun's solution](#)

**463.**

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,910 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[\\_Fake4Fun's solution](#)

**464.**

1844B

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

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[\\_Fake4Fun's solution](#)

**465.**

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-07-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[\\_Fake4Fun's solution](#)

**466.**

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2023-03-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[\\_Fake4Fun's solution](#)

**467.**

1770A

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

Quality: 25,244 global accepts · Rating: 1000 · first AC: 2023-03-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[\\_Fake4Fun's solution](#)

**468.**

920A

[Water The Garden](#) · [Tutorial](#)

Quality: 8,196 global accepts · Rating: 1000 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

**469.**

1195B

[Sport Mafia](#) · [Tutorial](#)

Quality: 21,959 global accepts · Rating: 1000 · first AC: 2023-01-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math

[\\_Fake4Fun's solution](#)

**470.**

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,267 global accepts · Rating: 1000 · first AC: 2022-11-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

**471.**

110C

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

Rating: 1000 · first AC: 2022-11-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[\\_Fake4Fun's solution](#)

**472.**

1760D

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

Quality: 27,016 global accepts · Rating: 1000 · first AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers

[\\_Fake4Fun's solution](#)

**473.**

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,540 global accepts · Rating: 1000 · first AC: 2022-10-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory

[\\_Fake4Fun's solution](#)

**474.**

1744C

[Traffic Light](#) · [Tutorial](#)

Quality: 44,099 global accepts · Rating: 1000 · first AC: 2022-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

[\\_Fake4Fun's solution](#)

**475.**

1139B

[Chocolates](#) · [Tutorial](#)

Quality: 19,392 global accepts · Rating: 1000 · first AC: 2022-09-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[\\_Fake4Fun's solution](#)

**476.**

1725B

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

Quality: 28,271 global accepts · Rating: 1000 · first AC: 2022-09-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[\\_Fake4Fun's solution](#)

**477.**

106B

[Choosing Laptop](#) · [Tutorial](#)

Quality: 6,867 global accepts · Rating: 1000 · first AC: 2022-07-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[\\_Fake4Fun's solution](#)

**478.**

1256A

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

Quality: 32,432 global accepts · Rating: 1000 · first AC: 2022-07-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[\\_Fake4Fun's solution](#)

**479.**

1702D

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

Quality: 25,935 global accepts · Rating: 1000 · first AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[\\_Fake4Fun's solution](#)

**480.**

1690D

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

Quality: 47,030 global accepts · Rating: 1000 · first AC: 2022-06-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers

[\\_Fake4Fun's solution](#)

**481.**

1674C

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

Quality: 26,354 global accepts · Rating: 1000 · first AC: 2022-05-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, implementation, strings

[\\_Fake4Fun's solution](#)

**482.**

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2022-05-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[\\_Fake4Fun's solution](#)

**483.**

124A

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

Quality: 44,206 global accepts · Rating: 1000 · first AC: 2022-02-05 · C++14 (GCC 6-32) (first AC) · Tags: math

[\\_Fake4Fun's solution](#)

**484.**

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,317 global accepts · Rating: 1000 · first AC: 2021-12-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, sortings

[\\_Fake4Fun's solution](#)

**485.**

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,314 global accepts · Rating: 1000 · first AC: 2021-12-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[\\_Fake4Fun's solution](#)

**486.**

1614B

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

Quality: 29,030 global accepts · Rating: 1000 · first AC: 2021-11-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[\\_Fake4Fun's solution](#)

**487.**

1611C

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

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2021-11-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[\\_Fake4Fun's solution](#)

**488.**

1589B

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

Rating: 1000 · first AC: 2021-11-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[\\_Fake4Fun's solution](#)

**489.**

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,039 global accepts · Rating: 1000 · first AC: 2021-11-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy

[\\_Fake4Fun's solution](#)

**490.**

1358B

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

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[\\_Fake4Fun's solution](#)

**491.**

616B

[Dinner with Emma](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1000 · first AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[\\_Fake4Fun's solution](#)

**492.**

118B

[Present from Lena](#) · [Tutorial](#)

Quality: 34,583 global accepts · Rating: 1000 · first AC: 2021-11-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[\\_Fake4Fun's solution](#)

**493.**

118A

[String Task](#) · [Tutorial](#)

Quality: 231,429 global accepts · Rating: 1000 · first AC: 2021-11-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[\\_Fake4Fun's solution](#)

**494.**

1593C

[Save More Mice](#) · [Tutorial](#)

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

[\\_Fake4Fun's solution](#)

**495.**

1359B

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

Quality: 29,383 global accepts · Rating: 1000 · first AC: 2021-10-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[\\_Fake4Fun's solution](#)

**496.**

1598B

[Groups](#) · [Tutorial](#)

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

[\\_Fake4Fun's solution](#)

**497.**

831A

[Unimodal Array](#) · [Tutorial](#)

Quality: 11,030 global accepts · Rating: 1000 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

**498.**

1562B

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

Quality: 20,543 global accepts · Rating: 1000 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[\\_Fake4Fun's solution](#)

**499.**

1579E1

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

Quality: 25,201 global accepts · Rating: 1000 · first AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[\\_Fake4Fun's solution](#)

**500.**

816A

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

Quality: 9,709 global accepts · Rating: 1000 · first AC: 2021-09-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[\\_Fake4Fun's solution](#)

**501.**

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,939 global accepts · Rating: 1000 · first AC: 2021-09-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

[\\_Fake4Fun's solution](#)

**502.**

1077B

[Disturbed People](#) · [Tutorial](#)

Quality: 20,436 global accepts · Rating: 1000 · first AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[\\_Fake4Fun's solution](#)

**503.**

43A

[Football](#) · [Tutorial](#)

Quality: 69,167 global accepts · Rating: 1000 · first AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: strings

[\\_Fake4Fun's solution](#)

**504.**

1550B

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

Quality: 28,553 global accepts · Rating: 1000 · first AC: 2021-07-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[\\_Fake4Fun's solution](#)

**505.**

727A

[Transformation: from A to B](#) · [Tutorial](#)

Quality: 18,024 global accepts · Rating: 1000 · first AC: 2021-06-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, math

[\\_Fake4Fun's solution](#)

**506.**

1506C

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

Quality: 35,631 global accepts · Rating: 1000 · first AC: 2021-05-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[\\_Fake4Fun's solution](#)

**507.**

978C

[Letters](#) · [Tutorial](#)

Quality: 29,823 global accepts · Rating: 1000 · first AC: 2021-05-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

[\\_Fake4Fun's solution](#)

**508.**

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,059 global accepts · Rating: 1000 · first AC: 2020-12-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[\\_Fake4Fun's solution](#)

**509.**

1469A

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

Quality: 30,033 global accepts · Rating: 1000 · first AC: 2020-12-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[\\_Fake4Fun's solution](#)

**510.**

1465B

[Fair Numbers](#) · [Tutorial](#)

Rating: 1000 · first AC: 2020-12-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[\\_Fake4Fun's solution](#)

**511.**

1447B

[Numbers Box](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 1000 · first AC: 2020-11-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[\\_Fake4Fun's solution](#)

**512.**

1438B

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

Quality: 29,071 global accepts · Rating: 1000 · first AC: 2020-11-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[\\_Fake4Fun's solution](#)

**513.**

5A

[Chat Servers Outgoing Traffic](#) · [Tutorial](#)

Quality: 11,124 global accepts · Rating: 1000 · first AC: 2020-10-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

**514.**

1430C

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

Quality: 28,235 global accepts · Rating: 1000 · first AC: 2020-10-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[\\_Fake4Fun's solution](#)

**515.**

742A

[Arpa's hard exam and Mehrdad's naive cheat](#) · [Tutorial](#)

Quality: 51,982 global accepts · Rating: 1000 · first AC: 2020-09-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[\\_Fake4Fun's solution](#)

**516.**

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,797 global accepts · Rating: 1000 · first AC: 2020-09-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory

[\\_Fake4Fun's solution](#)

**517.**

479A

[Expression](#) · [Tutorial](#)

Quality: 112,281 global accepts · Rating: 1000 · first AC: 2020-09-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[\\_Fake4Fun's solution](#)

**518.**

58A

[Chat room](#) · [Tutorial](#)

Quality: 155,993 global accepts · Rating: 1000 · first AC: 2020-09-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[\\_Fake4Fun's solution](#)

**519.**

652B

[z-sort](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1000 · first AC: 2020-09-10 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[\\_Fake4Fun's solution](#)

**520.**

1252A

[Copying Homework](#) · [Tutorial](#)

Quality: 5,997 global accepts · Rating: 1000 · first AC: 2020-07-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[\\_Fake4Fun's solution](#)

**521.**

1101A

[Minimum Integer](#) · [Tutorial](#)

Quality: 18,814 global accepts · Rating: 1000 · first AC: 2020-07-22 · C++14 (GCC 6-32) (first AC) · Tags: math

[\\_Fake4Fun's solution](#)

**522.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,219 global accepts · Rating: 1000 · first AC: 2020-07-22 · C++14 (GCC 6-32) (first AC) · Tags: math

[\\_Fake4Fun's solution](#)

**523.**

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,448 global accepts · Rating: 1100 · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[\\_Fake4Fun's solution](#)

**524.**

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,490 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[\\_Fake4Fun's solution](#)

**525.**

1958A

[1-3-5](#) · [Tutorial](#)

Quality: 2,569 global accepts · Rating: 1100 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: \*special, dp

[\\_Fake4Fun's solution](#)

**526.**

1157A

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

Quality: 16,566 global accepts · Rating: 1100 · first AC: 2024-05-07 · Kotlin 1.9 (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

**527.**

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,534 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[\\_Fake4Fun's solution](#)

**528.**

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[\\_Fake4Fun's solution](#)

**529.**

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,615 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[\\_Fake4Fun's solution](#)

**530.**

1382B

[Sequential Nim](#) · [Tutorial](#)

Quality: 26,095 global accepts · Rating: 1100 · first AC: 2023-07-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[\\_Fake4Fun's solution](#)

**531.**

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,485 global accepts · Rating: 1100 · first AC: 2023-06-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[\\_Fake4Fun's solution](#)

**532.**

1842B

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

Quality: 25,540 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[\\_Fake4Fun's solution](#)

**533.**

1042A

[Benches](#) · [Tutorial](#)

Quality: 14,079 global accepts · Rating: 1100 · first AC: 2023-02-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[\\_Fake4Fun's solution](#)

**534.**

1791G1

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

Quality: 33,918 global accepts · Rating: 1100 · first AC: 2023-02-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[\\_Fake4Fun's solution](#)

**535.**

1760E

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

Quality: 23,007 global accepts · Rating: 1100 · first AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math

[\\_Fake4Fun's solution](#)

**536.**

313B

[Ilya and Queries](#) · [Tutorial](#)

Quality: 54,502 global accepts · Rating: 1100 · first AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[\\_Fake4Fun's solution](#)

**537.**

1741C

[Minimize the Thickness](#) · [Tutorial](#)

Quality: 19,361 global accepts · Rating: 1100 · first AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, two pointers

[\\_Fake4Fun's solution](#)

**538.**

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,106 global accepts · Rating: 1100 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, number theory

[\\_Fake4Fun's solution](#)

**539.**

1631B

[Fun with Even Subarrays](#) · [Tutorial](#)

Quality: 26,896 global accepts · Rating: 1100 · first AC: 2022-09-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[\\_Fake4Fun's solution](#)

**540.**

1729C

[Jumping on Tiles](#) · [Tutorial](#)

Quality: 21,641 global accepts · Rating: 1100 · first AC: 2022-09-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[\\_Fake4Fun's solution](#)

### 541.

1722D

[Line](#) · [Tutorial](#)

Quality: 26,554 global accepts · Rating: 1100 · first AC: 2022-08-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[\\_Fake4Fun's solution](#)

### 542.

570A

[Elections](#) · [Tutorial](#)

Quality: 14,331 global accepts · Rating: 1100 · first AC: 2022-08-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

### 543.

1703D

[Double Strings](#) · [Tutorial](#)

Quality: 29,206 global accepts · Rating: 1100 · first AC: 2022-07-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, strings

[\\_Fake4Fun's solution](#)

### 544.

1702C

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

Quality: 25,123 global accepts · Rating: 1100 · first AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[\\_Fake4Fun's solution](#)

### 545.

1692D

[The Clock](#) · [Tutorial](#)

Quality: 21,661 global accepts · Rating: 1100 · first AC: 2022-06-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[\\_Fake4Fun's solution](#)

### 546.

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,073 global accepts · Rating: 1100 · first AC: 2022-05-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[\\_Fake4Fun's solution](#)

### 547.

1675C

[Detective Task](#) · [Tutorial](#)

Quality: 19,291 global accepts · Rating: 1100 · first AC: 2022-05-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

### 548.

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,619 global accepts · Rating: 1100 · first AC: 2022-04-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[\\_Fake4Fun's solution](#)

### 549.

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,422 global accepts · Rating: 1100 · first AC: 2022-04-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

### 550.

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,546 global accepts · Rating: 1100 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, sortings

[\\_Fake4Fun's solution](#)

### 551.

1633C

[Kill the Monster](#) · [Tutorial](#)

Quality: 21,255 global accepts · Rating: 1100 · first AC: 2022-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[\\_Fake4Fun's solution](#)

**552.**

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[\\_Fake4Fun's solution](#)

**553.**

1624C

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

Quality: 26,836 global accepts · Rating: 1100 · first AC: 2022-01-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math

[\\_Fake4Fun's solution](#)

**554.**

1618C

[Paint the Array](#) · [Tutorial](#)

Quality: 32,403 global accepts · Rating: 1100 · first AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[\\_Fake4Fun's solution](#)

**555.**

630D

[Hexagons!](#) · [Tutorial](#)

Quality: 12,661 global accepts · Rating: 1100 · first AC: 2021-12-12 · C++14 (GCC 6-32) (first AC) · Tags: math

[\\_Fake4Fun's solution](#)

**556.**

6B

[President's Office](#) · [Tutorial](#)

Quality: 14,826 global accepts · Rating: 1100 · first AC: 2021-11-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

**557.**

1609B

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

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[\\_Fake4Fun's solution](#)

**558.**

242B

[Big Segment](#) · [Tutorial](#)

Quality: 17,358 global accepts · Rating: 1100 · first AC: 2021-11-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[\\_Fake4Fun's solution](#)

**559.**

242A

[Heads or Tails](#) · [Tutorial](#)

Quality: 6,794 global accepts · Rating: 1100 · first AC: 2021-11-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[\\_Fake4Fun's solution](#)

**560.**

1409B

[Minimum Product](#) · [Tutorial](#)

Quality: 30,924 global accepts · Rating: 1100 · first AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[\\_Fake4Fun's solution](#)

**561.**

845A

[Chess Tourney](#) · [Tutorial](#)

Quality: 8,479 global accepts · Rating: 1100 · first AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[\\_Fake4Fun's solution](#)

**562.**

1602B

[Divine Array](#) · [Tutorial](#)

Quality: 14,746 global accepts · Rating: 1100 · first AC: 2021-11-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[\\_Fake4Fun's solution](#)

### 563.

1604B

[XOR Specia-LIS-t](#) · [Tutorial](#)

Quality: 16,334 global accepts · Rating: 1100 · first AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[\\_Fake4Fun's solution](#)

### 564.

1593D1

[All are Same](#) · [Tutorial](#)

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

[\\_Fake4Fun's solution](#)

### 565.

1575A

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

Quality: 5,183 global accepts · Rating: 1100 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, strings

[\\_Fake4Fun's solution](#)

### 566.

1324C

[Frog Jumps](#) · [Tutorial](#)

Quality: 30,515 global accepts · Rating: 1100 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, implementation

[\\_Fake4Fun's solution](#)

### 567.

1324B

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

Quality: 30,795 global accepts · Rating: 1100 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings

[\\_Fake4Fun's solution](#)

### 568.

1509B

[TMT Document](#) · [Tutorial](#)

Quality: 23,055 global accepts · Rating: 1100 · first AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[\\_Fake4Fun's solution](#)

### 569.

1579B

[Shifting Sort](#) · [Tutorial](#)

Quality: 18,887 global accepts · Rating: 1100 · first AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[\\_Fake4Fun's solution](#)

### 570.

519B

[A and B and Compilation Errors](#) · [Tutorial](#)

Quality: 43,710 global accepts · Rating: 1100 · first AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[\\_Fake4Fun's solution](#)

### 571.

545B

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

Quality: 12,237 global accepts · Rating: 1100 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[\\_Fake4Fun's solution](#)

### 572.

1557B

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

Quality: 24,611 global accepts · Rating: 1100 · first AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[\\_Fake4Fun's solution](#)

**573.**

427B

[Prison Transfer](#) · [Tutorial](#)

Quality: 15,511 global accepts · Rating: 1100 · first AC: 2021-08-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation  
[\\_Fake4Fun's solution](#)

**574.**

296A

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

Quality: 26,039 global accepts · Rating: 1100 · first AC: 2021-08-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
[\\_Fake4Fun's solution](#)

**575.**

938B

[Run For Your Prize](#) · [Tutorial](#)

Quality: 9,303 global accepts · Rating: 1100 · first AC: 2021-08-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy  
[\\_Fake4Fun's solution](#)

**576.**

1366A

[Shovels and Swords](#) · [Tutorial](#)

Quality: 32,998 global accepts · Rating: 1100 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math  
[\\_Fake4Fun's solution](#)

**577.**

525A

[Vitaliy and Pie](#) · [Tutorial](#)

Quality: 16,379 global accepts · Rating: 1100 · first AC: 2021-08-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, strings  
[\\_Fake4Fun's solution](#)

**578.**

501B

[Misha and Changing Handles](#) · [Tutorial](#)

Quality: 19,423 global accepts · Rating: 1100 · first AC: 2021-07-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, strings  
[\\_Fake4Fun's solution](#)

**579.**

1547C

[Pair Programming](#) · [Tutorial](#)

Quality: 24,416 global accepts · Rating: 1100 · first AC: 2021-07-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers  
[\\_Fake4Fun's solution](#)

**580.**

1506B

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

Quality: 21,150 global accepts · Rating: 1100 · first AC: 2021-05-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[\\_Fake4Fun's solution](#)

**581.**

1471B

[Strange List](#) · [Tutorial](#)

Quality: 19,932 global accepts · Rating: 1100 · first AC: 2021-01-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math  
[\\_Fake4Fun's solution](#)

**582.**

1472C

[Long Jumps](#) · [Tutorial](#)

Quality: 35,341 global accepts · Rating: 1100 · first AC: 2021-01-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs  
[\\_Fake4Fun's solution](#)

**583.**

68A

[Irrational problem](#) · [Tutorial](#)

Quality: 5,363 global accepts · Rating: 1100 · first AC: 2020-12-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, number theory  
[\\_Fake4Fun's solution](#)

**584.**

558A

[Lala Land and Apple Trees](#) · [Tutorial](#)

Quality: 10,995 global accepts · Rating: 1100 · first AC: 2020-12-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, sortings

[\\_Fake4Fun's solution](#)

**585.**

1463A

[Dungeon](#) · [Tutorial](#)

Quality: 27,927 global accepts · Rating: 1100 · first AC: 2020-12-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[\\_Fake4Fun's solution](#)

**586.**

1455C

[Ping-pong](#) · [Tutorial](#)

Quality: 20,444 global accepts · Rating: 1100 · first AC: 2020-11-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, math

[\\_Fake4Fun's solution](#)

**587.**

1457B

[Repainting Street](#) · [Tutorial](#)

Rating: 1100 · first AC: 2020-11-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[\\_Fake4Fun's solution](#)

**588.**

1435B

[A New Technique](#) · [Tutorial](#)

Rating: 1100 · first AC: 2020-10-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[\\_Fake4Fun's solution](#)

**589.**

1421B

[Putting Bricks in the Wall](#) · [Tutorial](#)

Quality: 13,474 global accepts · Rating: 1100 · first AC: 2020-10-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[\\_Fake4Fun's solution](#)

**590.**

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, strings

[\\_Fake4Fun's solution](#)

**591.**

1426C

[Increase and Copy](#) · [Tutorial](#)

Quality: 20,544 global accepts · Rating: 1100 · first AC: 2020-09-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, math

[\\_Fake4Fun's solution](#)

**592.**

919B

[Perfect Number](#) · [Tutorial](#)

Quality: 31,608 global accepts · Rating: 1100 · first AC: 2020-09-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, implementation, number theory

[\\_Fake4Fun's solution](#)

**593.**

535B

[Tavas and SaDDas](#) · [Tutorial](#)

Quality: 26,662 global accepts · Rating: 1100 · first AC: 2020-09-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, implementation

[\\_Fake4Fun's solution](#)

**594.**

1108B

[Divisors of Two Integers](#) · [Tutorial](#)

Quality: 25,195 global accepts · Rating: 1100 · first AC: 2020-09-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[\\_Fake4Fun's solution](#)

**595.**

363B

[Fence](#) · [Tutorial](#)

Quality: 67,073 global accepts · Rating: 1100 · first AC: 2020-09-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[\\_Fake4Fun's solution](#)

**596.**

1288A

[Deadline](#) · [Tutorial](#)

Quality: 19,316 global accepts · Rating: 1100 · first AC: 2020-09-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, ternary search

[\\_Fake4Fun's solution](#)

**597.**

706B

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

Quality: 84,453 global accepts · Rating: 1100 · first AC: 2020-09-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, implementation

[\\_Fake4Fun's solution](#)

**598.**

368B

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

Quality: 49,900 global accepts · Rating: 1100 · first AC: 2020-09-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[\\_Fake4Fun's solution](#)

**599.**

1099B

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

Quality: 11,478 global accepts · Rating: 1100 · first AC: 2020-09-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, math

[\\_Fake4Fun's solution](#)

**600.**

1213B

[Bad Prices](#) · [Tutorial](#)

Quality: 31,555 global accepts · Rating: 1100 · first AC: 2020-09-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[\\_Fake4Fun's solution](#)

**601.**

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2020-07-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[\\_Fake4Fun's solution](#)

**602.**

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,699 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[\\_Fake4Fun's solution](#)

**603.**

2172E

[Number Maze](#) · [Tutorial](#)

Quality: 5,899 global accepts · Rating: 1200 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

**604.**

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1200 · first AC: 2024-07-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[\\_Fake4Fun's solution](#)

## 605.

1982B

[Collatz Conjecture](#) · [Tutorial](#)

Quality: 19,756 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[\\_Fake4Fun's solution](#)

## 606.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,901 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[\\_Fake4Fun's solution](#)

## 607.

1975C

[Chamo and Mocha's Array](#) · [Tutorial](#)

Quality: 17,166 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[\\_Fake4Fun's solution](#)

## 608.

1951B

[Battle Cows](#) · [Tutorial](#)

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

[\\_Fake4Fun's solution](#)

## 609.

959B

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

Quality: 10,556 global accepts · Rating: 1200 · first AC: 2024-01-06 · C++14 (GCC 6-32) (first AC) · Tags: dsu, greedy, implementation

[\\_Fake4Fun's solution](#)

## 610.

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,463 global accepts · Rating: 1200 · first AC: 2024-01-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[\\_Fake4Fun's solution](#)

## 611.

1916C

[Training Before the Olympiad](#) · [Tutorial](#)

Quality: 19,883 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[\\_Fake4Fun's solution](#)

## 612.

1853B

[Fibonaccharsis](#) · [Tutorial](#)

Quality: 19,728 global accepts · Rating: 1200 · first AC: 2023-07-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math

[\\_Fake4Fun's solution](#)

## 613.

1834C

[Game with Reversing](#) · [Tutorial](#)

Quality: 15,042 global accepts · Rating: 1200 · first AC: 2023-07-05 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math, strings

[\\_Fake4Fun's solution](#)

## 614.

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,692 global accepts · Rating: 1200 · first AC: 2023-06-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[\\_Fake4Fun's solution](#)

**615.**

920B

[Tea Queue](#) · [Tutorial](#)

Quality: 8,114 global accepts · Rating: 1200 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

**616.**

1143B

[Nirvana](#) · [Tutorial](#)

Quality: 11,545 global accepts · Rating: 1200 · first AC: 2023-01-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[\\_Fake4Fun's solution](#)

**617.**

1097B

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

Quality: 35,956 global accepts · Rating: 1200 · first AC: 2023-01-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[\\_Fake4Fun's solution](#)

**618.**

1185C1

[Exam in BerSU \(easy version\)](#) · [Tutorial](#)

Quality: 11,899 global accepts · Rating: 1200 · first AC: 2022-12-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[\\_Fake4Fun's solution](#)

**619.**

1185B

[Email from Polycarp](#) · [Tutorial](#)

Quality: 14,224 global accepts · Rating: 1200 · first AC: 2022-12-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[\\_Fake4Fun's solution](#)

**620.**

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,535 global accepts · Rating: 1200 · first AC: 2022-11-05 · C++14 (GCC 6-32) (first AC) · Tags: games

[\\_Fake4Fun's solution](#)

**621.**

1744D

[Divisibility by  \$2^n\$](#)  · [Tutorial](#)

Quality: 24,523 global accepts · Rating: 1200 · first AC: 2022-10-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[\\_Fake4Fun's solution](#)

**622.**

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,621 global accepts · Rating: 1200 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[\\_Fake4Fun's solution](#)

**623.**

1713C

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

Quality: 18,873 global accepts · Rating: 1200 · first AC: 2022-09-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math

[\\_Fake4Fun's solution](#)

**624.**

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,373 global accepts · Rating: 1200 · first AC: 2022-09-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[\\_Fake4Fun's solution](#)

**625.**

1729D

[Friends and the Restaurant](#) · [Tutorial](#)

Quality: 30,751 global accepts · Rating: 1200 · first AC: 2022-09-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[\\_Fake4Fun's solution](#)

**626.**

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2022-09-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[\\_Fake4Fun's solution](#)

**627.**

514A

[ChewbaD 6 æB çVÖ&WTutorial](#)

Quality: 71,316 global accepts · Rating: 1200 · first AC: 2022-07-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[\\_Fake4Fun's solution](#)

**628.**

828A

[Restaurant Tables](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1200 · first AC: 2022-07-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

**629.**

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,585 global accepts · Rating: 1200 · first AC: 2022-07-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

**630.**

1692E

[Binary Deque](#) · [Tutorial](#)

Quality: 33,282 global accepts · Rating: 1200 · first AC: 2022-06-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

[\\_Fake4Fun's solution](#)

**631.**

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,791 global accepts · Rating: 1200 · first AC: 2022-05-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[\\_Fake4Fun's solution](#)

**632.**

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,723 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation

[\\_Fake4Fun's solution](#)

**633.**

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,255 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, strings

[\\_Fake4Fun's solution](#)

**634.**

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,395 global accepts · Rating: 1200 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[\\_Fake4Fun's solution](#)

**635.**

989B

[A Tide of Riverscape](#) · [Tutorial](#)

Quality: 7,286 global accepts · Rating: 1200 · first AC: 2022-01-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[\\_Fake4Fun's solution](#)

**636.**

1619C

[Wrong Addition](#) · [Tutorial](#)

Quality: 22,663 global accepts · Rating: 1200 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

**637.**

1608B

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

Quality: 12,486 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[\\_Fake4Fun's solution](#)

**638.**

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,021 global accepts · Rating: 1200 · first AC: 2021-12-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

**639.**

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,714 global accepts · Rating: 1200 · first AC: 2021-12-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[\\_Fake4Fun's solution](#)

**640.**

1327B

[Princesses and Princes](#) · [Tutorial](#)

Quality: 19,493 global accepts · Rating: 1200 · first AC: 2021-12-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy

[\\_Fake4Fun's solution](#)

**641.**

1497C1

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

Quality: 29,227 global accepts · Rating: 1200 · first AC: 2021-12-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[\\_Fake4Fun's solution](#)

**642.**

1133C

[Balanced Team](#) · [Tutorial](#)

Quality: 28,122 global accepts · Rating: 1200 · first AC: 2021-11-29 · C++14 (GCC 6-32) (first AC) · Tags: sortings, two pointers

[\\_Fake4Fun's solution](#)

**643.**

1409C

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

Quality: 24,640 global accepts · Rating: 1200 · first AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[\\_Fake4Fun's solution](#)

**644.**

1149A

[Prefix Sum Primes](#) · [Tutorial](#)

Quality: 17,894 global accepts · Rating: 1200 · first AC: 2021-11-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[\\_Fake4Fun's solution](#)

**645.**

895A

[Pizza Separation](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 1200 · first AC: 2021-11-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[\\_Fake4Fun's solution](#)

**646.**

9C

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

Quality: 14,347 global accepts · Rating: 1200 · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[\\_Fake4Fun's solution](#)

**647.**

9B

[Running Student](#) · [Tutorial](#)

Quality: 6,188 global accepts · Rating: 1200 · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation

[\\_Fake4Fun's solution](#)

**648.**

1000A

[Codehorses T-shirts](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1200 · first AC: 2021-11-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[\\_Fake4Fun's solution](#)

**649.**

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[\\_Fake4Fun's solution](#)

**650.**

958C1

[Encryption \(easy\)](#) · [Tutorial](#)

Quality: 3,180 global accepts · Rating: 1200 · first AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[\\_Fake4Fun's solution](#)

**651.**

1514B

[AND 0, Sum Big](#) · [Tutorial](#)

Quality: 34,936 global accepts · Rating: 1200 · first AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, math

[\\_Fake4Fun's solution](#)

**652.**

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,340 global accepts · Rating: 1200 · first AC: 2021-10-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, strings

[\\_Fake4Fun's solution](#)

**653.**

1598C

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

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

[\\_Fake4Fun's solution](#)

**654.**

1399C

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

Quality: 32,655 global accepts · Rating: 1200 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, two pointers

[\\_Fake4Fun's solution](#)

**655.**

342A

[Xenia and Divisors](#) · [Tutorial](#)

Quality: 13,875 global accepts · Rating: 1200 · first AC: 2021-09-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[\\_Fake4Fun's solution](#)

**656.**

208D

[Prizes, Prizes, more Prizes](#) · [Tutorial](#)

Quality: 8,049 global accepts · Rating: 1200 · first AC: 2021-09-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

**657.**

6C

[Alice, Bob and Chocolate](#) · [Tutorial](#)

Quality: 17,484 global accepts · Rating: 1200 · first AC: 2021-08-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[\\_Fake4Fun's solution](#)

**658.**

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,576 global accepts · Rating: 1200 · first AC: 2021-07-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy,

sortings

[\\_Fake4Fun's solution](#)

**659.**

1546B

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

Quality: 13,953 global accepts · Rating: 1200 · first AC: 2021-07-12 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math

[\\_Fake4Fun's solution](#)

**660.**

445A

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

Quality: 33,667 global accepts · Rating: 1200 · first AC: 2021-07-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation

[\\_Fake4Fun's solution](#)

**661.**

743B

[Chloe and the sequence](#) · [Tutorial](#)

Quality: 16,049 global accepts · Rating: 1200 · first AC: 2021-07-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, implementation

[\\_Fake4Fun's solution](#)

**662.**

492B

[Vanya and Lanterns](#) · [Tutorial](#)

Quality: 90,190 global accepts · Rating: 1200 · first AC: 2021-07-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math, sortings

[\\_Fake4Fun's solution](#)

**663.**

1541B

[Pleasant Pairs](#) · [Tutorial](#)

Quality: 38,482 global accepts · Rating: 1200 · first AC: 2021-06-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory

[\\_Fake4Fun's solution](#)

**664.**

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,536 global accepts · Rating: 1200 · first AC: 2021-01-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, greedy, sortings

[\\_Fake4Fun's solution](#)

**665.**

522A

[Reposts](#) · [Tutorial](#)

Quality: 18,828 global accepts · Rating: 1200 · first AC: 2020-12-23 · C++14 (GCC 6-32) (first AC) · Tags: \*special, dfs and similar, dp, graphs, trees

[\\_Fake4Fun's solution](#)

**666.**

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,340 global accepts · Rating: 1200 · first AC: 2020-12-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[\\_Fake4Fun's solution](#)

**667.**

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,234 global accepts · Rating: 1200 · first AC: 2020-11-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[\\_Fake4Fun's solution](#)

**668.**

1454C

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

Quality: 22,502 global accepts · Rating: 1200 · first AC: 2020-11-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[\\_Fake4Fun's solution](#)

**669.**

1437B

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

Quality: 20,852 global accepts · Rating: 1200 · first AC: 2020-10-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[\\_Fake4Fun's solution](#)

**670.**

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,331 global accepts · Rating: 1200 · first AC: 2020-10-23 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[\\_Fake4Fun's solution](#)

**671.**

1433D

[Districts Connection](#) · [Tutorial](#)

Quality: 30,580 global accepts · Rating: 1200 · first AC: 2020-10-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar

[\\_Fake4Fun's solution](#)

**672.**

5B

[Center Alignment](#) · [Tutorial](#)

Quality: 6,763 global accepts · Rating: 1200 · first AC: 2020-10-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[\\_Fake4Fun's solution](#)

**673.**

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,473 global accepts · Rating: 1200 · first AC: 2020-10-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[\\_Fake4Fun's solution](#)

**674.**

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[\\_Fake4Fun's solution](#)

**675.**

1352C

[K-th Not Divisible by n](#) · [Tutorial](#)

Quality: 69,770 global accepts · Rating: 1200 · first AC: 2020-09-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[\\_Fake4Fun's solution](#)

**676.**

1352B

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

Quality: 44,820 global accepts · Rating: 1200 · first AC: 2020-09-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[\\_Fake4Fun's solution](#)

**677.**

769B

[News About Credit](#) · [Tutorial](#)

Quality: 3,443 global accepts · Rating: 1200 · first AC: 2020-09-23 · C++14 (GCC 6-32) (first AC) · Tags: \*special, greedy, two pointers

[\\_Fake4Fun's solution](#)

**678.**

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,905 global accepts · Rating: 1200 · first AC: 2020-09-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[\\_Fake4Fun's solution](#)

**679.**

546B

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

Quality: 18,609 global accepts · Rating: 1200 · first AC: 2020-09-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation,

sortings

[\\_Fake4Fun's solution](#)

**680.**

474B

[Worms](#) · [Tutorial](#)

Quality: 62,546 global accepts · Rating: 1200 · first AC: 2020-09-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[\\_Fake4Fun's solution](#)

**681.**

842A

[Kirill And The Game](#) · [Tutorial](#)

Quality: 11,231 global accepts · Rating: 1200 · first AC: 2020-09-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, two pointers

[\\_Fake4Fun's solution](#)

**682.**

1042B

[Vitamins](#) · [Tutorial](#)

Quality: 19,151 global accepts · Rating: 1200 · first AC: 2020-09-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, implementation

[\\_Fake4Fun's solution](#)

**683.**

934B

[A Prosperous Lot](#) · [Tutorial](#)

Quality: 9,163 global accepts · Rating: 1200 · first AC: 2020-09-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[\\_Fake4Fun's solution](#)

**684.**

134A

[Average Numbers](#) · [Tutorial](#)

Quality: 4,793 global accepts · Rating: 1200 · first AC: 2020-09-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[\\_Fake4Fun's solution](#)

**685.**

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,915 global accepts · Rating: 1200 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[\\_Fake4Fun's solution](#)

**686.**

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,609 global accepts · Rating: 1200 · first AC: 2020-07-02 · C++14 (GCC 6-32) (first AC) · Tags: math

[\\_Fake4Fun's solution](#)

**687.**

2206K

[Time Display Stickers](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 1300 · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search

[\\_Fake4Fun's solution](#)

**688.**

2172M

[Maximum Distance To Port](#) · [Tutorial](#)

Quality: 5,820 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[\\_Fake4Fun's solution](#)

**689.**

2152B

[Catching the Krug](#) · [Tutorial](#)

Quality: 12,855 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: games

[\\_Fake4Fun's solution](#)

**690.**

1955C

[Inhabitant of the Deep Sea](#) · [Tutorial](#)

Quality: 24,505 global accepts · Rating: 1300 · first AC: 2024-06-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
[\\_Fake4Fun's solution](#)

**691.**

1101B

[Accordion](#) · [Tutorial](#)

Quality: 11,117 global accepts · Rating: 1300 · first AC: 2024-01-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[\\_Fake4Fun's solution](#)

**692.**

567B

[Berland National Library](#) · [Tutorial](#)

Quality: 8,699 global accepts · Rating: 1300 · first AC: 2024-01-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[\\_Fake4Fun's solution](#)

**693.**

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory  
[\\_Fake4Fun's solution](#)

**694.**

1382C1

[Prefix Flip \(Easy Version\)](#) · [Tutorial](#)

Rating: 1300 · first AC: 2023-07-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, strings  
[\\_Fake4Fun's solution](#)

**695.**

900B

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

Quality: 8,377 global accepts · Rating: 1300 · first AC: 2023-03-13 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory  
[\\_Fake4Fun's solution](#)

**696.**

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2023-03-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy  
[\\_Fake4Fun's solution](#)

**697.**

1315B

[Homecoming](#) · [Tutorial](#)

Quality: 9,608 global accepts · Rating: 1300 · first AC: 2023-02-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, strings  
[\\_Fake4Fun's solution](#)

**698.**

1187B

[Letters Shop](#) · [Tutorial](#)

Quality: 12,895 global accepts · Rating: 1300 · first AC: 2023-02-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, strings  
[\\_Fake4Fun's solution](#)

**699.**

1093C

[Mishka and the Last Exam](#) · [Tutorial](#)

Quality: 9,719 global accepts · Rating: 1300 · first AC: 2023-02-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[\\_Fake4Fun's solution](#)

**700.**

1768C

[Elemental Decompress](#) · [Tutorial](#)

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2023-01-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[\\_Fake4Fun's solution](#)

**701.**

1754C1

[Make Nonzero Sum \(easy version\) · Tutorial](#)

Quality: 1300 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[\\_Fake4Fun's solution](#)

**702.**

1741D

[Masha and a Beautiful Tree · Tutorial](#)

Quality: 18,340 global accepts · Rating: 1300 · first AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees

[\\_Fake4Fun's solution](#)

**703.**

1178B

[WOW Factor · Tutorial](#)

Quality: 21,678 global accepts · Rating: 1300 · first AC: 2022-09-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[\\_Fake4Fun's solution](#)

**704.**

1661B

[Getting Zero · Tutorial](#)

Quality: 20,687 global accepts · Rating: 1300 · first AC: 2022-09-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[\\_Fake4Fun's solution](#)

**705.**

1364B

[Most socially-distanced subsequence · Tutorial](#)

Quality: 26,179 global accepts · Rating: 1300 · first AC: 2022-09-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[\\_Fake4Fun's solution](#)

**706.**

230B

[T-primes · Tutorial](#)

Quality: 95,825 global accepts · Rating: 1300 · first AC: 2022-08-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math, number theory

[\\_Fake4Fun's solution](#)

**707.**

570B

[Simple Game · Tutorial](#)

Quality: 16,878 global accepts · Rating: 1300 · first AC: 2022-08-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[\\_Fake4Fun's solution](#)

**708.**

291B

[Command Line Arguments · Tutorial](#)

Quality: 3,087 global accepts · Rating: 1300 · first AC: 2022-08-05 · C++14 (GCC 6-32) (first AC) · Tags: \*special, implementation, strings

[\\_Fake4Fun's solution](#)

**709.**

1703F

[Yet Another Problem About Pairs Satisfying an Inequality · Tutorial](#)

Quality: 30,051 global accepts · Rating: 1300 · first AC: 2022-07-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[\\_Fake4Fun's solution](#)

**710.**

1692F

[3SUM · Tutorial](#)

Quality: 27,150 global accepts · Rating: 1300 · first AC: 2022-06-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[\\_Fake4Fun's solution](#)

**711.**

1676G

[White-Black Balanced Subtrees](#) · [Tutorial](#)

Quality: 24,004 global accepts · Rating: 1300 · first AC: 2022-05-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees  
[\\_Fake4Fun's solution](#)

**712.**

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,190 global accepts · Rating: 1300 · first AC: 2022-05-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers  
[\\_Fake4Fun's solution](#)

**713.**

1675D

[Vertical Paths](#) · [Tutorial](#)

Quality: 14,773 global accepts · Rating: 1300 · first AC: 2022-05-05 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation, trees  
[\\_Fake4Fun's solution](#)

**714.**

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,112 global accepts · Rating: 1300 · first AC: 2022-04-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math  
[\\_Fake4Fun's solution](#)

**715.**

716B

[Complete the Word](#) · [Tutorial](#)

Quality: 13,003 global accepts · Rating: 1300 · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers  
[\\_Fake4Fun's solution](#)

**716.**

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, math  
[\\_Fake4Fun's solution](#)

**717.**

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,877 global accepts · Rating: 1300 · first AC: 2022-02-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force  
[\\_Fake4Fun's solution](#)

**718.**

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings  
[\\_Fake4Fun's solution](#)

**719.**

1618D

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

Quality: 20,897 global accepts · Rating: 1300 · first AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math  
[\\_Fake4Fun's solution](#)

**720.**

1591C

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

Rating: 1300 · first AC: 2021-12-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
[\\_Fake4Fun's solution](#)

**721.**

1602C

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

Rating: 1300 · first AC: 2021-11-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math, number theory  
[\\_Fake4Fun's solution](#)

**722.**

251A

[Points on Line](#) · [Tutorial](#)

Quality: 21,343 global accepts · Rating: 1300 · first AC: 2021-10-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, two pointers

[\\_Fake4Fun's solution](#)

**723.**

1594E1

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

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

[\\_Fake4Fun's solution](#)

**724.**

61B

[Hard Work](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1300 · first AC: 2021-09-17 · C++14 (GCC 6-32) (first AC) · Tags: strings

[\\_Fake4Fun's solution](#)

**725.**

519C

[A and B and Team Training](#) · [Tutorial](#)

Quality: 20,710 global accepts · Rating: 1300 · first AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory

[\\_Fake4Fun's solution](#)

**726.**

1077C

[Good Array](#) · [Tutorial](#)

Quality: 25,606 global accepts · Rating: 1300 · first AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[\\_Fake4Fun's solution](#)

**727.**

1447C

[Knapsack](#) · [Tutorial](#)

Rating: 1300 · first AC: 2021-09-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[\\_Fake4Fun's solution](#)

**728.**

246B

[Increase and Decrease](#) · [Tutorial](#)

Quality: 12,273 global accepts · Rating: 1300 · first AC: 2021-09-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[\\_Fake4Fun's solution](#)

**729.**

545D

[Queue](#) · [Tutorial](#)

Quality: 29,518 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[\\_Fake4Fun's solution](#)

**730.**

1561C

[Deep Down Below](#) · [Tutorial](#)

Quality: 21,415 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[\\_Fake4Fun's solution](#)

**731.**

1560D

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

Quality: 19,458 global accepts · Rating: 1300 · first AC: 2021-08-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, strings

[\\_Fake4Fun's solution](#)

**732.**

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,085 global accepts · Rating: 1300 · first AC: 2021-08-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms,

dp, implementation

[\\_Fake4Fun's solution](#)

**733.**

486B

[OR in Matrix](#) · [Tutorial](#)

Quality: 19,169 global accepts · Rating: 1300 · first AC: 2021-08-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, implementation

[\\_Fake4Fun's solution](#)

**734.**

515B

[Brazil and His Happy Friends](#) · [Tutorial](#)

Quality: 7,763 global accepts · Rating: 1300 · first AC: 2021-07-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dsu, meet-in-the-middle, number theory

[\\_Fake4Fun's solution](#)

**735.**

1547D

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

Quality: 18,589 global accepts · Rating: 1300 · first AC: 2021-07-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[\\_Fake4Fun's solution](#)

**736.**

600B

[Queries about less or equal elements](#) · [Tutorial](#)

Quality: 39,167 global accepts · Rating: 1300 · first AC: 2021-07-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[\\_Fake4Fun's solution](#)

**737.**

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,401 global accepts · Rating: 1300 · first AC: 2021-06-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, math, two pointers

[\\_Fake4Fun's solution](#)

**738.**

1471C

[Strange Birthday Party](#) · [Tutorial](#)

Rating: 1300 · first AC: 2021-01-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[\\_Fake4Fun's solution](#)

**739.**

707B

[Bakery](#) · [Tutorial](#)

Quality: 13,603 global accepts · Rating: 1300 · first AC: 2020-12-23 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[\\_Fake4Fun's solution](#)

**740.**

558B

[Amr and The Large Array](#) · [Tutorial](#)

Quality: 8,359 global accepts · Rating: 1300 · first AC: 2020-12-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

**741.**

755C

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

Quality: 15,005 global accepts · Rating: 1300 · first AC: 2020-12-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees

[\\_Fake4Fun's solution](#)

**742.**

1454D

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

Quality: 22,148 global accepts · Rating: 1300 · first AC: 2020-11-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math,

number theory

[\\_Fake4Fun's solution](#)

**743.**

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,722 global accepts · Rating: 1300 · first AC: 2020-11-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[\\_Fake4Fun's solution](#)

**744.**

1443B

[Saving the City](#) · [Tutorial](#)

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2020-11-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, sortings

[\\_Fake4Fun's solution](#)

**745.**

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,836 global accepts · Rating: 1300 · first AC: 2020-10-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[\\_Fake4Fun's solution](#)

**746.**

4C

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

Quality: 108,149 global accepts · Rating: 1300 · first AC: 2020-10-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, implementation

[\\_Fake4Fun's solution](#)

**747.**

1352D

[Alice, Bob and Candies](#) · [Tutorial](#)

Quality: 29,855 global accepts · Rating: 1300 · first AC: 2020-09-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

**748.**

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,880 global accepts · Rating: 1300 · first AC: 2020-09-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[\\_Fake4Fun's solution](#)

**749.**

1372B

[Omkar and Last Class of Math](#) · [Tutorial](#)

Quality: 36,393 global accepts · Rating: 1300 · first AC: 2020-07-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[\\_Fake4Fun's solution](#)

**750.**

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,223 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[\\_Fake4Fun's solution](#)

**751.**

2045C

[Saraga](#) · [Tutorial](#)

Quality: 7,218 global accepts · Rating: 1400 · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[\\_Fake4Fun's solution](#)

**752.**

2035C

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

Quality: 11,530 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[\\_Fake4Fun's solution](#)

**753.**

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,180 global accepts · Rating: 1400 · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[\\_Fake4Fun's solution](#)

**754.**

1955D

[Inaccurate Subsequence Search](#) · [Tutorial](#)

Quality: 18,580 global accepts · Rating: 1400 · first AC: 2024-06-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers  
[\\_Fake4Fun's solution](#)

**755.**

1958B

[Clock in the Pool](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 1400 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: \*special, math  
[\\_Fake4Fun's solution](#)

**756.**

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings  
[\\_Fake4Fun's solution](#)

**757.**

1456A

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-10-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation  
[\\_Fake4Fun's solution](#)

**758.**

1863D

[Two-Colored Dominoes](#) · [Tutorial](#)

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy  
[\\_Fake4Fun's solution](#)

**759.**

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,790 global accepts · Rating: 1400 · first AC: 2023-06-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, strings  
[\\_Fake4Fun's solution](#)

**760.**

1706C

[Qpwoeirut And The City](#) · [Tutorial](#)

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2023-06-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, greedy, implementation  
[\\_Fake4Fun's solution](#)

**761.**

1771B

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

Quality: 21,332 global accepts · Rating: 1400 · first AC: 2023-02-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers  
[\\_Fake4Fun's solution](#)

**762.**

1183C

[Computer Game](#) · [Tutorial](#)

Quality: 15,045 global accepts · Rating: 1400 · first AC: 2023-02-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math  
[\\_Fake4Fun's solution](#)

**763.**

920C

[Swap Adjacent Elements](#) · [Tutorial](#)

Quality: 9,974 global accepts · Rating: 1400 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, math, sortings, two pointers

[\\_Fake4Fun's solution](#)

**764.**

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[\\_Fake4Fun's solution](#)

**765.**

1758C

[Almost All Multiples](#) · [Tutorial](#)

Quality: 15,260 global accepts · Rating: 1400 · first AC: 2022-11-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory

[\\_Fake4Fun's solution](#)

**766.**

1764C

[Doremy's City Construction](#) · [Tutorial](#)

Quality: 10,446 global accepts · Rating: 1400 · first AC: 2022-11-28 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy

[\\_Fake4Fun's solution](#)

**767.**

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,335 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[\\_Fake4Fun's solution](#)

**768.**

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,732 global accepts · Rating: 1400 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, games, greedy, implementation

[\\_Fake4Fun's solution](#)

**769.**

602B

[Approximating a Constant Range](#) · [Tutorial](#)

Quality: 12,073 global accepts · Rating: 1400 · first AC: 2022-08-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, two pointers

[\\_Fake4Fun's solution](#)

**770.**

1256B

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

Quality: 13,682 global accepts · Rating: 1400 · first AC: 2022-07-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[\\_Fake4Fun's solution](#)

**771.**

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,408 global accepts · Rating: 1400 · first AC: 2022-06-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, sortings, two pointers

[\\_Fake4Fun's solution](#)

**772.**

1676H1

[Maximum Crossings \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,326 global accepts · Rating: 1400 · first AC: 2022-05-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[\\_Fake4Fun's solution](#)

**773.**

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,124 global accepts · Rating: 1400 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[\\_Fake4Fun's solution](#)

**774.**

1393B

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

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2022-01-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[\\_Fake4Fun's solution](#)

**775.**

802J1

[Send the Fool Further! \(easy\)](#) · [Tutorial](#)

Quality: 6,534 global accepts · Rating: 1400 · first AC: 2022-01-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[\\_Fake4Fun's solution](#)

**776.**

1624D

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

Quality: 19,080 global accepts · Rating: 1400 · first AC: 2022-01-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, strings

[\\_Fake4Fun's solution](#)

**777.**

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-12-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy

[\\_Fake4Fun's solution](#)

**778.**

1167C

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

Quality: 26,005 global accepts · Rating: 1400 · first AC: 2021-12-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[\\_Fake4Fun's solution](#)

**779.**

1609C

[Complex Market Analysis](#) · [Tutorial](#)

Quality: 10,459 global accepts · Rating: 1400 · first AC: 2021-11-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[\\_Fake4Fun's solution](#)

**780.**

1425F

[Flamingoes of Mystery](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1400 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: interactive

[\\_Fake4Fun's solution](#)

**781.**

1600J

[Robot Factory](#) · [Tutorial](#)

Quality: 4,417 global accepts · Rating: 1400 · first AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar

[\\_Fake4Fun's solution](#)

**782.**

335A

[Banana](#) · [Tutorial](#)

Quality: 2,846 global accepts · Rating: 1400 · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy

[\\_Fake4Fun's solution](#)

**783.**

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[\\_Fake4Fun's solution](#)

**784.**

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,090 global accepts · Rating: 1400 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[\\_Fake4Fun's solution](#)

**785.**

1579D

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

Quality: 18,422 global accepts · Rating: 1400 · first AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[\\_Fake4Fun's solution](#)

**786.**

369B

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

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[\\_Fake4Fun's solution](#)

**787.**

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,734 global accepts · Rating: 1400 · first AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[\\_Fake4Fun's solution](#)

**788.**

513B1

[Permutations](#) · [Tutorial](#)

Quality: 3,833 global accepts · Rating: 1400 · first AC: 2021-08-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[\\_Fake4Fun's solution](#)

**789.**

182D

[Common Divisors](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1400 · first AC: 2021-08-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, math, strings

[\\_Fake4Fun's solution](#)

**790.**

150A

[Win or Freeze](#) · [Tutorial](#)

Quality: 8,594 global accepts · Rating: 1400 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: games, math, number theory

[\\_Fake4Fun's solution](#)

**791.**

1551B2

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

Quality: 16,664 global accepts · Rating: 1400 · first AC: 2021-07-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[\\_Fake4Fun's solution](#)

**792.**

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2021-07-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[\\_Fake4Fun's solution](#)

**793.**

505B

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 14,981 global accepts · Rating: 1400 · first AC: 2021-07-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs

[\\_Fake4Fun's solution](#)

**794.**

445B

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

Quality: 14,762 global accepts · Rating: 1400 · first AC: 2021-07-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, greedy  
[\\_Fake4Fun's solution](#)

**795.**

277A

[Learning Languages](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 1400 · first AC: 2021-07-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu  
[\\_Fake4Fun's solution](#)

**796.**

1506D

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

Quality: 25,535 global accepts · Rating: 1400 · first AC: 2021-05-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy  
[\\_Fake4Fun's solution](#)

**797.**

978E

[Bus Video System](#) · [Tutorial](#)

Quality: 10,594 global accepts · Rating: 1400 · first AC: 2021-05-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math  
[\\_Fake4Fun's solution](#)

**798.**

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,206 global accepts · Rating: 1400 · first AC: 2021-01-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, math  
[\\_Fake4Fun's solution](#)

**799.**

1468C

[Berpizza](#) · [Tutorial](#)

Quality: 10,499 global accepts · Rating: 1400 · first AC: 2021-01-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation  
[\\_Fake4Fun's solution](#)

**800.**

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,183 global accepts · Rating: 1400 · first AC: 2020-12-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths  
[\\_Fake4Fun's solution](#)

**801.**

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,168 global accepts · Rating: 1400 · first AC: 2020-12-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy  
[\\_Fake4Fun's solution](#)

**802.**

1462D

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

Quality: 18,136 global accepts · Rating: 1400 · first AC: 2020-12-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory  
[\\_Fake4Fun's solution](#)

**803.**

1461B

[Find the Spruce](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1400 · first AC: 2020-12-11 · last AC: 2020-12-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation  
[\\_Fake4Fun's solution](#)

**804.**

1453B

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

Quality: 14,063 global accepts · Rating: 1400 · first AC: 2020-12-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[\\_Fake4Fun's solution](#)

**805.**

1457C

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-11-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[\\_Fake4Fun's solution](#)

**806.**

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,293 global accepts · Rating: 1400 · first AC: 2020-11-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, hashing, implementation, strings

[\\_Fake4Fun's solution](#)

**807.**

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,492 global accepts · Rating: 1400 · first AC: 2020-11-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings

[\\_Fake4Fun's solution](#)

**808.**

1443C

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

Quality: 16,829 global accepts · Rating: 1400 · first AC: 2020-11-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[\\_Fake4Fun's solution](#)

**809.**

977D

[Divide by three, multiply by two](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 1400 · first AC: 2020-10-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, sortings

[\\_Fake4Fun's solution](#)

**810.**

1421C

[Palindromifier](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2020-10-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[\\_Fake4Fun's solution](#)

**811.**

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-10-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[\\_Fake4Fun's solution](#)

**812.**

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[\\_Fake4Fun's solution](#)

**813.**

279B

[Books](#) · [Tutorial](#)

Quality: 72,432 global accepts · Rating: 1400 · first AC: 2020-09-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[\\_Fake4Fun's solution](#)

**814.**

514B

[Han Solo and Lazer Gun](#) · [Tutorial](#)

Quality: 22,634 global accepts · Rating: 1400 · first AC: 2020-09-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, geometry, implementation, math

[\\_Fake4Fun's solution](#)

## 815.

550B

[Preparing Olympiad](#) · [Tutorial](#)

Quality: 27,450 global accepts · Rating: 1400 · first AC: 2020-09-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force

[\\_Fake4Fun's solution](#)

## 816.

435B

[Pasha Maximizes](#) · [Tutorial](#)

Quality: 7,561 global accepts · Rating: 1400 · first AC: 2020-09-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[\\_Fake4Fun's solution](#)

## 817.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,747 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[\\_Fake4Fun's solution](#)

## 818.

1958C

[Firewood](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 1500 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: \*special

[\\_Fake4Fun's solution](#)

## 819.

1924A

[Did We Get Everything Covered?](#) · [Tutorial](#)

Quality: 16,751 global accepts · Rating: 1500 · first AC: 2024-02-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[\\_Fake4Fun's solution](#)

## 820.

1101C

[Division and Union](#) · [Tutorial](#)

Quality: 12,034 global accepts · Rating: 1500 · first AC: 2024-01-07 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[\\_Fake4Fun's solution](#)

## 821.

1101E

[Polycarp's New Job](#) · [Tutorial](#)

Quality: 8,259 global accepts · Rating: 1500 · first AC: 2024-01-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

## 822.

959C

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

Quality: 6,209 global accepts · Rating: 1500 · first AC: 2024-01-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

[\\_Fake4Fun's solution](#)

## 823.

1842C

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

Quality: 16,494 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: dp

[\\_Fake4Fun's solution](#)

## 824.

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 1500 · first AC: 2023-03-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[\\_Fake4Fun's solution](#)

**825.**

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2023-03-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math  
[\\_Fake4Fun's solution](#)

**826.**

1106D

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

Quality: 19,657 global accepts · Rating: 1500 · first AC: 2023-02-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths  
[\\_Fake4Fun's solution](#)

**827.**

1791F

[Range Update Point Query](#) · [Tutorial](#)

Quality: 15,528 global accepts · Rating: 1500 · first AC: 2023-02-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures  
[\\_Fake4Fun's solution](#)

**828.**

282B

[Painting Eggs](#) · [Tutorial](#)

Quality: 13,971 global accepts · Rating: 1500 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
[\\_Fake4Fun's solution](#)

**829.**

282C

[XOR and OR](#) · [Tutorial](#)

Quality: 10,183 global accepts · Rating: 1500 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math  
[\\_Fake4Fun's solution](#)

**830.**

510B

[Fox And Two Dots](#) · [Tutorial](#)

Quality: 16,207 global accepts · Rating: 1500 · first AC: 2023-01-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar  
[\\_Fake4Fun's solution](#)

**831.**

1296D

[Fight with Monsters](#) · [Tutorial](#)

Quality: 15,097 global accepts · Rating: 1500 · first AC: 2023-01-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings  
[\\_Fake4Fun's solution](#)

**832.**

1368B

[Codeforces Subsequences](#) · [Tutorial](#)

Quality: 21,430 global accepts · Rating: 1500 · first AC: 2022-11-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings  
[\\_Fake4Fun's solution](#)

**833.**

1759E

[The Humanoid](#) · [Tutorial](#)

Quality: 12,519 global accepts · Rating: 1500 · first AC: 2022-11-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, sortings  
[\\_Fake4Fun's solution](#)

**834.**

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,790 global accepts · Rating: 1500 · first AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings  
[\\_Fake4Fun's solution](#)

**835.**

17B

[Hierarchy](#) · [Tutorial](#)

Quality: 6,118 global accepts · Rating: 1500 · first AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, greedy, shortest paths

[\\_Fake4Fun's solution](#)

**836.**

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures

[\\_Fake4Fun's solution](#)

**837.**

1732D1

[Balance \(Easy version\)](#) · [Tutorial](#)

Quality: 9,902 global accepts · Rating: 1500 · first AC: 2022-10-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, number theory

[\\_Fake4Fun's solution](#)

**838.**

1754C2

[Make Nonzero Sum \(hard version\)](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[\\_Fake4Fun's solution](#)

**839.**

1744E1

[Divisible Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 12,651 global accepts · Rating: 1500 · first AC: 2022-10-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[\\_Fake4Fun's solution](#)

**840.**

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,264 global accepts · Rating: 1500 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings

[\\_Fake4Fun's solution](#)

**841.**

1742F

[Smaller](#) · [Tutorial](#)

Quality: 14,014 global accepts · Rating: 1500 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[\\_Fake4Fun's solution](#)

**842.**

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,224 global accepts · Rating: 1500 · first AC: 2022-09-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[\\_Fake4Fun's solution](#)

**843.**

1725G

[Garage](#) · [Tutorial](#)

Quality: 6,698 global accepts · Rating: 1500 · first AC: 2022-09-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, math

[\\_Fake4Fun's solution](#)

**844.**

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,180 global accepts · Rating: 1500 · first AC: 2022-08-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[\\_Fake4Fun's solution](#)

**845.**

1256D

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

Quality: 12,748 global accepts · Rating: 1500 · first AC: 2022-07-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[\\_Fake4Fun's solution](#)

**846.**

1690E

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

Quality: 16,988 global accepts · Rating: 1500 · first AC: 2022-06-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, two pointers

[\\_Fake4Fun's solution](#)

**847.**

1676H2

[Maximum Crossings \(Hard Version\)](#) · [Tutorial](#)

Quality: 13,263 global accepts · Rating: 1500 · first AC: 2022-05-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, sortings

[\\_Fake4Fun's solution](#)

**848.**

1675E

[Replace With the Previous, Minimize](#) · [Tutorial](#)

Quality: 12,087 global accepts · Rating: 1500 · first AC: 2022-05-05 · C++14 (GCC 6-32) (first AC) · Tags: dsu, greedy, strings

[\\_Fake4Fun's solution](#)

**849.**

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,959 global accepts · Rating: 1500 · first AC: 2022-02-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation

[\\_Fake4Fun's solution](#)

**850.**

620C

[Pearls in a Row](#) · [Tutorial](#)

Quality: 7,874 global accepts · Rating: 1500 · first AC: 2022-01-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[\\_Fake4Fun's solution](#)

**851.**

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[\\_Fake4Fun's solution](#)

**852.**

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,483 global accepts · Rating: 1500 · first AC: 2021-12-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[\\_Fake4Fun's solution](#)

**853.**

702B

[Powers of Two](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1500 · first AC: 2021-12-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, math

[\\_Fake4Fun's solution](#)

**854.**

1167D

[Bicolored RBS](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1500 · first AC: 2021-11-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[\\_Fake4Fun's solution](#)

**855.**

1614C

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

Quality: 11,314 global accepts · Rating: 1500 · first AC: 2021-11-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[\\_Fake4Fun's solution](#)

**856.**

1611D

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

Quality: 11,598 global accepts · Rating: 1500 · first AC: 2021-11-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

[\\_Fake4Fun's solution](#)

**857.**

550C

[Divisibility by Eight](#) · [Tutorial](#)

Quality: 32,138 global accepts · Rating: 1500 · first AC: 2021-11-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math

[\\_Fake4Fun's solution](#)

**858.**

1409D

[Decrease the Sum of Digits](#) · [Tutorial](#)

Quality: 21,390 global accepts · Rating: 1500 · first AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[\\_Fake4Fun's solution](#)

**859.**

325A

[Square and Rectangles](#) · [Tutorial](#)

Quality: 2,301 global accepts · Rating: 1500 · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

**860.**

35C

[Fire Again](#) · [Tutorial](#)

Quality: 8,618 global accepts · Rating: 1500 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, shortest paths

[\\_Fake4Fun's solution](#)

**861.**

1579C

[Ticks](#) · [Tutorial](#)

Quality: 11,656 global accepts · Rating: 1500 · first AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[\\_Fake4Fun's solution](#)

**862.**

1486B

[Eastern Exhibition](#) · [Tutorial](#)

Quality: 20,483 global accepts · Rating: 1500 · first AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, shortest paths, sortings

[\\_Fake4Fun's solution](#)

**863.**

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings, two pointers

[\\_Fake4Fun's solution](#)

**864.**

1399D

[Binary String To Subsequences](#) · [Tutorial](#)

Quality: 19,902 global accepts · Rating: 1500 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[\\_Fake4Fun's solution](#)

**865.**

1379B

[Dubious Cyrpto](#) · [Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2021-09-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, number theory

[\\_Fake4Fun's solution](#)

**866.**

342B

[Xenia and Spies](#) · [Tutorial](#)

Quality: 4,207 global accepts · Rating: 1500 · first AC: 2021-09-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[\\_Fake4Fun's solution](#)

**867.**

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,869 global accepts · Rating: 1500 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[\\_Fake4Fun's solution](#)

**868.**

1526C1

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

Quality: 27,189 global accepts · Rating: 1500 · first AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy

[\\_Fake4Fun's solution](#)

**869.**

574B

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

Quality: 8,328 global accepts · Rating: 1500 · first AC: 2021-08-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[\\_Fake4Fun's solution](#)

**870.**

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,623 global accepts · Rating: 1500 · first AC: 2021-08-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices

[\\_Fake4Fun's solution](#)

**871.**

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,177 global accepts · Rating: 1500 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[\\_Fake4Fun's solution](#)

**872.**

2A

[Winner](#) · [Tutorial](#)

Quality: 31,229 global accepts · Rating: 1500 · first AC: 2021-08-06 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation

[\\_Fake4Fun's solution](#)

**873.**

1551C

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

Quality: 14,542 global accepts · Rating: 1500 · first AC: 2021-07-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, strings

[\\_Fake4Fun's solution](#)

**874.**

356A

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

Quality: 16,789 global accepts · Rating: 1500 · first AC: 2021-07-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[\\_Fake4Fun's solution](#)

**875.**

1546C

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

Rating: 1500 · first AC: 2021-07-12 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[\\_Fake4Fun's solution](#)

**876.**

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,374 global accepts · Rating: 1500 · first AC: 2021-07-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

[\\_Fake4Fun's solution](#)

**877.**

1542B

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

Quality: 26,537 global accepts · Rating: 1500 · first AC: 2021-07-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[\\_Fake4Fun's solution](#)

**878.**

165B

[Burning Midnight Oil](#) · [Tutorial](#)

Quality: 22,860 global accepts · Rating: 1500 · first AC: 2021-07-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[\\_Fake4Fun's solution](#)

**879.**

580B

[Kefa and Company](#) · [Tutorial](#)

Quality: 31,925 global accepts · Rating: 1500 · first AC: 2021-07-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings, two pointers

[\\_Fake4Fun's solution](#)

**880.**

1538F

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

Quality: 22,215 global accepts · Rating: 1500 · first AC: 2021-06-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, math, number theory

[\\_Fake4Fun's solution](#)

**881.**

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,464 global accepts · Rating: 1500 · first AC: 2021-06-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[\\_Fake4Fun's solution](#)

**882.**

638B

[Making Genome in Berland](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 1500 · first AC: 2021-06-02 · C++14 (GCC 6-32) (first AC) · Tags: \*special, dfs and similar, strings

[\\_Fake4Fun's solution](#)

**883.**

553A

[Kyoya and Colored Balls](#) · [Tutorial](#)

Quality: 9,830 global accepts · Rating: 1500 · first AC: 2021-05-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[\\_Fake4Fun's solution](#)

**884.**

1506E

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

Quality: 14,195 global accepts · Rating: 1500 · first AC: 2021-05-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[\\_Fake4Fun's solution](#)

**885.**

978F

[Mentors](#) · [Tutorial](#)

Quality: 9,219 global accepts · Rating: 1500 · first AC: 2021-05-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[\\_Fake4Fun's solution](#)

**886.**

978D

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

Quality: 9,955 global accepts · Rating: 1500 · first AC: 2021-05-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[\\_Fake4Fun's solution](#)

**887.**

1462E1

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

Quality: 15,216 global accepts · Rating: 1500 · first AC: 2020-12-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, math, sortings, two pointers

[\\_Fake4Fun's solution](#)

**888.**

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1500 · first AC: 2020-12-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[\\_Fake4Fun's solution](#)

**889.**

1372C

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

Quality: 19,091 global accepts · Rating: 1500 · first AC: 2020-11-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[\\_Fake4Fun's solution](#)

**890.**

1440C1

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

Rating: 1500 · first AC: 2020-11-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[\\_Fake4Fun's solution](#)

**891.**

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,669 global accepts · Rating: 1500 · first AC: 2020-10-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics

[\\_Fake4Fun's solution](#)

**892.**

977E

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

Quality: 25,618 global accepts · Rating: 1500 · first AC: 2020-10-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[\\_Fake4Fun's solution](#)

**893.**

1408C

[Discrete Acceleration](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, implementation, math, two pointers

[\\_Fake4Fun's solution](#)

**894.**

1426D

[Non-zero Segments](#) · [Tutorial](#)

Quality: 17,600 global accepts · Rating: 1500 · first AC: 2020-09-28 · last AC: 2020-09-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[\\_Fake4Fun's solution](#)

**895.**

1352F

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

Quality: 19,401 global accepts · Rating: 1500 · first AC: 2020-09-24 · last AC: 2020-09-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, math

[\\_Fake4Fun's solution](#)

**896.**

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,016 global accepts · Rating: 1500 · first AC: 2020-09-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, two pointers

[\\_Fake4Fun's solution](#)

**897.**

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2020-09-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[\\_Fake4Fun's solution](#)

**898.**

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,976 global accepts · Rating: 1500 · first AC: 2020-09-18 · C++14 (GCC 6-32) (first AC) · Tags: dp

[\\_Fake4Fun's solution](#)

**899.**

855B

[Marvolo Gaunt's Ring](#) · [Tutorial](#)

Quality: 9,945 global accepts · Rating: 1500 · first AC: 2020-09-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[\\_Fake4Fun's solution](#)

**900.**

1218F

[Workout plan](#) · [Tutorial](#)

Quality: 3,192 global accepts · Rating: 1500 · first AC: 2020-09-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[\\_Fake4Fun's solution](#)

**901.**

2052A

[Adrenaline Rush](#) · [Tutorial](#)

Quality: 4,240 global accepts · Rating: 1600 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[\\_Fake4Fun's solution](#)

**902.**

2172F

[Cluster Computing System](#) · [Tutorial](#)

Quality: 3,893 global accepts · Rating: 1600 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, math

[\\_Fake4Fun's solution](#)

**903.**

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,617 global accepts · Rating: 1600 · first AC: 2024-10-15 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[\\_Fake4Fun's solution](#)

**904.**

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, two pointers

[\\_Fake4Fun's solution](#)

**905.**

1958D

[Staircase](#) · [Tutorial](#)

Quality: 711 global accepts · Rating: 1600 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: \*special

[\\_Fake4Fun's solution](#)

**906.**

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,724 global accepts · Rating: 1600 · first AC: 2024-01-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy,

implementation, sortings, two pointers

[\\_Fake4Fun's solution](#)

**907.**

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1600 · first AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, math

[\\_Fake4Fun's solution](#)

**908.**

1843E

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

Quality: 17,806 global accepts · Rating: 1600 · first AC: 2023-06-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, two pointers

[\\_Fake4Fun's solution](#)

**909.**

793B

[Igor and his way to work](#) · [Tutorial](#)

Quality: 4,829 global accepts · Rating: 1600 · first AC: 2023-04-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[\\_Fake4Fun's solution](#)

**910.**

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,226 global accepts · Rating: 1600 · first AC: 2023-03-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[\\_Fake4Fun's solution](#)

**911.**

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,073 global accepts · Rating: 1600 · first AC: 2023-02-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[\\_Fake4Fun's solution](#)

**912.**

1754D

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

Rating: 1600 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: math

[\\_Fake4Fun's solution](#)

**913.**

1741E

[Sending a Sequence Over the Network](#) · [Tutorial](#)

Quality: 17,796 global accepts · Rating: 1600 · first AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: dp

[\\_Fake4Fun's solution](#)

**914.**

1321C

[Remove Adjacent](#) · [Tutorial](#)

Quality: 10,525 global accepts · Rating: 1600 · first AC: 2022-09-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[\\_Fake4Fun's solution](#)

**915.**

1722E

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

Quality: 13,368 global accepts · Rating: 1600 · first AC: 2022-08-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, implementation

[\\_Fake4Fun's solution](#)

**916.**

570C

[Replacement](#) · [Tutorial](#)

Quality: 9,571 global accepts · Rating: 1600 · first AC: 2022-08-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, implementation

[\\_Fake4Fun's solution](#)

**917.**

291D

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

Quality: 1,539 global accepts · Rating: 1600 · first AC: 2022-08-05 · C++14 (GCC 6-32) (first AC) · Tags: \*special, greedy

[\\_Fake4Fun's solution](#)

**918.**

291C

[Network Mask](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 1600 · first AC: 2022-08-05 · C++14 (GCC 6-32) (first AC) · Tags: \*special, bitmasks, brute force, implementation

[\\_Fake4Fun's solution](#)

**919.**

916C

[Jamie and Interesting Graph](#) · [Tutorial](#)

Quality: 5,541 global accepts · Rating: 1600 · first AC: 2022-07-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[\\_Fake4Fun's solution](#)

**920.**

1703G

[Good Key, Bad Key](#) · [Tutorial](#)

Quality: 12,746 global accepts · Rating: 1600 · first AC: 2022-07-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[\\_Fake4Fun's solution](#)

**921.**

1702E

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

Quality: 17,845 global accepts · Rating: 1600 · first AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[\\_Fake4Fun's solution](#)

**922.**

716C

[Plus and Square Root](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[\\_Fake4Fun's solution](#)

**923.**

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,698 global accepts · Rating: 1600 · first AC: 2022-01-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[\\_Fake4Fun's solution](#)

**924.**

440B

[Balancer](#) · [Tutorial](#)

Quality: 2,325 global accepts · Rating: 1600 · first AC: 2022-01-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[\\_Fake4Fun's solution](#)

**925.**

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,541 global accepts · Rating: 1600 · first AC: 2021-12-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[\\_Fake4Fun's solution](#)

**926.**

1519D

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

Quality: 17,631 global accepts · Rating: 1600 · first AC: 2021-12-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation,

math, two pointers

[\\_Fake4Fun's solution](#)

**927.**

1497C2

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

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2021-12-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[\\_Fake4Fun's solution](#)

**928.**

1373D

[Maximum Sum on Even Positions](#) · [Tutorial](#)

Quality: 17,667 global accepts · Rating: 1600 · first AC: 2021-12-02 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, greedy, implementation

[\\_Fake4Fun's solution](#)

**929.**

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,364 global accepts · Rating: 1600 · first AC: 2021-11-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[\\_Fake4Fun's solution](#)

**930.**

235A

[LCM Challenge](#) · [Tutorial](#)

Quality: 20,983 global accepts · Rating: 1600 · first AC: 2021-11-30 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[\\_Fake4Fun's solution](#)

**931.**

1348C

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

Quality: 15,483 global accepts · Rating: 1600 · first AC: 2021-11-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[\\_Fake4Fun's solution](#)

**932.**

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,635 global accepts · Rating: 1600 · first AC: 2021-11-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory

[\\_Fake4Fun's solution](#)

**933.**

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-30 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[\\_Fake4Fun's solution](#)

**934.**

371C

[Hamburgers](#) · [Tutorial](#)

Quality: 34,504 global accepts · Rating: 1600 · first AC: 2021-11-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force

[\\_Fake4Fun's solution](#)

**935.**

1334C

[Circle of Monsters](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 1600 · first AC: 2021-11-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[\\_Fake4Fun's solution](#)

**936.**

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,345 global accepts · Rating: 1600 · first AC: 2021-11-29 · C++14 (GCC 6-32) (first AC) · Tags: math

[\\_Fake4Fun's solution](#)

**937.**

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,079 global accepts · Rating: 1600 · first AC: 2021-11-29 · C++14 (GCC 6-32) (first AC) · Tags: games, trees

[\\_Fake4Fun's solution](#)

**938.**

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2021-11-29 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory, sortings

[\\_Fake4Fun's solution](#)

**939.**

1603B

[Moderate Modular Mode](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[\\_Fake4Fun's solution](#)

**940.**

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,608 global accepts · Rating: 1600 · first AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math

[\\_Fake4Fun's solution](#)

**941.**

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-07-18 · last AC: 2021-10-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[\\_Fake4Fun's solution](#)

**942.**

1593E

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

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

[\\_Fake4Fun's solution](#)

**943.**

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,990 global accepts · Rating: 1600 · first AC: 2021-09-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[\\_Fake4Fun's solution](#)

**944.**

1527C

[Sequence Pair Weight](#) · [Tutorial](#)

Quality: 14,978 global accepts · Rating: 1600 · first AC: 2021-09-21 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation, math

[\\_Fake4Fun's solution](#)

**945.**

1555D

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

Quality: 15,469 global accepts · Rating: 1600 · first AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[\\_Fake4Fun's solution](#)

**946.**

369C

[Valera and Elections](#) · [Tutorial](#)

Quality: 12,034 global accepts · Rating: 1600 · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[\\_Fake4Fun's solution](#)

**947.**

597B

[Restaurant](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1600 · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[\\_Fake4Fun's solution](#)

**948.**

597A

[Divisibility](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1600 · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: math

[\\_Fake4Fun's solution](#)

**949.**

1567C

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

Quality: 13,155 global accepts · Rating: 1600 · first AC: 2021-09-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[\\_Fake4Fun's solution](#)

**950.**

1077D

[Cutting Out](#) · [Tutorial](#)

Quality: 10,475 global accepts · Rating: 1600 · first AC: 2021-09-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[\\_Fake4Fun's solution](#)

**951.**

1036D

[Vasya and Arrays](#) · [Tutorial](#)

Quality: 10,628 global accepts · Rating: 1600 · first AC: 2021-09-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[\\_Fake4Fun's solution](#)

**952.**

1251C

[Minimize The Integer](#) · [Tutorial](#)

Quality: 14,336 global accepts · Rating: 1600 · first AC: 2021-09-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[\\_Fake4Fun's solution](#)

**953.**

246D

[Colorful Graph](#) · [Tutorial](#)

Quality: 10,290 global accepts · Rating: 1600 · first AC: 2021-09-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs

[\\_Fake4Fun's solution](#)

**954.**

246C

[Beauty Pageant](#) · [Tutorial](#)

Quality: 2,830 global accepts · Rating: 1600 · first AC: 2021-09-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[\\_Fake4Fun's solution](#)

**955.**

377A

[Maze](#) · [Tutorial](#)

Quality: 27,052 global accepts · Rating: 1600 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar

[\\_Fake4Fun's solution](#)

**956.**

1526C2

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

Quality: 29,736 global accepts · Rating: 1600 · first AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[\\_Fake4Fun's solution](#)

**957.**

348A

[Mafia](#) · [Tutorial](#)

Quality: 14,683 global accepts · Rating: 1600 · first AC: 2021-08-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, sortings

[\\_Fake4Fun's solution](#)

**958.**

197A

[Plate Game](#) · [Tutorial](#)

Quality: 6,845 global accepts · Rating: 1600 · first AC: 2021-08-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, math  
[\\_Fake4Fun's solution](#)

**959.**

763A

[Timofey and a tree](#) · [Tutorial](#)

Quality: 11,868 global accepts · Rating: 1600 · first AC: 2021-07-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees  
[\\_Fake4Fun's solution](#)

**960.**

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2021-07-03 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory  
[\\_Fake4Fun's solution](#)

**961.**

510C

[Fox And Names](#) · [Tutorial](#)

Quality: 22,165 global accepts · Rating: 1600 · first AC: 2021-06-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, sortings  
[\\_Fake4Fun's solution](#)

**962.**

682C

[Alyona and the Tree](#) · [Tutorial](#)

Quality: 8,083 global accepts · Rating: 1600 · first AC: 2021-05-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees  
[\\_Fake4Fun's solution](#)

**963.**

756B

[Travel Card](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 1600 · first AC: 2021-05-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp  
[\\_Fake4Fun's solution](#)

**964.**

1475E

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

Quality: 17,671 global accepts · Rating: 1600 · first AC: 2021-01-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, sortings  
[\\_Fake4Fun's solution](#)

**965.**

1468K

[The Robot](#) · [Tutorial](#)

Quality: 5,604 global accepts · Rating: 1600 · first AC: 2021-01-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation  
[\\_Fake4Fun's solution](#)

**966.**

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,680 global accepts · Rating: 1600 · first AC: 2020-12-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, two pointers  
[\\_Fake4Fun's solution](#)

**967.**

500B

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

Quality: 9,601 global accepts · Rating: 1600 · first AC: 2020-12-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings  
[\\_Fake4Fun's solution](#)

**968.**

52B

[Right Triangles](#) · [Tutorial](#)

Quality: 2,406 global accepts · Rating: 1600 · first AC: 2020-12-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics

[\\_Fake4Fun's solution](#)

**969.**

1461D

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

Quality: 10,284 global accepts · Rating: 1600 · first AC: 2020-12-11 · last AC: 2020-12-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings

[\\_Fake4Fun's solution](#)

**970.**

1455D

[Sequence and Swaps](#) · [Tutorial](#)

Quality: 13,204 global accepts · Rating: 1600 · first AC: 2020-11-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[\\_Fake4Fun's solution](#)

**971.**

1452D

[Radio Towers](#) · [Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2020-11-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[\\_Fake4Fun's solution](#)

**972.**

1437D

[Minimal Height Tree](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2020-10-27 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths, trees

[\\_Fake4Fun's solution](#)

**973.**

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,315 global accepts · Rating: 1600 · first AC: 2020-09-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[\\_Fake4Fun's solution](#)

**974.**

1352G

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

Quality: 24,800 global accepts · Rating: 1600 · first AC: 2020-09-24 · last AC: 2020-09-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[\\_Fake4Fun's solution](#)

**975.**

954D

[Fight Against Traffic](#) · [Tutorial](#)

Quality: 7,899 global accepts · Rating: 1600 · first AC: 2020-09-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[\\_Fake4Fun's solution](#)

**976.**

2206J

[Worldwide Playlist](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 1700 · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: math

[\\_Fake4Fun's solution](#)

**977.**

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[\\_Fake4Fun's solution](#)

**978.**

2052F

[Fix Flooded Floor](#) · [Tutorial](#)

Quality: 3,742 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, graphs

[\\_Fake4Fun's solution](#)

**979.**

2152D

[Division Versus Addition](#) · [Tutorial](#)

Quality: 6,756 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[\\_Fake4Fun's solution](#)

**980.**

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[\\_Fake4Fun's solution](#)

**981.**

2045A

[Scrambled Scrabble](#) · [Tutorial](#)

Quality: 2,568 global accepts · Rating: 1700 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[\\_Fake4Fun's solution](#)

**982.**

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[\\_Fake4Fun's solution](#)

**983.**

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-10-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[\\_Fake4Fun's solution](#)

**984.**

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,769 global accepts · Rating: 1700 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[\\_Fake4Fun's solution](#)

**985.**

1955E

[Long Inversions](#) · [Tutorial](#)

Quality: 10,549 global accepts · Rating: 1700 · first AC: 2024-06-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[\\_Fake4Fun's solution](#)

**986.**

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,498 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[\\_Fake4Fun's solution](#)

**987.**

1930C

[Lexicographically Largest](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[\\_Fake4Fun's solution](#)

**988.**

1906M

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

Quality: 3,457 global accepts · Rating: 1700 · first AC: 2024-01-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[\\_Fake4Fun's solution](#)

**989.**

567D

[One-Dimensional Battle Ships](#) · [Tutorial](#)

Quality: 5,245 global accepts · Rating: 1700 · first AC: 2024-01-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[Fake4Fun's solution](#)

**990.**

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[Fake4Fun's solution](#)

**991.**

1464A

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-10-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[Fake4Fun's solution](#)

**992.**

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[Fake4Fun's solution](#)

**993.**

1382C2

[Prefix Flip \(Hard Version\)](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-07-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings

[Fake4Fun's solution](#)

**994.**

1706D1

[Chopping Carrots \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2023-06-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[Fake4Fun's solution](#)

**995.**

900C

[Remove Extra One](#) · [Tutorial](#)

Quality: 5,006 global accepts · Rating: 1700 · first AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math

[Fake4Fun's solution](#)

**996.**

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,665 global accepts · Rating: 1700 · first AC: 2023-03-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[Fake4Fun's solution](#)

**997.**

1336B

[Xenia and Colorful Gems](#) · [Tutorial](#)

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2023-02-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[Fake4Fun's solution](#)

**998.**

1042C

[Array Product](#) · [Tutorial](#)

Quality: 4,970 global accepts · Rating: 1700 · first AC: 2023-02-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Fake4Fun's solution](#)

**999.**

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,328 global accepts · Rating: 1700 · first AC: 2023-02-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[\\_Fake4Fun's solution](#)

**1000.**

1023D

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

Quality: 4,282 global accepts · Rating: 1700 · first AC: 2023-01-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures

[\\_Fake4Fun's solution](#)

**1001.**

1185D

[Extra Element](#) · [Tutorial](#)

Quality: 7,059 global accepts · Rating: 1700 · first AC: 2022-12-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[\\_Fake4Fun's solution](#)

**1002.**

1185C2

[Exam in BerSU \(hard version\)](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1700 · first AC: 2022-12-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, math

[\\_Fake4Fun's solution](#)

**1003.**

1760G

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

Quality: 10,315 global accepts · Rating: 1700 · first AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, graphs

[\\_Fake4Fun's solution](#)

**1004.**

1743D

[Problem with Random Tests](#) · [Tutorial](#)

Quality: 8,368 global accepts · Rating: 1700 · first AC: 2022-10-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, probabilities

[\\_Fake4Fun's solution](#)

**1005.**

1722F

[L-shapes](#) · [Tutorial](#)

Quality: 8,014 global accepts · Rating: 1700 · first AC: 2022-08-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation

[\\_Fake4Fun's solution](#)

**1006.**

1256C

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

Quality: 7,320 global accepts · Rating: 1700 · first AC: 2022-07-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[\\_Fake4Fun's solution](#)

**1007.**

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory

[\\_Fake4Fun's solution](#)

**1008.**

1692H

[Gambling](#) · [Tutorial](#)

Quality: 9,602 global accepts · Rating: 1700 · first AC: 2022-06-14 · last AC: 2022-06-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math

[\\_Fake4Fun's solution](#)

**1009.**

1690F

[Shifting String](#) · [Tutorial](#)

Quality: 8,881 global accepts · Rating: 1700 · first AC: 2022-06-07 · C++14 (GCC 6-32) (first AC) · Tags: graphs, math, number theory, strings  
[\\_Fake4Fun's solution](#)

### 1010.

584C

[Marina and Vasya](#) · [Tutorial](#)

Quality: 6,530 global accepts · Rating: 1700 · first AC: 2022-01-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings  
[\\_Fake4Fun's solution](#)

### 1011.

1626C

[Monsters And Spells](#) · [Tutorial](#)

Quality: 11,809 global accepts · Rating: 1700 · first AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers  
[\\_Fake4Fun's solution](#)

### 1012.

1343D

[Constant Palindrome Sum](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1700 · first AC: 2022-01-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, two pointers  
[\\_Fake4Fun's solution](#)

### 1013.

598D

[Igor In the Museum](#) · [Tutorial](#)

Quality: 13,092 global accepts · Rating: 1700 · first AC: 2022-01-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths  
[\\_Fake4Fun's solution](#)

### 1014.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, interactive, math  
[\\_Fake4Fun's solution](#)

### 1015.

1619E

[MEX and Increments](#) · [Tutorial](#)

Quality: 10,207 global accepts · Rating: 1700 · first AC: 2021-12-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation, math, sortings  
[\\_Fake4Fun's solution](#)

### 1016.

1618E

[Singers' Tour](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[\\_Fake4Fun's solution](#)

### 1017.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers  
[\\_Fake4Fun's solution](#)

### 1018.

559B

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

Quality: 11,674 global accepts · Rating: 1700 · first AC: 2021-11-29 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, hashing, sortings, strings  
[\\_Fake4Fun's solution](#)

### 1019.

1611E1

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

Quality: 8,376 global accepts · Rating: 1700 · first AC: 2021-11-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, shortest paths,

trees, two pointers

[\\_Fake4Fun's solution](#)

## 1020.

486C

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

Quality: 12,371 global accepts · Rating: 1700 · first AC: 2021-11-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[\\_Fake4Fun's solution](#)

## 1021.

467C

[George and Job](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1700 · first AC: 2021-11-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[\\_Fake4Fun's solution](#)

## 1022.

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,478 global accepts · Rating: 1700 · first AC: 2021-11-08 · C++14 (GCC 6-32) (first AC) · Tags: dp

[\\_Fake4Fun's solution](#)

## 1023.

1578H

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

Quality: 2,170 global accepts · Rating: 1700 · first AC: 2021-11-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[\\_Fake4Fun's solution](#)

## 1024.

1341D

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

Rating: 1700 · first AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[\\_Fake4Fun's solution](#)

## 1025.

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[\\_Fake4Fun's solution](#)

## 1026.

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2021-10-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

[\\_Fake4Fun's solution](#)

## 1027.

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,924 global accepts · Rating: 1700 · first AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[\\_Fake4Fun's solution](#)

## 1028.

1324E

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

Quality: 17,013 global accepts · Rating: 1700 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[\\_Fake4Fun's solution](#)

## 1029.

1579F

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

Quality: 5,363 global accepts · Rating: 1700 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths

[\\_Fake4Fun's solution](#)

**1030.**

1579E2

[Array Optimization by Deque](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1700 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[\\_Fake4Fun's solution](#)

**1031.**

219D

[Choosing Capital for Treeland](#) · [Tutorial](#)

Quality: 12,488 global accepts · Rating: 1700 · first AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[\\_Fake4Fun's solution](#)

**1032.**

632C

[The Smallest String Concatenation](#) · [Tutorial](#)

Quality: 10,431 global accepts · Rating: 1700 · first AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: sortings, strings

[\\_Fake4Fun's solution](#)

**1033.**

622C

[Not Equal on a Segment](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 1700 · first AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[\\_Fake4Fun's solution](#)

**1034.**

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,623 global accepts · Rating: 1700 · first AC: 2021-09-17 · C++14 (GCC 6-32) (first AC) · Tags: dp

[\\_Fake4Fun's solution](#)

**1035.**

126B

[Password](#) · [Tutorial](#)

Quality: 24,768 global accepts · Rating: 1700 · first AC: 2021-08-21 · last AC: 2021-08-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[\\_Fake4Fun's solution](#)

**1036.**

20A

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

Quality: 7,128 global accepts · Rating: 1700 · first AC: 2021-08-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

**1037.**

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,797 global accepts · Rating: 1700 · first AC: 2021-07-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, greedy, math

[\\_Fake4Fun's solution](#)

**1038.**

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2021-07-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[\\_Fake4Fun's solution](#)

**1039.**

1550C

[Manhattan Subarrays](#) · [Tutorial](#)

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-07-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy, implementation

[\\_Fake4Fun's solution](#)

**1040.**

1543D1

[RPD and Rap Sheet \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,000 global accepts · Rating: 1700 · first AC: 2021-07-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms,

interactive, math

[\\_Fake4Fun's solution](#)

### 1041.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,889 global accepts · Rating: 1700 · first AC: 2021-07-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[\\_Fake4Fun's solution](#)

### 1042.

1538D

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

Quality: 15,269 global accepts · Rating: 1700 · first AC: 2021-06-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[\\_Fake4Fun's solution](#)

### 1043.

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2021-05-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[\\_Fake4Fun's solution](#)

### 1044.

685A

[Robbers' watch](#) · [Tutorial](#)

Quality: 4,502 global accepts · Rating: 1700 · first AC: 2021-05-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, math

[\\_Fake4Fun's solution](#)

### 1045.

567C

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

Quality: 10,433 global accepts · Rating: 1700 · first AC: 2021-05-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp

[\\_Fake4Fun's solution](#)

### 1046.

546D

[Soldier and Number Game](#) · [Tutorial](#)

Quality: 13,770 global accepts · Rating: 1700 · first AC: 2021-05-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

[\\_Fake4Fun's solution](#)

### 1047.

35D

[Animals](#) · [Tutorial](#)

Quality: 3,860 global accepts · Rating: 1700 · first AC: 2021-05-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[\\_Fake4Fun's solution](#)

### 1048.

711C

[Coloring Trees](#) · [Tutorial](#)

Quality: 9,345 global accepts · Rating: 1700 · first AC: 2021-05-27 · C++14 (GCC 6-32) (first AC) · Tags: dp

[\\_Fake4Fun's solution](#)

### 1049.

766C

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

Quality: 4,941 global accepts · Rating: 1700 · first AC: 2021-05-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, strings

[\\_Fake4Fun's solution](#)

### 1050.

798C

[Mike and gcd problem](#) · [Tutorial](#)

Quality: 6,370 global accepts · Rating: 1700 · first AC: 2021-05-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, number theory

[\\_Fake4Fun's solution](#)

**1051.**

1015E1

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

Quality: 6,809 global accepts · Rating: 1700 · first AC: 2021-05-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy

[\\_Fake4Fun's solution](#)

**1052.**

915C

[Permute Digits](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1700 · first AC: 2021-05-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[\\_Fake4Fun's solution](#)

**1053.**

919D

[Substring](#) · [Tutorial](#)

Quality: 12,252 global accepts · Rating: 1700 · first AC: 2021-05-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs

[\\_Fake4Fun's solution](#)

**1054.**

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2021-05-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math, number theory

[\\_Fake4Fun's solution](#)

**1055.**

978G

[Petya's Exams](#) · [Tutorial](#)

Quality: 4,881 global accepts · Rating: 1700 · first AC: 2021-05-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[\\_Fake4Fun's solution](#)

**1056.**

1472E

[Correct Placement](#) · [Tutorial](#)

Quality: 8,851 global accepts · Rating: 1700 · first AC: 2021-01-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[\\_Fake4Fun's solution](#)

**1057.**

1468F

[Full Turn](#) · [Tutorial](#)

Quality: 4,222 global accepts · Rating: 1700 · first AC: 2021-01-03 · C++14 (GCC 6-32) (first AC) · Tags: geometry, hashing, number theory

[\\_Fake4Fun's solution](#)

**1058.**

1468D

[Firecrackers](#) · [Tutorial](#)

Quality: 5,274 global accepts · Rating: 1700 · first AC: 2021-01-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[\\_Fake4Fun's solution](#)

**1059.**

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,209 global accepts · Rating: 1700 · first AC: 2021-01-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[\\_Fake4Fun's solution](#)

**1060.**

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,902 global accepts · Rating: 1700 · first AC: 2020-12-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, two pointers

[\\_Fake4Fun's solution](#)

**1061.**

1465C

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-12-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation

[\\_Fake4Fun's solution](#)

## 1062.

339D

[Xenia and Bit Operations](#) · [Tutorial](#)

Quality: 32,550 global accepts · Rating: 1700 · first AC: 2020-12-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[\\_Fake4Fun's solution](#)

## 1063.

507C

[Guess Your Way Out!](#) · [Tutorial](#)

Quality: 4,560 global accepts · Rating: 1700 · first AC: 2020-12-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, trees

[\\_Fake4Fun's solution](#)

## 1064.

1462E2

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

Quality: 11,367 global accepts · Rating: 1700 · first AC: 2020-12-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers

[\\_Fake4Fun's solution](#)

## 1065.

1453C

[Triangles](#) · [Tutorial](#)

Quality: 6,260 global accepts · Rating: 1700 · first AC: 2020-12-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[\\_Fake4Fun's solution](#)

## 1066.

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2020-11-21 · last AC: 2020-11-22 · C++14 (GCC 6-32) (first AC) · Tags: games, geometry, math

[\\_Fake4Fun's solution](#)

## 1067.

1435D

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-10-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, schedules

[\\_Fake4Fun's solution](#)

## 1068.

977F

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

Quality: 25,131 global accepts · Rating: 1700 · first AC: 2020-10-24 · C++14 (GCC 6-32) (first AC) · Tags: dp

[\\_Fake4Fun's solution](#)

## 1069.

4D

[Mysterious Present](#) · [Tutorial](#)

Quality: 12,113 global accepts · Rating: 1700 · first AC: 2020-10-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[\\_Fake4Fun's solution](#)

## 1070.

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,309 global accepts · Rating: 1700 · first AC: 2020-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[\\_Fake4Fun's solution](#)

## 1071.

439D

[Devu and his Brother](#) · [Tutorial](#)

Quality: 6,851 global accepts · Rating: 1700 · first AC: 2020-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings, ternary search, two pointers

[\\_Fake4Fun's solution](#)

**1072.**

1091D

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

Quality: 7,476 global accepts · Rating: 1700 · first AC: 2020-10-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[\\_Fake4Fun's solution](#)

**1073.**

769C

[Cycle In Maze](#) · [Tutorial](#)

Quality: 3,025 global accepts · Rating: 1700 · first AC: 2020-09-24 · C++14 (GCC 6-32) (first AC) · Tags: \*special, dfs and similar, graphs, greedy, shortest paths

[\\_Fake4Fun's solution](#)

**1074.**

769D

[k-Interesting Pairs Of Integers](#) · [Tutorial](#)

Quality: 2,555 global accepts · Rating: 1700 · first AC: 2020-09-23 · C++14 (GCC 6-32) (first AC) · Tags: \*special, bitmasks, brute force, meet-in-the-middle

[\\_Fake4Fun's solution](#)

**1075.**

349B

[Color the Fence](#) · [Tutorial](#)

Quality: 15,119 global accepts · Rating: 1700 · first AC: 2020-09-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation

[\\_Fake4Fun's solution](#)

**1076.**

2206H

[Reflect Sort](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 1800 · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: number theory

[\\_Fake4Fun's solution](#)

**1077.**

2172B

[Buses](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 1800 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[\\_Fake4Fun's solution](#)

**1078.**

2045M

[Mirror Maze](#) · [Tutorial](#)

Quality: 2,222 global accepts · Rating: 1800 · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[\\_Fake4Fun's solution](#)

**1079.**

2035D

[Yet Another Real Number Problem](#) · [Tutorial](#)

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[\\_Fake4Fun's solution](#)

**1080.**

1326D2

[Prefix-Suffix Palindrome \(Hard version\)](#) · [Tutorial](#)

Quality: 11,757 global accepts · Rating: 1800 · first AC: 2024-09-21 · last AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[\\_Fake4Fun's solution](#)

**1081.**

1249D2

[Too Many Segments \(hard version\)](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2024-09-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[\\_Fake4Fun's solution](#)

**1082.**

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-07-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[\\_Fake4Fun's solution](#)

**1083.**

1955F

[Unfair Game](#) · [Tutorial](#)

Quality: 8,713 global accepts · Rating: 1800 · first AC: 2024-06-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, math, schedules

[\\_Fake4Fun's solution](#)

**1084.**

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,854 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, strings

[\\_Fake4Fun's solution](#)

**1085.**

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,201 global accepts · Rating: 1800 · first AC: 2023-12-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[\\_Fake4Fun's solution](#)

**1086.**

1853C

[Ntarsis' Set](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-07-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, implementation, math

[\\_Fake4Fun's solution](#)

**1087.**

1853D

[Imbalanced Arrays](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-07-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[\\_Fake4Fun's solution](#)

**1088.**

1382D

[Unmerge](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-07-09 · C++14 (GCC 6-32) (first AC) · Tags: dp

[\\_Fake4Fun's solution](#)

**1089.**

1583D

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

Quality: 5,934 global accepts · Rating: 1800 · first AC: 2023-07-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive

[\\_Fake4Fun's solution](#)

**1090.**

1846F

[Rudolph and Mimic](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 1800 · first AC: 2023-07-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[\\_Fake4Fun's solution](#)

**1091.**

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,012 global accepts · Rating: 1800 · first AC: 2023-06-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[\\_Fake4Fun's solution](#)

**1092.**

1843F1

[Omsk Metro \(simple version\)](#) · [Tutorial](#)

Quality: 6,348 global accepts · Rating: 1800 · first AC: 2023-06-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees

[\\_Fake4Fun's solution](#)

### 1093.

1042D

[Petya and Array](#) · [Tutorial](#)

Quality: 7,401 global accepts · Rating: 1800 · first AC: 2023-02-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, two pointers

[\\_Fake4Fun's solution](#)

### 1094.

1768D

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

Quality: 9,006 global accepts · Rating: 1800 · first AC: 2023-01-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[\\_Fake4Fun's solution](#)

### 1095.

274B

[Zero Tree](#) · [Tutorial](#)

Quality: 5,571 global accepts · Rating: 1800 · first AC: 2023-01-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[\\_Fake4Fun's solution](#)

### 1096.

846F

[Random Query](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 1800 · first AC: 2022-12-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, probabilities, two pointers

[\\_Fake4Fun's solution](#)

### 1097.

1758D

[Range = " Sum](#) [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2022-11-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[\\_Fake4Fun's solution](#)

### 1098.

1759F

[All Possible Digits](#) · [Tutorial](#)

Quality: 4,506 global accepts · Rating: 1800 · first AC: 2022-11-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, number theory

[\\_Fake4Fun's solution](#)

### 1099.

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,075 global accepts · Rating: 1800 · first AC: 2022-10-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[\\_Fake4Fun's solution](#)

### 1100.

1732C1

[Sheikh \(Easy version\)](#) · [Tutorial](#)

Quality: 7,574 global accepts · Rating: 1800 · first AC: 2022-10-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[\\_Fake4Fun's solution](#)

### 1101.

1138B

[Circus](#) · [Tutorial](#)

Quality: 4,201 global accepts · Rating: 1800 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, strings

[\\_Fake4Fun's solution](#)

**1102.**

1335E2

[Three Blocks Palindrome \(hard version\) · Tutorial](#)

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2022-09-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, two pointers

[\\_Fake4Fun's solution](#)

**1103.**

1729E

[Guess the Cycle Size · Tutorial](#)

Quality: 7,915 global accepts · Rating: 1800 · first AC: 2022-09-12 · C++14 (GCC 6-32) (first AC) · Tags: interactive, probabilities

[\\_Fake4Fun's solution](#)

**1104.**

1148D

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

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2022-09-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[\\_Fake4Fun's solution](#)

**1105.**

1725H

[Hot Black Hot White · Tutorial](#)

Quality: 3,009 global accepts · Rating: 1800 · first AC: 2022-09-04 · last AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[\\_Fake4Fun's solution](#)

**1106.**

1725M

[Moving Both Hands · Tutorial](#)

Quality: 4,390 global accepts · Rating: 1800 · first AC: 2022-09-04 · last AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, shortest paths

[\\_Fake4Fun's solution](#)

**1107.**

220B

[Little Elephant and Array · Tutorial](#)

Quality: 12,885 global accepts · Rating: 1800 · first AC: 2022-08-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures

[\\_Fake4Fun's solution](#)

**1108.**

1674F

[Desktop Rearrangement · Tutorial](#)

Quality: 5,680 global accepts · Rating: 1800 · first AC: 2022-05-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[\\_Fake4Fun's solution](#)

**1109.**

1675F

[Vlad and Unfinished Business · Tutorial](#)

Quality: 6,269 global accepts · Rating: 1800 · first AC: 2022-05-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[\\_Fake4Fun's solution](#)

**1110.**

173B

[Chamber of Secrets · Tutorial](#)

Quality: 3,990 global accepts · Rating: 1800 · first AC: 2022-02-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, shortest paths

[\\_Fake4Fun's solution](#)

**1111.**

1296E1

[String Coloring \(easy version\) · Tutorial](#)

Quality: 8,209 global accepts · Rating: 1800 · first AC: 2022-02-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, sortings

[\\_Fake4Fun's solution](#)

**1112.**

830A

[Office Keys](#) · [Tutorial](#)

Quality: 8,228 global accepts · Rating: 1800 · first AC: 2022-01-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[\\_Fake4Fun's solution](#)

**1113.**

1582F1

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

Quality: 6,581 global accepts · Rating: 1800 · first AC: 2022-01-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[\\_Fake4Fun's solution](#)

**1114.**

1133E

[K Balanced Teams](#) · [Tutorial](#)

Quality: 6,442 global accepts · Rating: 1800 · first AC: 2022-01-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings, two pointers

[\\_Fake4Fun's solution](#)

**1115.**

440C

[One-Based Arithmetic](#) · [Tutorial](#)

Quality: 1,139 global accepts · Rating: 1800 · first AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer

[\\_Fake4Fun's solution](#)

**1116.**

600C

[Make Palindrome](#) · [Tutorial](#)

Quality: 7,081 global accepts · Rating: 1800 · first AC: 2022-01-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[\\_Fake4Fun's solution](#)

**1117.**

1619D

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

Quality: 8,461 global accepts · Rating: 1800 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[\\_Fake4Fun's solution](#)

**1118.**

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,398 global accepts · Rating: 1800 · first AC: 2021-12-09 · C++14 (GCC 6-32) (first AC) · Tags: dp

[\\_Fake4Fun's solution](#)

**1119.**

1549D

[Integers Have Friends](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-12-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, math, two pointers

[\\_Fake4Fun's solution](#)

**1120.**

1107D

[Compression](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1800 · first AC: 2021-12-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math, number theory

[\\_Fake4Fun's solution](#)

**1121.**

482B

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

Quality: 7,729 global accepts · Rating: 1800 · first AC: 2021-11-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, trees

[\\_Fake4Fun's solution](#)

**1122.**

1221D

[Make The Fence Great Again](#) · [Tutorial](#)

Quality: 10,195 global accepts · Rating: 1800 · first AC: 2021-11-29 · C++14 (GCC 6-32) (first AC) · Tags: dp

[\\_Fake4Fun's solution](#)

**1123.**

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2021-11-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[\\_Fake4Fun's solution](#)

**1124.**

1611F

[ATM and Students](#) · [Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2021-11-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

[\\_Fake4Fun's solution](#)

**1125.**

1586D

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

Rating: 1800 · first AC: 2021-11-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[\\_Fake4Fun's solution](#)

**1126.**

1409E

[Two Platforms](#) · [Tutorial](#)

Quality: 8,457 global accepts · Rating: 1800 · first AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, sortings, two pointers

[\\_Fake4Fun's solution](#)

**1127.**

612D

[The Union of k-Segments](#) · [Tutorial](#)

Quality: 4,362 global accepts · Rating: 1800 · first AC: 2021-11-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[\\_Fake4Fun's solution](#)

**1128.**

325B

[Stadium and Games](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 1800 · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[\\_Fake4Fun's solution](#)

**1129.**

743D

[Chloe and pleasant prizes](#) · [Tutorial](#)

Quality: 4,730 global accepts · Rating: 1800 · first AC: 2021-11-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[\\_Fake4Fun's solution](#)

**1130.**

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,533 global accepts · Rating: 1800 · first AC: 2021-10-27 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees

[\\_Fake4Fun's solution](#)

**1131.**

120H

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

Quality: 1,590 global accepts · Rating: 1800 · first AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: graph matchings

[\\_Fake4Fun's solution](#)

**1132.**

706D

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

Quality: 12,587 global accepts · Rating: 1800 · first AC: 2021-10-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, trees

[\\_Fake4Fun's solution](#)

### 1133.

923C

[Perfect Security](#) · [Tutorial](#)

Quality: 4,727 global accepts · Rating: 1800 · first AC: 2021-10-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings, trees

[\\_Fake4Fun's solution](#)

### 1134.

242C

[King's Path](#) · [Tutorial](#)

Quality: 10,925 global accepts · Rating: 1800 · first AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths

[\\_Fake4Fun's solution](#)

### 1135.

1083A

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

Quality: 6,271 global accepts · Rating: 1800 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[\\_Fake4Fun's solution](#)

### 1136.

1324F

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

Quality: 13,069 global accepts · Rating: 1800 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[\\_Fake4Fun's solution](#)

### 1137.

1244D

[Paint the Tree](#) · [Tutorial](#)

Quality: 8,301 global accepts · Rating: 1800 · first AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, trees

[\\_Fake4Fun's solution](#)

### 1138.

61D

[Eternal Victory](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1800 · first AC: 2021-09-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths, trees

[\\_Fake4Fun's solution](#)

### 1139.

519D

[A and B and Interesting Substrings](#) · [Tutorial](#)

Quality: 6,899 global accepts · Rating: 1800 · first AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, two pointers

[\\_Fake4Fun's solution](#)

### 1140.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,775 global accepts · Rating: 1800 · first AC: 2021-09-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, greedy, implementation

[\\_Fake4Fun's solution](#)

### 1141.

1077E

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

Quality: 5,094 global accepts · Rating: 1800 · first AC: 2021-09-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[\\_Fake4Fun's solution](#)

### 1142.

1063B

[Labyrinth](#) · [Tutorial](#)

Quality: 9,254 global accepts · Rating: 1800 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[\\_Fake4Fun's solution](#)

**1143.**

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,179 global accepts · Rating: 1800 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[\\_Fake4Fun's solution](#)

**1144.**

459D

[Pashmak and Parmida's problem](#) · [Tutorial](#)

Quality: 12,809 global accepts · Rating: 1800 · first AC: 2021-08-24 · last AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, sortings

[\\_Fake4Fun's solution](#)

**1145.**

73C

[LionAge II](#) · [Tutorial](#)

Quality: 2,488 global accepts · Rating: 1800 · first AC: 2021-08-23 · C++17 (GCC 7-32) (first AC) · Tags: dp

[\\_Fake4Fun's solution](#)

**1146.**

513B2

[Permutations](#) · [Tutorial](#)

Quality: 2,930 global accepts · Rating: 1800 · first AC: 2021-08-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, math

[\\_Fake4Fun's solution](#)

**1147.**

271D

[Good Substrings](#) · [Tutorial](#)

Quality: 14,013 global accepts · Rating: 1800 · first AC: 2021-08-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings

[\\_Fake4Fun's solution](#)

**1148.**

1560E

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

Quality: 8,863 global accepts · Rating: 1800 · first AC: 2021-08-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, sortings, strings

[\\_Fake4Fun's solution](#)

**1149.**

49D

[Game](#) · [Tutorial](#)

Quality: 2,136 global accepts · Rating: 1800 · first AC: 2021-08-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[\\_Fake4Fun's solution](#)

**1150.**

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2021-05-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graph matchings, greedy

[\\_Fake4Fun's solution](#)

**1151.**

1475D

[Cleaning the Phone](#) · [Tutorial](#)

Quality: 11,189 global accepts · Rating: 1800 · first AC: 2021-01-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, sortings, two pointers

[\\_Fake4Fun's solution](#)

**1152.**

1468J

[Road Reform](#) · [Tutorial](#)

Quality: 5,905 global accepts · Rating: 1800 · first AC: 2021-01-03 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy

[\\_Fake4Fun's solution](#)

**1153.**

1463C

[Busy Robot](#) · [Tutorial](#)

Quality: 6,055 global accepts · Rating: 1800 · first AC: 2020-12-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[\\_Fake4Fun's solution](#)

**1154.**

1462F

[The Treasure of The Segments](#) · [Tutorial](#)

Quality: 8,538 global accepts · Rating: 1800 · first AC: 2020-12-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[\\_Fake4Fun's solution](#)

**1155.**

1447D

[Catching Cheaters](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-11-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[\\_Fake4Fun's solution](#)

**1156.**

1446B

[Catching Cheaters](#) · [Tutorial](#)

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2020-11-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[\\_Fake4Fun's solution](#)

**1157.**

1443F

[Identify the Operations](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-11-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, data structures, greedy, math

[\\_Fake4Fun's solution](#)

**1158.**

1443D

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

Rating: 1800 · first AC: 2020-11-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[\\_Fake4Fun's solution](#)

**1159.**

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,186 global accepts · Rating: 1800 · first AC: 2020-10-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[\\_Fake4Fun's solution](#)

**1160.**

1426E

[Rock, Paper, Scissors](#) · [Tutorial](#)

Quality: 8,138 global accepts · Rating: 1800 · first AC: 2020-09-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, flows, greedy, math

[\\_Fake4Fun's solution](#)

**1161.**

1073C

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,436 global accepts · Rating: 1800 · first AC: 2020-09-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, two pointers

[\\_Fake4Fun's solution](#)

**1162.**

58C

[Trees](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 1800 · first AC: 2020-09-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[\\_Fake4Fun's solution](#)

**1163.**

847E

[Packmen](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1800 · first AC: 2020-09-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[\\_Fake4Fun's solution](#)

**1164.**

448D

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

Quality: 16,667 global accepts · Rating: 1800 · first AC: 2020-09-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force

[\\_Fake4Fun's solution](#)

**1165.**

1076D

[Edge Deletion](#) · [Tutorial](#)

Quality: 5,914 global accepts · Rating: 1800 · first AC: 2020-09-16 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths

[\\_Fake4Fun's solution](#)

**1166.**

182E

[Wooden Fence](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 1800 · first AC: 2020-09-14 · C++14 (GCC 6-32) (first AC) · Tags: dp

[\\_Fake4Fun's solution](#)

**1167.**

1283D

[Christmas Trees](#) · [Tutorial](#)

Quality: 9,442 global accepts · Rating: 1800 · first AC: 2020-09-08 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths

[\\_Fake4Fun's solution](#)

**1168.**

1081D

[Maximum Distance](#) · [Tutorial](#)

Quality: 4,645 global accepts · Rating: 1800 · first AC: 2020-09-08 · last AC: 2020-09-08 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, shortest paths, sortings

[\\_Fake4Fun's solution](#)

**1169.**

2052E

[Expression Correction](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 1900 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, expression parsing, strings

[\\_Fake4Fun's solution](#)

**1170.**

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,255 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math

[\\_Fake4Fun's solution](#)

**1171.**

2180C

[XOR-factorization](#) · [Tutorial](#)

Quality: 6,464 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[\\_Fake4Fun's solution](#)

**1172.**

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-10-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[\\_Fake4Fun's solution](#)

**1173.**

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[\\_Fake4Fun's solution](#)

**1174.**

1955G

[GCD on a grid](#) · [Tutorial](#)

Quality: 5,898 global accepts · Rating: 1900 · first AC: 2024-06-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory

[\\_Fake4Fun's solution](#)

**1175.**

1958E

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

Quality: 329 global accepts · Rating: 1900 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: \*special, constructive algorithms

[\\_Fake4Fun's solution](#)

**1176.**

959E

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

Quality: 3,767 global accepts · Rating: 1900 · first AC: 2024-01-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, implementation, math

[\\_Fake4Fun's solution](#)

**1177.**

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[\\_Fake4Fun's solution](#)

**1178.**

1912D

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

Quality: 1,977 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++14 (GCC 6-32) (first AC) · Tags: math

[\\_Fake4Fun's solution](#)

**1179.**

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[\\_Fake4Fun's solution](#)

**1180.**

1866C

[Completely Searching for Inversions](#) · [Tutorial](#)

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2023-09-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs

[\\_Fake4Fun's solution](#)

**1181.**

1157D

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

Quality: 3,993 global accepts · Rating: 1900 · first AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[\\_Fake4Fun's solution](#)

**1182.**

1846G

[Rudolf and CodeVid-23](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1900 · first AC: 2023-07-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, greedy, shortest paths

[\\_Fake4Fun's solution](#)

**1183.**

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-07-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[\\_Fake4Fun's solution](#)

**1184.**

1842D

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

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-07-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy  
[\\_Fake4Fun's solution](#)

**1185.**

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2023-03-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees  
[\\_Fake4Fun's solution](#)

**1186.**

1043E

[Train Hard, Win Easy](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1900 · first AC: 2023-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings  
[\\_Fake4Fun's solution](#)

**1187.**

1313C2

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

Quality: 7,289 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy  
[\\_Fake4Fun's solution](#)

**1188.**

1791G2

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

Quality: 5,994 global accepts · Rating: 1900 · first AC: 2023-02-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings  
[\\_Fake4Fun's solution](#)

**1189.**

1773A

[Amazing Trick](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2022-12-07 · last AC: 2022-12-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities  
[\\_Fake4Fun's solution](#)

**1190.**

1773K

[King's Puzzle](#) · [Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[\\_Fake4Fun's solution](#)

**1191.**

1759G

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

Quality: 5,498 global accepts · Rating: 1900 · first AC: 2022-11-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math  
[\\_Fake4Fun's solution](#)

**1192.**

1747D

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

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2022-11-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures  
[\\_Fake4Fun's solution](#)

**1193.**

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,366 global accepts · Rating: 1900 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory  
[\\_Fake4Fun's solution](#)

**1194.**

1744E2

[Divisible Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1900 · first AC: 2022-10-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[\\_Fake4Fun's solution](#)

**1195.**

1729F

[Kirei and the Linear Function](#) · [Tutorial](#)

Quality: 4,553 global accepts · Rating: 1900 · first AC: 2022-09-12 · C++14 (GCC 6-32) (first AC) · Tags: hashing, math

[\\_Fake4Fun's solution](#)

**1196.**

1702G1

[Passable Paths \(easy version\)](#) · [Tutorial](#)

Quality: 6,341 global accepts · Rating: 1900 · first AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, trees

[\\_Fake4Fun's solution](#)

**1197.**

1697D

[Guess The String](#) · [Tutorial](#)

Quality: 4,995 global accepts · Rating: 1900 · first AC: 2022-07-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[\\_Fake4Fun's solution](#)

**1198.**

1067A

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

Quality: 3,133 global accepts · Rating: 1900 · first AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: dp

[\\_Fake4Fun's solution](#)

**1199.**

1012C

[Hills](#) · [Tutorial](#)

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2022-02-21 · C++14 (GCC 6-32) (first AC) · Tags: dp

[\\_Fake4Fun's solution](#)

**1200.**

1000D

[Yet Another Problem On a Subsequence](#) · [Tutorial](#)

Quality: 5,044 global accepts · Rating: 1900 · first AC: 2022-02-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[\\_Fake4Fun's solution](#)

**1201.**

149D

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

Quality: 4,611 global accepts · Rating: 1900 · first AC: 2022-02-21 · C++14 (GCC 6-32) (first AC) · Tags: dp

[\\_Fake4Fun's solution](#)

**1202.**

173C

[Spiral Maximum](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 1900 · first AC: 2022-02-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[\\_Fake4Fun's solution](#)

**1203.**

1095F

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

Quality: 7,572 global accepts · Rating: 1900 · first AC: 2022-02-09 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy

[\\_Fake4Fun's solution](#)

**1204.**

633C

[Spy Syndrome 2](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 1900 · first AC: 2022-02-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, hashing, implementation, sortings, string suffix structures, strings

[\\_Fake4Fun's solution](#)

**1205.**

550D

[Regular Bridge](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1900 · first AC: 2022-02-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[\\_Fake4Fun's solution](#)

**1206.**

959D

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

Quality: 3,268 global accepts · Rating: 1900 · first AC: 2022-02-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[\\_Fake4Fun's solution](#)

**1207.**

463D

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

Quality: 7,298 global accepts · Rating: 1900 · first AC: 2022-02-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[\\_Fake4Fun's solution](#)

**1208.**

22D

[Segments](#) · [Tutorial](#)

Quality: 3,413 global accepts · Rating: 1900 · first AC: 2022-01-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[\\_Fake4Fun's solution](#)

**1209.**

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1900 · first AC: 2022-01-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[\\_Fake4Fun's solution](#)

**1210.**

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,332 global accepts · Rating: 1900 · first AC: 2022-01-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings

[\\_Fake4Fun's solution](#)

**1211.**

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1900 · first AC: 2022-01-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[\\_Fake4Fun's solution](#)

**1212.**

999D

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

Quality: 4,897 global accepts · Rating: 1900 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[\\_Fake4Fun's solution](#)

**1213.**

1620E

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

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2021-12-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[\\_Fake4Fun's solution](#)

**1214.**

1591D

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

Rating: 1900 · first AC: 2021-12-12 · last AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, math, sortings

[\\_Fake4Fun's solution](#)

**1215.**

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,305 global accepts · Rating: 1900 · first AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[\\_Fake4Fun's solution](#)

**1216.**

505C

[Mr. Kitayuta, the Treasure Hunter](#) · [Tutorial](#)

Quality: 7,304 global accepts · Rating: 1900 · first AC: 2021-12-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, two pointers

[\\_Fake4Fun's solution](#)

**1217.**

1611E2

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

Quality: 4,315 global accepts · Rating: 1900 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, shortest paths, trees

[\\_Fake4Fun's solution](#)

**1218.**

9D

[How many trees?](#) · [Tutorial](#)

Quality: 4,505 global accepts · Rating: 1900 · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[\\_Fake4Fun's solution](#)

**1219.**

335B

[Palindrome](#) · [Tutorial](#)

Quality: 2,373 global accepts · Rating: 1900 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp

[\\_Fake4Fun's solution](#)

**1220.**

1602D

[Frog Traveler](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-11-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[\\_Fake4Fun's solution](#)

**1221.**

118C

[Fancy Number](#) · [Tutorial](#)

Quality: 2,872 global accepts · Rating: 1900 · first AC: 2021-11-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings, strings

[\\_Fake4Fun's solution](#)

**1222.**

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2021-11-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[\\_Fake4Fun's solution](#)

**1223.**

1272E

[Nearest Opposite Parity](#) · [Tutorial](#)

Quality: 7,932 global accepts · Rating: 1900 · first AC: 2021-11-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[\\_Fake4Fun's solution](#)

**1224.**

1036C

[Classy Numbers](#) · [Tutorial](#)

Quality: 13,379 global accepts · Rating: 1900 · first AC: 2021-11-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[\\_Fake4Fun's solution](#)

**1225.**

739B

[Alyona and a tree](#) · [Tutorial](#)

Quality: 5,120 global accepts · Rating: 1900 · first AC: 2021-11-01 · last AC: 2021-11-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[\\_Fake4Fun's solution](#)

### 1226.

1076E

[Vasya and a Tree](#) · [Tutorial](#)

Quality: 4,153 global accepts · Rating: 1900 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[\\_Fake4Fun's solution](#)

### 1227.

1092F

[Tree with Maximum Cost](#) · [Tutorial](#)

Quality: 10,844 global accepts · Rating: 1900 · first AC: 2021-10-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[\\_Fake4Fun's solution](#)

### 1228.

1593D2

[Half of Same](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1900 · first AC: 2021-10-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[\\_Fake4Fun's solution](#)

### 1229.

597C

[Subsequences](#) · [Tutorial](#)

Quality: 6,605 global accepts · Rating: 1900 · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[\\_Fake4Fun's solution](#)

### 1230.

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,172 global accepts · Rating: 1900 · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[\\_Fake4Fun's solution](#)

### 1231.

342C

[Cupboard and Balloons](#) · [Tutorial](#)

Quality: 1,995 global accepts · Rating: 1900 · first AC: 2021-09-02 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[\\_Fake4Fun's solution](#)

### 1232.

208B

[Solitaire](#) · [Tutorial](#)

Quality: 1,498 global accepts · Rating: 1900 · first AC: 2021-09-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp

[\\_Fake4Fun's solution](#)

### 1233.

14D

[Two Paths](#) · [Tutorial](#)

Quality: 5,284 global accepts · Rating: 1900 · first AC: 2020-09-18 · last AC: 2021-08-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees, two pointers

[\\_Fake4Fun's solution](#)

### 1234.

1423B

[Valuable Paper](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 1900 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graph matchings, graphs

[\\_Fake4Fun's solution](#)

### 1235.

366C

[Dima and Salad](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 1900 · first AC: 2021-08-23 · C++14 (GCC 6-32) (first AC) · Tags: dp

[\\_Fake4Fun's solution](#)

**1236.**

448C

[Painting Fence](#) · [Tutorial](#)

Quality: 10,792 global accepts · Rating: 1900 · first AC: 2021-08-22 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, greedy  
[\\_Fake4Fun's solution](#)

**1237.**

463C

[Gargari and Bishops](#) · [Tutorial](#)

Quality: 9,183 global accepts · Rating: 1900 · first AC: 2021-08-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, implementation  
[\\_Fake4Fun's solution](#)

**1238.**

25C

[Roads in Berland](#) · [Tutorial](#)

Quality: 8,076 global accepts · Rating: 1900 · first AC: 2021-08-20 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths  
[\\_Fake4Fun's solution](#)

**1239.**

1560F1

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

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2021-08-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy  
[\\_Fake4Fun's solution](#)

**1240.**

1543C

[Need for Pink Slips](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2021-07-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities  
[\\_Fake4Fun's solution](#)

**1241.**

1547F

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

Quality: 6,952 global accepts · Rating: 1900 · first AC: 2021-07-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers  
[\\_Fake4Fun's solution](#)

**1242.**

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,882 global accepts · Rating: 1900 · first AC: 2021-06-07 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths  
[\\_Fake4Fun's solution](#)

**1243.**

16E

[Fish](#) · [Tutorial](#)

Quality: 6,541 global accepts · Rating: 1900 · first AC: 2021-05-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, probabilities  
[\\_Fake4Fun's solution](#)

**1244.**

1181C

[Flag](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 1900 · first AC: 2021-05-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, implementation  
[\\_Fake4Fun's solution](#)

**1245.**

1119E

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

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2021-05-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, fft, greedy, ternary search  
[\\_Fake4Fun's solution](#)

**1246.**

1471D

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

Rating: 1900 · first AC: 2021-05-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[\\_Fake4Fun's solution](#)

**1247.**

1475G

[Strange Beauty](#) · [Tutorial](#)

Quality: 7,819 global accepts · Rating: 1900 · first AC: 2021-01-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, sortings

[\\_Fake4Fun's solution](#)

**1248.**

1475F

[Unusual Matrix](#) · [Tutorial](#)

Quality: 5,891 global accepts · Rating: 1900 · first AC: 2021-01-30 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms

[\\_Fake4Fun's solution](#)

**1249.**

558C

[Amr and Chemistry](#) · [Tutorial](#)

Quality: 4,205 global accepts · Rating: 1900 · first AC: 2020-12-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy, math, shortest paths

[\\_Fake4Fun's solution](#)

**1250.**

472D

[Design Tutorial: Inverse the Problem](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1900 · first AC: 2020-12-18 · last AC: 2020-12-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, shortest paths, trees

[\\_Fake4Fun's solution](#)

**1251.**

1463D

[Pairs](#) · [Tutorial](#)

Quality: 4,835 global accepts · Rating: 1900 · first AC: 2020-12-17 · last AC: 2020-12-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[\\_Fake4Fun's solution](#)

**1252.**

1453D

[Checkpoints](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1900 · first AC: 2020-12-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, probabilities

[\\_Fake4Fun's solution](#)

**1253.**

1440C2

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

Rating: 1900 · first AC: 2020-11-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[\\_Fake4Fun's solution](#)

**1254.**

1435C

[Perform Easily](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-10-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, sortings, two pointers

[\\_Fake4Fun's solution](#)

**1255.**

1436D

[Bandit in a City](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2020-10-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees

[\\_Fake4Fun's solution](#)

**1256.**

120J

[Minimum Sum](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 1900 · first AC: 2020-10-21 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, geometry, sortings  
[\\_Fake4Fun's solution](#)

**1257.**

1421D

[Hexagons](#) · [Tutorial](#)

Quality: 4,382 global accepts · Rating: 1900 · first AC: 2020-10-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, shortest paths  
[\\_Fake4Fun's solution](#)

**1258.**

1428D

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

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation  
[\\_Fake4Fun's solution](#)

**1259.**

982D

[Shark](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 1900 · first AC: 2020-09-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, trees  
[\\_Fake4Fun's solution](#)

**1260.**

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,223 global accepts · Rating: 1900 · first AC: 2020-09-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees  
[\\_Fake4Fun's solution](#)

**1261.**

883I

[Photo Processing](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 1900 · first AC: 2020-09-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp  
[\\_Fake4Fun's solution](#)

**1262.**

208C

[Police Station](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 1900 · first AC: 2020-09-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths  
[\\_Fake4Fun's solution](#)

**1263.**

1077F1

[Pictures with Kittens \(easy version\)](#) · [Tutorial](#)

Quality: 5,349 global accepts · Rating: 1900 · first AC: 2020-09-18 · last AC: 2020-09-18 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[\\_Fake4Fun's solution](#)

**1264.**

6E

[Exposition](#) · [Tutorial](#)

Quality: 3,864 global accepts · Rating: 1900 · first AC: 2020-09-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dsu, trees, two pointers  
[\\_Fake4Fun's solution](#)

**1265.**

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,175 global accepts · Rating: 1900 · first AC: 2020-08-26 · last AC: 2020-08-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees  
[\\_Fake4Fun's solution](#)

**1266.**

5C

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

Quality: 18,068 global accepts · Rating: 1900 · first AC: 2020-08-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings

[\\_Fake4Fun's solution](#)

**1267.**

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive

[\\_Fake4Fun's solution](#)

**1268.**

2052J

[Judicious Watching](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings

[\\_Fake4Fun's solution](#)

**1269.**

2172I

[Birthday](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[\\_Fake4Fun's solution](#)

**1270.**

2045B

[ICPC Square](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2000 · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[\\_Fake4Fun's solution](#)

**1271.**

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, trees

[\\_Fake4Fun's solution](#)

**1272.**

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2024-07-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[\\_Fake4Fun's solution](#)

**1273.**

1958F

[Narrow Paths](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 2000 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: \*special, combinatorics

[\\_Fake4Fun's solution](#)

**1274.**

1951E

[No Palindromes](#) · [Tutorial](#)

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

[\\_Fake4Fun's solution](#)

**1275.**

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[\\_Fake4Fun's solution](#)

**1276.**

1931G

[One-Dimensional Puzzle](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2000 · first AC: 2024-02-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[\\_Fake4Fun's solution](#)

**1277.**

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,424 global accepts · Rating: 2000 · first AC: 2024-01-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[\\_Fake4Fun's solution](#)

**1278.**

1157F

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

Quality: 2,881 global accepts · Rating: 2000 · first AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, two pointers

[\\_Fake4Fun's solution](#)

**1279.**

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,488 global accepts · Rating: 2000 · first AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

[\\_Fake4Fun's solution](#)

**1280.**

1851G

[Vlad and the Mountains](#) · [Tutorial](#)

Quality: 4,045 global accepts · Rating: 2000 · first AC: 2023-07-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers

[\\_Fake4Fun's solution](#)

**1281.**

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,853 global accepts · Rating: 2000 · first AC: 2023-06-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[\\_Fake4Fun's solution](#)

**1282.**

235B

[Let's Play Osu!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2023-04-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[\\_Fake4Fun's solution](#)

**1283.**

163B

[Lemmings](#) · [Tutorial](#)

Quality: 1,178 global accepts · Rating: 2000 · first AC: 2023-03-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[\\_Fake4Fun's solution](#)

**1284.**

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2023-03-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[\\_Fake4Fun's solution](#)

**1285.**

1156C

[Match Points](#) · [Tutorial](#)

Quality: 6,670 global accepts · Rating: 2000 · first AC: 2023-02-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers

[\\_Fake4Fun's solution](#)

**1286.**

1019B

[The hat](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2000 · first AC: 2023-02-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[\\_Fake4Fun's solution](#)

**1287.**

1521C

[Nastia and a Hidden Permutation](#) · [Tutorial](#)

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2023-02-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive

[\\_Fake4Fun's solution](#)

**1288.**

1657D

[For Gamers. By Gamers.](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2023-02-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math, sortings

[\\_Fake4Fun's solution](#)

**1289.**

187C

[Weak Memory](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2000 · first AC: 2023-02-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu

[\\_Fake4Fun's solution](#)

**1290.**

1185E

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

Quality: 2,807 global accepts · Rating: 2000 · first AC: 2022-12-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[\\_Fake4Fun's solution](#)

**1291.**

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-11-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[\\_Fake4Fun's solution](#)

**1292.**

864E

[Fire](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 2000 · first AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[\\_Fake4Fun's solution](#)

**1293.**

1754E

[Wish I Knew How to Sort](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-10-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities

[\\_Fake4Fun's solution](#)

**1294.**

1744F

[MEX vs MED](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2000 · first AC: 2022-10-16 · C++14 (GCC 6-32) (first AC) · Tags: math, two pointers

[\\_Fake4Fun's solution](#)

**1295.**

1741F

[Multi-Colored Segments](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2000 · first AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, math, sortings

[\\_Fake4Fun's solution](#)

**1296.**

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 2000 · first AC: 2022-09-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and

similar, dp, greedy, trees

[\\_Fake4Fun's solution](#)

**1297.**

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,817 global accepts · Rating: 2000 · first AC: 2022-09-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings

[\\_Fake4Fun's solution](#)

**1298.**

1725C

[Circular Mirror](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2000 · first AC: 2022-09-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, geometry, math, two pointers

[\\_Fake4Fun's solution](#)

**1299.**

201C

[Fragile Bridges](#) · [Tutorial](#)

Quality: 1,513 global accepts · Rating: 2000 · first AC: 2022-08-21 · C++14 (GCC 6-32) (first AC) · Tags: dp

[\\_Fake4Fun's solution](#)

**1300.**

1082E

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

Quality: 6,343 global accepts · Rating: 2000 · first AC: 2022-08-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy

[\\_Fake4Fun's solution](#)

**1301.**

291E

[Tree-String Problem](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2000 · first AC: 2022-08-06 · C++14 (GCC 6-32) (first AC) · Tags: \*special, dfs and similar, hashing, strings

[\\_Fake4Fun's solution](#)

**1302.**

514D

[R2D2 and Droid Army](#) · [Tutorial](#)

Quality: 5,363 global accepts · Rating: 2000 · first AC: 2022-07-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

[\\_Fake4Fun's solution](#)

**1303.**

514C

[Watto and Mechanism](#) · [Tutorial](#)

Quality: 8,157 global accepts · Rating: 2000 · first AC: 2022-07-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[\\_Fake4Fun's solution](#)

**1304.**

916B

[Jamie and Binary Sequence \(changed after round\)](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2022-07-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[\\_Fake4Fun's solution](#)

**1305.**

1256E

[Yet Another Division Into Teams](#) · [Tutorial](#)

Quality: 4,599 global accepts · Rating: 2000 · first AC: 2022-07-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[\\_Fake4Fun's solution](#)

**1306.**

1256F

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

Quality: 3,622 global accepts · Rating: 2000 · first AC: 2022-07-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings,

strings

[\\_Fake4Fun's solution](#)

**1307.**

1702G2

[Passable Paths \(hard version\)](#) · [Tutorial](#)

Quality: 5,788 global accepts · Rating: 2000 · first AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[\\_Fake4Fun's solution](#)

**1308.**

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,511 global accepts · Rating: 2000 · first AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math

[\\_Fake4Fun's solution](#)

**1309.**

1690G

[Count the Trains](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 2000 · first AC: 2022-06-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[\\_Fake4Fun's solution](#)

**1310.**

1674G

[Remove Directed Edges](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2000 · first AC: 2022-05-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs

[\\_Fake4Fun's solution](#)

**1311.**

1674E

[Breaking the Wall](#) · [Tutorial](#)

Quality: 7,304 global accepts · Rating: 2000 · first AC: 2022-05-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[\\_Fake4Fun's solution](#)

**1312.**

1642D

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

Rating: 2000 · first AC: 2022-02-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[\\_Fake4Fun's solution](#)

**1313.**

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,735 global accepts · Rating: 2000 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[\\_Fake4Fun's solution](#)

**1314.**

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math

[\\_Fake4Fun's solution](#)

**1315.**

1257E

[The Contest](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 2000 · first AC: 2022-02-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[\\_Fake4Fun's solution](#)

**1316.**

1624F

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

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2022-01-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[\\_Fake4Fun's solution](#)

**1317.**

1624E

[Masha-forgetful](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-01-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings

[\\_Fake4Fun's solution](#)

**1318.**

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2022-01-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, two pointers

[\\_Fake4Fun's solution](#)

**1319.**

1619G

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

Quality: 2,736 global accepts · Rating: 2000 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dsu, greedy, sortings

[\\_Fake4Fun's solution](#)

**1320.**

1619F

[Let's Play the Hat?](#) · [Tutorial](#)

Quality: 2,339 global accepts · Rating: 2000 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[\\_Fake4Fun's solution](#)

**1321.**

360B

[Levko and Array](#) · [Tutorial](#)

Quality: 3,494 global accepts · Rating: 2000 · first AC: 2021-12-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[\\_Fake4Fun's solution](#)

**1322.**

1618F

[Reverse](#) · [Tutorial](#)

Quality: 4,735 global accepts · Rating: 2000 · first AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, implementation, math, strings

[\\_Fake4Fun's solution](#)

**1323.**

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2021-12-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[\\_Fake4Fun's solution](#)

**1324.**

1244E

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

Quality: 6,401 global accepts · Rating: 2000 · first AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers

[\\_Fake4Fun's solution](#)

**1325.**

478D

[Red-Green Towers](#) · [Tutorial](#)

Quality: 7,142 global accepts · Rating: 2000 · first AC: 2021-12-09 · C++14 (GCC 6-32) (first AC) · Tags: dp

[\\_Fake4Fun's solution](#)

**1326.**

466B

[Wonder Room](#) · [Tutorial](#)

Quality: 5,267 global accepts · Rating: 2000 · first AC: 2021-12-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[\\_Fake4Fun's solution](#)

**1327.**

1388D

[Captain Flint and Treasure](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2021-12-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees

[\\_Fake4Fun's solution](#)

**1328.**

380C

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

Quality: 19,779 global accepts · Rating: 2000 · first AC: 2021-12-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, schedules

[\\_Fake4Fun's solution](#)

**1329.**

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,346 global accepts · Rating: 2000 · first AC: 2021-12-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[\\_Fake4Fun's solution](#)

**1330.**

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 2000 · first AC: 2021-12-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, number theory

[\\_Fake4Fun's solution](#)

**1331.**

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 2000 · first AC: 2021-11-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures

[\\_Fake4Fun's solution](#)

**1332.**

453B

[Little Pony and Harmony Chest](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 2000 · first AC: 2021-11-29 · last AC: 2021-11-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[\\_Fake4Fun's solution](#)

**1333.**

337D

[Book of Evil](#) · [Tutorial](#)

Quality: 6,907 global accepts · Rating: 2000 · first AC: 2021-11-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

[\\_Fake4Fun's solution](#)

**1334.**

432D

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

Quality: 11,990 global accepts · Rating: 2000 · first AC: 2021-11-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[\\_Fake4Fun's solution](#)

**1335.**

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,432 global accepts · Rating: 2000 · first AC: 2021-11-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[\\_Fake4Fun's solution](#)

**1336.**

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 2000 · first AC: 2021-11-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[\\_Fake4Fun's solution](#)

**1337.**

118E

[Bertown roads](#) · [Tutorial](#)

Quality: 8,435 global accepts · Rating: 2000 · first AC: 2021-11-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[\\_Fake4Fun's solution](#)

**1338.**

1304E

[1-Trees and Queries](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2021-11-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[\\_Fake4Fun's solution](#)

**1339.**

1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2021-11-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[\\_Fake4Fun's solution](#)

**1340.**

629D

[Babaei and Birthday Cake](#) · [Tutorial](#)

Quality: 4,499 global accepts · Rating: 2000 · first AC: 2021-11-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[\\_Fake4Fun's solution](#)

**1341.**

958C2

[Encryption \(medium\)](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2000 · first AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: dp

[\\_Fake4Fun's solution](#)

**1342.**

900D

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

Quality: 3,789 global accepts · Rating: 2000 · first AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[\\_Fake4Fun's solution](#)

**1343.**

1131D

[Gourmet choice](#) · [Tutorial](#)

Quality: 3,635 global accepts · Rating: 2000 · first AC: 2021-10-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[\\_Fake4Fun's solution](#)

**1344.**

842D

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

Quality: 4,484 global accepts · Rating: 2000 · first AC: 2021-10-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[\\_Fake4Fun's solution](#)

**1345.**

1558C

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

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[\\_Fake4Fun's solution](#)

**1346.**

1574D

[The Strongest Build](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[\\_Fake4Fun's solution](#)

**1347.**

852B

[Neural Network country](#) · [Tutorial](#)

Quality: 1,713 global accepts · Rating: 2000 · first AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[\\_Fake4Fun's solution](#)

**1348.**

1359D

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

Quality: 10,732 global accepts · Rating: 2000 · first AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[\\_Fake4Fun's solution](#)

**1349.**

474C

[Captain Marmot](#) · [Tutorial](#)

Quality: 3,386 global accepts · Rating: 2000 · first AC: 2021-09-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry

[\\_Fake4Fun's solution](#)

**1350.**

61C

[Capture Valerian](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2000 · first AC: 2021-09-17 · C++14 (GCC 6-32) (first AC) · Tags: math

[\\_Fake4Fun's solution](#)

**1351.**

1567D

[Expression Evaluation Error](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-10 · last AC: 2021-09-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[\\_Fake4Fun's solution](#)

**1352.**

427E

[Police Patrol](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2000 · first AC: 2021-09-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, ternary search

[\\_Fake4Fun's solution](#)

**1353.**

1458B

[Glass Half Spilled](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: dp

[\\_Fake4Fun's solution](#)

**1354.**

1399E1

[Weights Division \(easy version\)](#) · [Tutorial](#)

Quality: 6,336 global accepts · Rating: 2000 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[\\_Fake4Fun's solution](#)

**1355.**

545E

[Paths and Trees](#) · [Tutorial](#)

Quality: 5,554 global accepts · Rating: 2000 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths

[\\_Fake4Fun's solution](#)

**1356.**

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,080 global accepts · Rating: 2000 · first AC: 2021-08-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

[\\_Fake4Fun's solution](#)

**1357.**

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 2000 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

[\\_Fake4Fun's solution](#)

**1358.**

2B

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

Quality: 12,948 global accepts · Rating: 2000 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[\\_Fake4Fun's solution](#)

**1359.**

1370D

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

Quality: 10,928 global accepts · Rating: 2000 · first AC: 2021-08-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[\\_Fake4Fun's solution](#)

**1360.**

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,966 global accepts · Rating: 2000 · first AC: 2021-08-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[\\_Fake4Fun's solution](#)

**1361.**

1359E

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

Quality: 6,732 global accepts · Rating: 2000 · first AC: 2021-08-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[\\_Fake4Fun's solution](#)

**1362.**

1316D

[Nash Matrix](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2021-08-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[\\_Fake4Fun's solution](#)

**1363.**

710E

[Generate a String](#) · [Tutorial](#)

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2021-06-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp

[\\_Fake4Fun's solution](#)

**1364.**

761E

[Dasha and Puzzle](#) · [Tutorial](#)

Quality: 2,373 global accepts · Rating: 2000 · first AC: 2021-06-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[\\_Fake4Fun's solution](#)

**1365.**

29D

[Ant on the Tree](#) · [Tutorial](#)

Quality: 2,938 global accepts · Rating: 2000 · first AC: 2021-06-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[\\_Fake4Fun's solution](#)

**1366.**

59E

[Shortest Path](#) · [Tutorial](#)

Quality: 4,811 global accepts · Rating: 2000 · first AC: 2021-06-01 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[\\_Fake4Fun's solution](#)

**1367.**

8C

[Looking for Order](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 2000 · first AC: 2021-05-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[\\_Fake4Fun's solution](#)

**1368.**

1506G

[Maximize the Remaining String](#) · [Tutorial](#)

Quality: 4,833 global accepts · Rating: 2000 · first AC: 2021-05-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[\\_Fake4Fun's solution](#)

**1369.**

1506F

[Triangular Paths](#) · [Tutorial](#)

Quality: 3,700 global accepts · Rating: 2000 · first AC: 2021-05-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math, shortest paths, sortings

[\\_Fake4Fun's solution](#)

**1370.**

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 2000 · first AC: 2020-12-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[\\_Fake4Fun's solution](#)

**1371.**

449B

[Jzzhu and Cities](#) · [Tutorial](#)

Quality: 10,595 global accepts · Rating: 2000 · first AC: 2020-12-16 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths

[\\_Fake4Fun's solution](#)

**1372.**

1456B

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-11-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math

[\\_Fake4Fun's solution](#)

**1373.**

1457D

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-11-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp

[\\_Fake4Fun's solution](#)

**1374.**

1454E

[Number of Simple Paths](#) · [Tutorial](#)

Quality: 6,619 global accepts · Rating: 2000 · first AC: 2020-11-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[\\_Fake4Fun's solution](#)

**1375.**

1451E1

[Bitwise Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,921 global accepts · Rating: 2000 · first AC: 2020-11-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[\\_Fake4Fun's solution](#)

**1376.**

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,628 global accepts · Rating: 2000 · first AC: 2020-11-13 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[\\_Fake4Fun's solution](#)

**1377.**

462D

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

Rating: 2000 · first AC: 2020-10-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs

[\\_Fake4Fun's solution](#)

**1378.**

461B

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

Quality: 7,021 global accepts · Rating: 2000 · first AC: 2020-10-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[\\_Fake4Fun's solution](#)

**1379.**

1427D

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

Quality: 3,696 global accepts · Rating: 2000 · first AC: 2020-10-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[\\_Fake4Fun's solution](#)

**1380.**

578C

[Weakness and Poorness](#) · [Tutorial](#)

Quality: 5,181 global accepts · Rating: 2000 · first AC: 2020-10-16 · last AC: 2020-10-16 · C++14 (GCC 6-32) (first AC) · Tags: ternary search

[\\_Fake4Fun's solution](#)

**1381.**

1427C

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

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2020-10-11 · C++14 (GCC 6-32) (first AC) · Tags: dp

[\\_Fake4Fun's solution](#)

**1382.**

1426F

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

Quality: 6,165 global accepts · Rating: 2000 · first AC: 2020-09-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, strings

[\\_Fake4Fun's solution](#)

**1383.**

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2000 · first AC: 2020-09-22 · last AC: 2020-09-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, dp

[\\_Fake4Fun's solution](#)

**1384.**

487B

[Strip](#) · [Tutorial](#)

Quality: 4,211 global accepts · Rating: 2000 · first AC: 2020-09-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[\\_Fake4Fun's solution](#)

**1385.**

863E

[Turn Off The TV](#) · [Tutorial](#)

Quality: 4,061 global accepts · Rating: 2000 · first AC: 2020-09-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[\\_Fake4Fun's solution](#)

**1386.**

474E

[Pillars](#) · [Tutorial](#)

Quality: 4,181 global accepts · Rating: 2000 · first AC: 2020-09-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, sortings, trees

[\\_Fake4Fun's solution](#)

**1387.**

2052D

[DAG Serialization](#) · [Tutorial](#)

Quality: 1,214 global accepts · Rating: 2100 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs

[\\_Fake4Fun's solution](#)

**1388.**

2172K

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

Quality: 843 global accepts · Rating: 2100 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[\\_Fake4Fun's solution](#)

**1389.**

2152E

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

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[\\_Fake4Fun's solution](#)

**1390.**

2045I

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

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures

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**1391.**

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,179 global accepts · Rating: 2100 · first AC: 2024-11-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

[\\_Fake4Fun's solution](#)

**1392.**

2008H

[Sakurako's Test](#) · [Tutorial](#)

Quality: 3,602 global accepts · Rating: 2100 · first AC: 2024-09-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, number theory

[\\_Fake4Fun's solution](#)

**1393.**

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-26 · last AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[\\_Fake4Fun's solution](#)

**1394.**

1930D2

[Sum over all Substrings \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[\\_Fake4Fun's solution](#)

**1395.**

1906F

[Maximize The Value](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2024-01-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[\\_Fake4Fun's solution](#)

**1396.**

1906J

[Count BFS Graph](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2100 · first AC: 2024-01-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[\\_Fake4Fun's solution](#)

**1397.**

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[\\_Fake4Fun's solution](#)

**1398.**

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-12-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[\\_Fake4Fun's solution](#)

**1399.**

1912B

[Blueprint for Seating](#) · [Tutorial](#)

Quality: 1,438 global accepts · Rating: 2100 · first AC: 2023-12-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, math

[\\_Fake4Fun's solution](#)

**1400.**

1464B

[Grime Zoo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2023-10-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation, ternary search

[\\_Fake4Fun's solution](#)

**1401.**

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,908 global accepts · Rating: 2100 · first AC: 2023-09-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics

[\\_Fake4Fun's solution](#)

**1402.**

1866G

[Grouped Carriages](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2100 · first AC: 2023-09-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[\\_Fake4Fun's solution](#)

**1403.**

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[\\_Fake4Fun's solution](#)

**1404.**

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[\\_Fake4Fun's solution](#)

**1405.**

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 2100 · first AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, interactive

[\\_Fake4Fun's solution](#)

**1406.**

190E

[Counter Attack](#) · [Tutorial](#)

Quality: 1,740 global accepts · Rating: 2100 · first AC: 2023-04-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, hashing, sortings

[\\_Fake4Fun's solution](#)

**1407.**

995A

[Tesla](#) · [Tutorial](#)

Quality: 1,807 global accepts · Rating: 2100 · first AC: 2023-04-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[\\_Fake4Fun's solution](#)

**1408.**

900E

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

Quality: 1,393 global accepts · Rating: 2100 · first AC: 2023-03-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, strings

[\\_Fake4Fun's solution](#)

**1409.**

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,743 global accepts · Rating: 2100 · first AC: 2023-03-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[\\_Fake4Fun's solution](#)

**1410.**

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2023-03-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, number theory

[\\_Fake4Fun's solution](#)

**1411.**

1480D2

[Painting the Array II](#) · [Tutorial](#)

Rating: 2100 · first AC: 2023-02-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[\\_Fake4Fun's solution](#)

**1412.**

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-02-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[\\_Fake4Fun's solution](#)

**1413.**

1360H

[Binary Median](#) · [Tutorial](#)

Quality: 4,861 global accepts · Rating: 2100 · first AC: 2023-02-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms

[\\_Fake4Fun's solution](#)

**1414.**

1023E

[Down or Right](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2100 · first AC: 2023-01-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, matrices

[\\_Fake4Fun's solution](#)

**1415.**

282D

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

Quality: 1,615 global accepts · Rating: 2100 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[\\_Fake4Fun's solution](#)

**1416.**

1185F

[Two Pizzas](#) · [Tutorial](#)

Quality: 2,237 global accepts · Rating: 2100 · first AC: 2022-12-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force

[\\_Fake4Fun's solution](#)

**1417.**

1185G1

[Playlist for Polycarp \(easy version\)](#) · [Tutorial](#)

Quality: 3,198 global accepts · Rating: 2100 · first AC: 2022-12-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp  
[\\_Fake4Fun's solution](#)

**1418.**

1767C

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

Quality: 3,034 global accepts · Rating: 2100 · first AC: 2022-12-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp  
[\\_Fake4Fun's solution](#)

**1419.**

1271D

[Portals](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 2100 · first AC: 2022-12-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings  
[\\_Fake4Fun's solution](#)

**1420.**

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2022-10-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers  
[\\_Fake4Fun's solution](#)

**1421.**

1729G

[Cut Substrings](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2100 · first AC: 2022-09-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, hashing, strings, two pointers  
[\\_Fake4Fun's solution](#)

**1422.**

1725F

[Field Photography](#) · [Tutorial](#)

Quality: 1,145 global accepts · Rating: 2100 · first AC: 2022-09-04 · last AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, sortings  
[\\_Fake4Fun's solution](#)

**1423.**

238C

[World Eater Brothers](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2100 · first AC: 2022-09-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees  
[\\_Fake4Fun's solution](#)

**1424.**

601B

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

Quality: 2,423 global accepts · Rating: 2100 · first AC: 2022-06-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math  
[\\_Fake4Fun's solution](#)

**1425.**

1575L

[Longest Array Deconstruction](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2100 · first AC: 2022-05-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, sortings  
[\\_Fake4Fun's solution](#)

**1426.**

1027E

[Inverse Coloring](#) · [Tutorial](#)

Quality: 2,362 global accepts · Rating: 2100 · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math  
[\\_Fake4Fun's solution](#)

**1427.**

321C

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

Quality: 9,392 global accepts · Rating: 2100 · first AC: 2022-02-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[\\_Fake4Fun's solution](#)

**1428.**

1363D

[Guess The Maximums](#) · [Tutorial](#)

Quality: 4,414 global accepts · Rating: 2100 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, interactive, math

[\\_Fake4Fun's solution](#)

**1429.**

665E

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

Quality: 4,425 global accepts · Rating: 2100 · first AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, strings, trees

[\\_Fake4Fun's solution](#)

**1430.**

1154F

[Shovels Shop](#) · [Tutorial](#)

Quality: 3,337 global accepts · Rating: 2100 · first AC: 2022-01-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[\\_Fake4Fun's solution](#)

**1431.**

1025D

[Recovering BST](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2022-01-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory, trees

[\\_Fake4Fun's solution](#)

**1432.**

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 2100 · first AC: 2022-01-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[\\_Fake4Fun's solution](#)

**1433.**

1393D

[Rarity and New Dress](#) · [Tutorial](#)

Quality: 4,191 global accepts · Rating: 2100 · first AC: 2022-01-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, implementation, shortest paths

[\\_Fake4Fun's solution](#)

**1434.**

1626D

[Martial Arts Tournament](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 2100 · first AC: 2022-01-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[\\_Fake4Fun's solution](#)

**1435.**

703D

[Mishka and Interesting sum](#) · [Tutorial](#)

Quality: 4,063 global accepts · Rating: 2100 · first AC: 2022-01-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[\\_Fake4Fun's solution](#)

**1436.**

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[\\_Fake4Fun's solution](#)

**1437.**

1387A

[Graph](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2100 · first AC: 2021-12-25 · last AC: 2021-12-26 · C++14 (GCC 6-32) (first AC) · Tags: \*special, binary search, dfs and similar, dp, math, ternary search

[\\_Fake4Fun's solution](#)

**1438.**

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,623 global accepts · Rating: 2100 · first AC: 2021-12-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[\\_Fake4Fun's solution](#)

**1439.**

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,215 global accepts · Rating: 2100 · first AC: 2021-12-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices

[\\_Fake4Fun's solution](#)

**1440.**

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,379 global accepts · Rating: 2100 · first AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[\\_Fake4Fun's solution](#)

**1441.**

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2021-12-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[\\_Fake4Fun's solution](#)

**1442.**

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 2100 · first AC: 2021-12-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, sortings, two pointers

[\\_Fake4Fun's solution](#)

**1443.**

242D

[Dispute](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2100 · first AC: 2021-11-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy

[\\_Fake4Fun's solution](#)

**1444.**

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 2100 · first AC: 2021-11-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[\\_Fake4Fun's solution](#)

**1445.**

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++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[\\_Fake4Fun's solution](#)

**1446.**

486D

[Valid Sets](#) · [Tutorial](#)

Quality: 4,380 global accepts · Rating: 2100 · first AC: 2021-11-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, math, trees

[\\_Fake4Fun's solution](#)

**1447.**

1000E

[We Need More Bosses](#) · [Tutorial](#)

Quality: 6,506 global accepts · Rating: 2100 · first AC: 2021-11-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees  
[\\_Fake4Fun's solution](#)

**1448.**

1409F

[Subsequences of Length Two](#) · [Tutorial](#)

Quality: 5,120 global accepts · Rating: 2100 · first AC: 2021-11-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings  
[\\_Fake4Fun's solution](#)

**1449.**

1605D

[Treelabeling](#) · [Tutorial](#)

Quality: 3,253 global accepts · Rating: 2100 · first AC: 2021-11-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees  
[\\_Fake4Fun's solution](#)

**1450.**

766E

[Mahmoud and a xor trip](#) · [Tutorial](#)

Quality: 3,473 global accepts · Rating: 2100 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, dp, math, trees  
[\\_Fake4Fun's solution](#)

**1451.**

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,089 global accepts · Rating: 2100 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees  
[\\_Fake4Fun's solution](#)

**1452.**

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,184 global accepts · Rating: 2100 · first AC: 2021-11-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math  
[\\_Fake4Fun's solution](#)

**1453.**

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 2100 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees  
[\\_Fake4Fun's solution](#)

**1454.**

145C

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

Quality: 2,174 global accepts · Rating: 2100 · first AC: 2021-11-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math  
[\\_Fake4Fun's solution](#)

**1455.**

1593F

[Red-Black Number](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 2100 · first AC: 2021-10-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, implementation, math, meet-in-the-middle  
[\\_Fake4Fun's solution](#)

**1456.**

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,749 global accepts · Rating: 2100 · first AC: 2021-10-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs  
[\\_Fake4Fun's solution](#)

**1457.**

1598E

[Staircases](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 2100 · first AC: 2021-10-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math

[\\_Fake4Fun's solution](#)

**1458.**

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,596 global accepts · Rating: 2100 · first AC: 2021-09-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory

[\\_Fake4Fun's solution](#)

**1459.**

519E

[A and B and Lecture Rooms](#) · [Tutorial](#)

Quality: 8,356 global accepts · Rating: 2100 · first AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees

[\\_Fake4Fun's solution](#)

**1460.**

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,271 global accepts · Rating: 2100 · first AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[\\_Fake4Fun's solution](#)

**1461.**

342D

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

Quality: 567 global accepts · Rating: 2100 · first AC: 2021-09-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp

[\\_Fake4Fun's solution](#)

**1462.**

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2021-08-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[\\_Fake4Fun's solution](#)

**1463.**

877D

[Olya and Energy Drinks](#) · [Tutorial](#)

Quality: 5,085 global accepts · Rating: 2100 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[\\_Fake4Fun's solution](#)

**1464.**

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp

[\\_Fake4Fun's solution](#)

**1465.**

840B

[Leha and another game about graph](#) · [Tutorial](#)

Quality: 2,807 global accepts · Rating: 2100 · first AC: 2021-08-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, graphs

[\\_Fake4Fun's solution](#)

**1466.**

1560F2

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

Quality: 4,970 global accepts · Rating: 2100 · first AC: 2021-08-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[\\_Fake4Fun's solution](#)

**1467.**

1387B1

[Village \(Minimum\)](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2100 · first AC: 2021-08-16 · C++14 (GCC 6-32) (first AC) · Tags: \*special, dp, greedy, trees

[\\_Fake4Fun's solution](#)

**1468.**

1547G

[How Many Paths?](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 2100 · first AC: 2021-07-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[\\_Fake4Fun's solution](#)

**1469.**

1538E

[Funny Substrings](#) · [Tutorial](#)

Quality: 3,222 global accepts · Rating: 2100 · first AC: 2021-06-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, implementation, matrices, strings

[\\_Fake4Fun's solution](#)

**1470.**

1538G

[Gift Set](#) · [Tutorial](#)

Quality: 5,214 global accepts · Rating: 2100 · first AC: 2021-06-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, ternary search

[\\_Fake4Fun's solution](#)

**1471.**

796D

[Police Stations](#) · [Tutorial](#)

Quality: 7,190 global accepts · Rating: 2100 · first AC: 2021-06-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, shortest paths, trees

[\\_Fake4Fun's solution](#)

**1472.**

781C

[Underground Lab](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-06-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, trees

[\\_Fake4Fun's solution](#)

**1473.**

734E

[Anton and Tree](#) · [Tutorial](#)

Quality: 5,237 global accepts · Rating: 2100 · first AC: 2021-06-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[\\_Fake4Fun's solution](#)

**1474.**

1472G

[Moving to the Capital](#) · [Tutorial](#)

Quality: 5,644 global accepts · Rating: 2100 · first AC: 2021-01-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[\\_Fake4Fun's solution](#)

**1475.**

1472F

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

Quality: 3,290 global accepts · Rating: 2100 · first AC: 2021-01-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, graph matchings, greedy, sortings

[\\_Fake4Fun's solution](#)

**1476.**

1465D

[Grime Zoo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-12-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, math, ternary search

[\\_Fake4Fun's solution](#)

**1477.**

466E

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

Quality: 2,618 global accepts · Rating: 2100 · first AC: 2020-12-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[\\_Fake4Fun's solution](#)

**1478.**

507E

[Breaking Good](#) · [Tutorial](#)

Quality: 3,243 global accepts · Rating: 2100 · first AC: 2020-12-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[\\_Fake4Fun's solution](#)

**1479.**

1454F

[Array Partition](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2100 · first AC: 2020-11-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[\\_Fake4Fun's solution](#)

**1480.**

1447E

[Xor Tree](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-11-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, dp, graphs, string suffix structures, trees

[\\_Fake4Fun's solution](#)

**1481.**

1435E

[Solo mid Oracle](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-10-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, number theory, ternary search

[\\_Fake4Fun's solution](#)

**1482.**

1C

[Ancient Berland Circus](#) · [Tutorial](#)

Quality: 6,481 global accepts · Rating: 2100 · first AC: 2020-10-22 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[\\_Fake4Fun's solution](#)

**1483.**

1433G

[Reducing Delivery Cost](#) · [Tutorial](#)

Quality: 5,116 global accepts · Rating: 2100 · first AC: 2020-10-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, shortest paths

[\\_Fake4Fun's solution](#)

**1484.**

1433F

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

Quality: 6,748 global accepts · Rating: 2100 · first AC: 2020-10-21 · C++14 (GCC 6-32) (first AC) · Tags: dp

[\\_Fake4Fun's solution](#)

**1485.**

1355E

[Restorer Distance](#) · [Tutorial](#)

Quality: 5,834 global accepts · Rating: 2100 · first AC: 2020-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[\\_Fake4Fun's solution](#)

**1486.**

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,922 global accepts · Rating: 2100 · first AC: 2020-09-21 · last AC: 2020-09-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[\\_Fake4Fun's solution](#)

**1487.**

1077F2

[Pictures with Kittens \(hard version\)](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2020-09-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[\\_Fake4Fun's solution](#)

**1488.**

2206C

[Upside Down Dijkstra](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2200 · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar

[\\_Fake4Fun's solution](#)

**1489.**

2073G

[Corrupted File](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2200 · first AC: 2026-03-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[\\_Fake4Fun's solution](#)

**1490.**

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, trees

[\\_Fake4Fun's solution](#)

**1491.**

1097D

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

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2025-10-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, probabilities

[\\_Fake4Fun's solution](#)

**1492.**

2045G

[X Aura](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2200 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, shortest paths

[\\_Fake4Fun's solution](#)

**1493.**

2045H

[Missing Separators](#) · [Tutorial](#)

Quality: 795 global accepts · Rating: 2200 · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, string suffix structures, strings

[\\_Fake4Fun's solution](#)

**1494.**

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-10-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[\\_Fake4Fun's solution](#)

**1495.**

1155E

[Guess the Root](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2024-10-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, interactive, math

[\\_Fake4Fun's solution](#)

**1496.**

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy

[\\_Fake4Fun's solution](#)

**1497.**

2009G2

[Yunli's Subarray Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,752 global accepts · Rating: 2200 · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

[\\_Fake4Fun's solution](#)

**1498.**

1583E

[Moment of Bloom](#) · [Tutorial](#)

Quality: 2,485 global accepts · Rating: 2200 · first AC: 2024-06-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, trees

[\\_Fake4Fun's solution](#)

**1499.**

1906H

[Twin Friends](#) · [Tutorial](#)

Quality: 1,088 global accepts · Rating: 2200 · first AC: 2024-01-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[\\_Fake4Fun's solution](#)

**1500.**

1037E

[Trips](#) · [Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2024-01-09 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[\\_Fake4Fun's solution](#)

**1501.**

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 2200 · first AC: 2024-01-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, ternary search

[\\_Fake4Fun's solution](#)

**1502.**

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

Quality: 1,274 global accepts · Rating: 2200 · first AC: 2023-12-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[\\_Fake4Fun's solution](#)

**1503.**

1456C

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-10-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, sortings

[\\_Fake4Fun's solution](#)

**1504.**

1227E

[Arson In Berland Forest](#) · [Tutorial](#)

Quality: 1,641 global accepts · Rating: 2200 · first AC: 2023-09-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graphs, shortest paths

[\\_Fake4Fun's solution](#)

**1505.**

1227F1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2023-09-03 · C++14 (GCC 6-32) (first AC) · Tags: dp

[\\_Fake4Fun's solution](#)

**1506.**

538F

[A Heap of Heaps](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2200 · first AC: 2023-08-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math, sortings

[\\_Fake4Fun's solution](#)

**1507.**

538E

[Demiurges Play Again](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2200 · first AC: 2023-08-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, math, trees

[\\_Fake4Fun's solution](#)

**1508.**

1832E

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

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2023-08-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp  
[\\_Fake4Fun's solution](#)

**1509.**

1157G

[Inverse of Rows and Columns](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2200 · first AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms  
[\\_Fake4Fun's solution](#)

**1510.**

979D

[Kuro and GCD and XOR and SUM](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2200 · first AC: 2023-08-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, dsu, greedy, math, number theory, strings, trees  
[\\_Fake4Fun's solution](#)

**1511.**

1695D1

[Tree Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2023-07-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees  
[\\_Fake4Fun's solution](#)

**1512.**

915D

[Almost Acyclic Graph](#) · [Tutorial](#)

Quality: 4,056 global accepts · Rating: 2200 · first AC: 2023-06-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs  
[\\_Fake4Fun's solution](#)

**1513.**

1840G1

[In Search of Truth \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,796 global accepts · Rating: 2200 · first AC: 2023-06-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities  
[\\_Fake4Fun's solution](#)

**1514.**

1840F

[Railguns](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2200 · first AC: 2023-06-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs  
[\\_Fake4Fun's solution](#)

**1515.**

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2023-06-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math  
[\\_Fake4Fun's solution](#)

**1516.**

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,449 global accepts · Rating: 2200 · first AC: 2023-03-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees  
[\\_Fake4Fun's solution](#)

**1517.**

1800G

[Symmetree](#) · [Tutorial](#)

Quality: 2,531 global accepts · Rating: 2200 · first AC: 2023-03-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, hashing, implementation, trees  
[\\_Fake4Fun's solution](#)

**1518.**

1045D

[Interstellar battle](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2200 · first AC: 2023-03-02 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities, trees

[\\_Fake4Fun's solution](#)

**1519.**

875D

[High Cry](#) · [Tutorial](#)

Quality: 2,495 global accepts · Rating: 2200 · first AC: 2023-03-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, combinatorics, data structures, divide and conquer

[\\_Fake4Fun's solution](#)

**1520.**

1166D

[Cute Sequences](#) · [Tutorial](#)

Quality: 2,285 global accepts · Rating: 2200 · first AC: 2023-02-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[\\_Fake4Fun's solution](#)

**1521.**

1092D2

[Great Vova Wall \(Version 2\)](#) · [Tutorial](#)

Quality: 3,377 global accepts · Rating: 2200 · first AC: 2023-02-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[\\_Fake4Fun's solution](#)

**1522.**

1498E

[Two Houses](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy, interactive, sortings

[\\_Fake4Fun's solution](#)

**1523.**

1092D1

[Great Vova Wall \(Version 1\)](#) · [Tutorial](#)

Quality: 5,677 global accepts · Rating: 2200 · first AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[\\_Fake4Fun's solution](#)

**1524.**

165E

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

Quality: 9,385 global accepts · Rating: 2200 · first AC: 2023-02-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[\\_Fake4Fun's solution](#)

**1525.**

920G

[List Of Integers](#) · [Tutorial](#)

Quality: 1,998 global accepts · Rating: 2200 · first AC: 2023-01-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, math, number theory

[\\_Fake4Fun's solution](#)

**1526.**

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2022-12-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[\\_Fake4Fun's solution](#)

**1527.**

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: dp

[\\_Fake4Fun's solution](#)

**1528.**

1741G

[Kirill and Company](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows, graphs, shortest paths

[\\_Fake4Fun's solution](#)

**1529.**

1253E

[Antenna Coverage](#) · [Tutorial](#)

Quality: 3,064 global accepts · Rating: 2200 · first AC: 2022-09-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings

[\\_Fake4Fun's solution](#)

**1530.**

351E

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

Quality: 1,793 global accepts · Rating: 2200 · first AC: 2022-09-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[\\_Fake4Fun's solution](#)

**1531.**

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,733 global accepts · Rating: 2200 · first AC: 2022-08-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[\\_Fake4Fun's solution](#)

**1532.**

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,042 global accepts · Rating: 2200 · first AC: 2022-08-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[\\_Fake4Fun's solution](#)

**1533.**

514E

[Darth Vader and Tree](#) · [Tutorial](#)

Quality: 1,729 global accepts · Rating: 2200 · first AC: 2022-07-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[\\_Fake4Fun's solution](#)

**1534.**

916D

[Jamie and To-do List](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2200 · first AC: 2022-07-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, interactive, trees

[\\_Fake4Fun's solution](#)

**1535.**

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,704 global accepts · Rating: 2200 · first AC: 2022-03-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs

[\\_Fake4Fun's solution](#)

**1536.**

590C

[Three States](#) · [Tutorial](#)

Quality: 3,553 global accepts · Rating: 2200 · first AC: 2022-02-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[\\_Fake4Fun's solution](#)

**1537.**

440D

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

Quality: 944 global accepts · Rating: 2200 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[\\_Fake4Fun's solution](#)

**1538.**

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2022-01-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, greedy

[\\_Fake4Fun's solution](#)

**1539.**

1400E

[Clear the Multiset](#) · [Tutorial](#)

Quality: 6,310 global accepts · Rating: 2200 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[\\_Fake4Fun's solution](#)

**1540.**

1156E

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

Quality: 4,032 global accepts · Rating: 2200 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[\\_Fake4Fun's solution](#)

**1541.**

1618G

[Trader Problem](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, greedy, sortings

[\\_Fake4Fun's solution](#)

**1542.**

1575H

[Holiday Wall Ornaments](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2200 · first AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[\\_Fake4Fun's solution](#)

**1543.**

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,614 global accepts · Rating: 2200 · first AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[\\_Fake4Fun's solution](#)

**1544.**

486E

[LIS of Sequence](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 2200 · first AC: 2021-11-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, hashing, math

[\\_Fake4Fun's solution](#)

**1545.**

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,281 global accepts · Rating: 2200 · first AC: 2021-11-13 · C++14 (GCC 6-32) (first AC) · Tags: dp

[\\_Fake4Fun's solution](#)

**1546.**

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 2200 · first AC: 2021-11-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math, two pointers

[\\_Fake4Fun's solution](#)

**1547.**

97E

[Leaders](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2200 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[\\_Fake4Fun's solution](#)

**1548.**

553C

[Love Triangles](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2200 · first AC: 2021-10-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[\\_Fake4Fun's solution](#)

**1549.**

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-10-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, math

[\\_Fake4Fun's solution](#)

**1550.**

1593G

[Changing Brackets](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2200 · first AC: 2021-10-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy

[\\_Fake4Fun's solution](#)

**1551.**

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2021-10-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[\\_Fake4Fun's solution](#)

**1552.**

282E

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

Quality: 4,327 global accepts · Rating: 2200 · first AC: 2021-10-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees

[\\_Fake4Fun's solution](#)

**1553.**

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: dp

[\\_Fake4Fun's solution](#)

**1554.**

369E

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

Quality: 2,782 global accepts · Rating: 2200 · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[\\_Fake4Fun's solution](#)

**1555.**

369D

[Valera and Fools](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2200 · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[\\_Fake4Fun's solution](#)

**1556.**

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2200 · first AC: 2021-09-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings

[\\_Fake4Fun's solution](#)

**1557.**

1399E2

[Weights Division \(hard version\)](#) · [Tutorial](#)

Quality: 2,524 global accepts · Rating: 2200 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, greedy, sortings, trees, two pointers

[\\_Fake4Fun's solution](#)

**1558.**

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2021-09-01 · last AC: 2021-09-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[\\_Fake4Fun's solution](#)

**1559.**

1526D

[Kill Anton](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 2200 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, math, strings

[\\_Fake4Fun's solution](#)

**1560.**

1543D2

[RPD and Rap Sheet \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2021-07-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[\\_Fake4Fun's solution](#)

**1561.**

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-07-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[\\_Fake4Fun's solution](#)

**1562.**

567E

[President and Roads](#) · [Tutorial](#)

Quality: 2,240 global accepts · Rating: 2200 · first AC: 2021-06-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths

[\\_Fake4Fun's solution](#)

**1563.**

723E

[One-Way Reform](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2021-06-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, flows, graphs, greedy

[\\_Fake4Fun's solution](#)

**1564.**

821D

[Okabe and City](#) · [Tutorial](#)

Quality: 1,703 global accepts · Rating: 2200 · first AC: 2021-06-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[\\_Fake4Fun's solution](#)

**1565.**

71E

[Nuclear Fusion](#) · [Tutorial](#)

Quality: 943 global accepts · Rating: 2200 · first AC: 2021-05-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[\\_Fake4Fun's solution](#)

**1566.**

1471F

[Strange Housing](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-05-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[\\_Fake4Fun's solution](#)

**1567.**

1468A

[LaIS](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2200 · first AC: 2021-01-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[\\_Fake4Fun's solution](#)

**1568.**

1468H

[K and Medians](#) · [Tutorial](#)

Quality: 1,996 global accepts · Rating: 2200 · first AC: 2021-01-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[\\_Fake4Fun's solution](#)

**1569.**

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,249 global accepts · Rating: 2200 · first AC: 2020-12-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[\\_Fake4Fun's solution](#)

**1570.**

733F

[Drivers Dissatisfaction](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2200 · first AC: 2020-12-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees

[\\_Fake4Fun's solution](#)

**1571.**

1461E

[Water Level](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2200 · first AC: 2020-12-15 · last AC: 2020-12-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy, implementation, math

[\\_Fake4Fun's solution](#)

**1572.**

1457E

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-11-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[\\_Fake4Fun's solution](#)

**1573.**

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2020-11-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[\\_Fake4Fun's solution](#)

**1574.**

1437E

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

Quality: 3,927 global accepts · Rating: 2200 · first AC: 2020-10-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[\\_Fake4Fun's solution](#)

**1575.**

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,735 global accepts · Rating: 2200 · first AC: 2020-09-20 · last AC: 2020-09-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[\\_Fake4Fun's solution](#)

**1576.**

958E2

[Guard Duty \(medium\)](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2020-09-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, sortings

[\\_Fake4Fun's solution](#)

**1577.**

1070A

[Find a Number](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2200 · first AC: 2020-09-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, number theory, shortest paths

[\\_Fake4Fun's solution](#)

**1578.**

2172L

[Maximum Color Segment](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2300 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[\\_Fake4Fun's solution](#)

**1579.**

2172J

[Sliding Tiles](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: 2300 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu  
[\\_Fake4Fun's solution](#)

**1580.**

2147E

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

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy  
[\\_Fake4Fun's solution](#)

**1581.**

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search  
[\\_Fake4Fun's solution](#)

**1582.**

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle  
[\\_Fake4Fun's solution](#)

**1583.**

1790G

[Tokens on Graph](#) · [Tutorial](#)

Quality: 1,316 global accepts · Rating: 2300 · first AC: 2024-06-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths  
[\\_Fake4Fun's solution](#)

**1584.**

1955H

[The Most Reckless Defense](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2300 · first AC: 2024-06-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, flows, graph matchings, shortest paths  
[\\_Fake4Fun's solution](#)

**1585.**

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2024-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation, math  
[\\_Fake4Fun's solution](#)

**1586.**

1197E

[Culture Code](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 2300 · first AC: 2024-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, shortest paths, sortings  
[\\_Fake4Fun's solution](#)

**1587.**

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy  
[\\_Fake4Fun's solution](#)

**1588.**

566A

[Matching Names](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 2300 · first AC: 2024-01-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, strings, trees  
[\\_Fake4Fun's solution](#)

**1589.**

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,208 global accepts · Rating: 2300 · first AC: 2024-01-07 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices

[\\_Fake4Fun's solution](#)

**1590.**

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[\\_Fake4Fun's solution](#)

**1591.**

1914G2

[Light Bulbs \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2023-12-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing

[\\_Fake4Fun's solution](#)

**1592.**

1912J

[Joy of Pokémon Observation](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2300 · first AC: 2023-12-14 · last AC: 2023-12-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[\\_Fake4Fun's solution](#)

**1593.**

1866I

[Imagination Castle](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2300 · first AC: 2023-09-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, two pointers

[\\_Fake4Fun's solution](#)

**1594.**

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[\\_Fake4Fun's solution](#)

**1595.**

879D

[Teams Formation](#) · [Tutorial](#)

Rating: 2300 · first AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[\\_Fake4Fun's solution](#)

**1596.**

1849E

[Max to the Right of Min](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2300 · first AC: 2023-07-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers

[\\_Fake4Fun's solution](#)

**1597.**

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2023-07-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[\\_Fake4Fun's solution](#)

**1598.**

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-07-03 · last AC: 2023-07-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry, greedy, math

[\\_Fake4Fun's solution](#)

**1599.**

1695D2

[Tree Queries \(Hard Version\) · Tutorial](#)

Quality: 2,291 global accepts · Rating: 2300 · first AC: 2023-07-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[\\_Fake4Fun's solution](#)

**1600.**

1132E

[Knapsack · Tutorial](#)

Quality: 1,970 global accepts · Rating: 2300 · first AC: 2023-06-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy

[\\_Fake4Fun's solution](#)

**1601.**

1843F2

[Omsk Metro \(hard version\) · Tutorial](#)

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2023-06-26 · last AC: 2023-06-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees

[\\_Fake4Fun's solution](#)

**1602.**

1706E

[Qpwoeirut and Vertices · Tutorial](#)

Quality: 3,723 global accepts · Rating: 2300 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[\\_Fake4Fun's solution](#)

**1603.**

825E

[Minimal Labels · Tutorial](#)

Quality: 4,309 global accepts · Rating: 2300 · first AC: 2023-04-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[\\_Fake4Fun's solution](#)

**1604.**

1282D

[Enchanted Artifact · Tutorial](#)

Quality: 2,375 global accepts · Rating: 2300 · first AC: 2023-03-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, strings

[\\_Fake4Fun's solution](#)

**1605.**

1188B

[Count Pairs · Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices, number theory, two pointers

[\\_Fake4Fun's solution](#)

**1606.**

1156F

[Card Bag · Tutorial](#)

Quality: 1,715 global accepts · Rating: 2300 · first AC: 2023-02-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[\\_Fake4Fun's solution](#)

**1607.**

938E

[Max History · Tutorial](#)

Quality: 1,557 global accepts · Rating: 2300 · first AC: 2023-02-16 · last AC: 2023-02-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[\\_Fake4Fun's solution](#)

**1608.**

1042E

[Vasya and Magic Matrix · Tutorial](#)

Quality: 2,081 global accepts · Rating: 2300 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[\\_Fake4Fun's solution](#)

**1609.**

1093G

[Multidimensional Queries](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2023-02-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures

[\\_Fake4Fun's solution](#)

**1610.**

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-01-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[\\_Fake4Fun's solution](#)

**1611.**

1245F

[Daniel and Spring Cleaning](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2300 · first AC: 2022-08-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[\\_Fake4Fun's solution](#)

**1612.**

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,753 global accepts · Rating: 2300 · first AC: 2022-08-13 · last AC: 2022-08-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees

[\\_Fake4Fun's solution](#)

**1613.**

1380E

[Merging Towers](#) · [Tutorial](#)

Quality: 2,409 global accepts · Rating: 2300 · first AC: 2022-08-12 · last AC: 2022-08-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, implementation, trees

[\\_Fake4Fun's solution](#)

**1614.**

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,534 global accepts · Rating: 2300 · first AC: 2022-08-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[\\_Fake4Fun's solution](#)

**1615.**

305E

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

Quality: 731 global accepts · Rating: 2300 · first AC: 2022-07-20 · C++14 (GCC 6-32) (first AC) · Tags: games

[\\_Fake4Fun's solution](#)

**1616.**

1675G

[Sorting Pancakes](#) · [Tutorial](#)

Quality: 2,123 global accepts · Rating: 2300 · first AC: 2022-06-11 · C++14 (GCC 6-32) (first AC) · Tags: dp

[\\_Fake4Fun's solution](#)

**1617.**

860D

[Wizard's Tour](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-12-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy

[\\_Fake4Fun's solution](#)

**1618.**

1182E

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

Quality: 3,328 global accepts · Rating: 2300 · first AC: 2021-12-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices, number theory

[\\_Fake4Fun's solution](#)

**1619.**

1614D2

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

Quality: 2,742 global accepts · Rating: 2300 · first AC: 2021-11-27 · last AC: 2021-11-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[\\_Fake4Fun's solution](#)

## 1620.

570E

[Pig and Palindromes](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2300 · first AC: 2021-11-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[\\_Fake4Fun's solution](#)

## 1621.

9E

[Interesting graph and Apples](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 2300 · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[\\_Fake4Fun's solution](#)

## 1622.

1601C

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

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[\\_Fake4Fun's solution](#)

## 1623.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,859 global accepts · Rating: 2300 · first AC: 2021-10-10 · last AC: 2021-10-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[\\_Fake4Fun's solution](#)

## 1624.

160D

[Edges in MST](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 2300 · first AC: 2021-09-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[\\_Fake4Fun's solution](#)

## 1625.

1399F

[Yet Another Segments Subset](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2021-09-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs, sortings

[\\_Fake4Fun's solution](#)

## 1626.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,405 global accepts · Rating: 2300 · first AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[\\_Fake4Fun's solution](#)

## 1627.

715B

[Complete The Graph](#) · [Tutorial](#)

Quality: 3,434 global accepts · Rating: 2300 · first AC: 2021-06-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, graphs, shortest paths

[\\_Fake4Fun's solution](#)

## 1628.

709E

[Centroids](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-06-04 · last AC: 2021-06-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[\\_Fake4Fun's solution](#)

## 1629.

1465E

[Poman Numbers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-12-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[\\_Fake4Fun's solution](#)

**1630.**

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,402 global accepts · Rating: 2300 · first AC: 2020-12-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, strings

[\\_Fake4Fun's solution](#)

**1631.**

558D

[Guess Your Way Out! II](#) · [Tutorial](#)

Quality: 1,207 global accepts · Rating: 2300 · first AC: 2020-12-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[\\_Fake4Fun's solution](#)

**1632.**

1453E

[Dog Snacks](#) · [Tutorial](#)

Quality: 2,225 global accepts · Rating: 2300 · first AC: 2020-12-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[\\_Fake4Fun's solution](#)

**1633.**

1451E2

[Bitwise Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2300 · first AC: 2020-11-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[\\_Fake4Fun's solution](#)

**1634.**

675E

[Trains and Statistic](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 2300 · first AC: 2020-09-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[\\_Fake4Fun's solution](#)

**1635.**

2052B

[BitBitJump](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2400 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[\\_Fake4Fun's solution](#)

**1636.**

1720D2

[Xor-Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[\\_Fake4Fun's solution](#)

**1637.**

1080E

[Sonya and Matrix Beauty](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2400 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: strings

[\\_Fake4Fun's solution](#)

**1638.**

1993F1

[Dyn-scripted Robot \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory

[\\_Fake4Fun's solution](#)

**1639.**

593E

[Strange Calculation and Cats](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2400 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[\\_Fake4Fun's solution](#)

**1640.**

1958G

[Observation Towers](#) · [Tutorial](#)

Quality: 126 global accepts · Rating: 2400 · first AC: 2024-05-13 · last AC: 2024-05-14 · Kotlin 1.9 (first AC) · Tags: \*special

[\\_Fake4Fun's solution](#)

**1641.**

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[\\_Fake4Fun's solution](#)

**1642.**

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2024-02-14 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math, matrices

[\\_Fake4Fun's solution](#)

**1643.**

825F

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

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2024-01-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing, string suffix structures, strings

[\\_Fake4Fun's solution](#)

**1644.**

1912G

[Great City Saint Petersburg](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2400 · first AC: 2024-01-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[\\_Fake4Fun's solution](#)

**1645.**

1101F

[Trucks and Cities](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2400 · first AC: 2024-01-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[\\_Fake4Fun's solution](#)

**1646.**

959F

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

Quality: 2,828 global accepts · Rating: 2400 · first AC: 2024-01-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math, matrices

[\\_Fake4Fun's solution](#)

**1647.**

567F

[Mausoleum](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2400 · first AC: 2024-01-03 · C++14 (GCC 6-32) (first AC) · Tags: dp

[\\_Fake4Fun's solution](#)

**1648.**

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2024-01-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[\\_Fake4Fun's solution](#)

**1649.**

1912H

[Hypercatapult Commute](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2400 · first AC: 2023-12-16 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[\\_Fake4Fun's solution](#)

**1650.**

1866L

[Lihmuf Balling](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2400 · first AC: 2023-09-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math

[\\_Fake4Fun's solution](#)

**1651.**

1227F2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,920 global accepts · Rating: 2400 · first AC: 2023-09-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[\\_Fake4Fun's solution](#)

**1652.**

200A

[Cinema](#) · [Tutorial](#)

Quality: 732 global accepts · Rating: 2400 · first AC: 2023-08-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[\\_Fake4Fun's solution](#)

**1653.**

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[\\_Fake4Fun's solution](#)

**1654.**

1109D

[Sasha and Interesting Fact from Graph Theory](#) · [Tutorial](#)

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2023-08-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, math, trees

[\\_Fake4Fun's solution](#)

**1655.**

1853E

[Ina of the Mountain](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-07-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math

[\\_Fake4Fun's solution](#)

**1656.**

1706D2

[Chopping Carrots \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[\\_Fake4Fun's solution](#)

**1657.**

1739E

[Cleaning Robot](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 2400 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[\\_Fake4Fun's solution](#)

**1658.**

866D

[Buy Low Sell High](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-05-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, two pointers

[\\_Fake4Fun's solution](#)

**1659.**

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2023-05-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[\\_Fake4Fun's solution](#)

**1660.**

1282E

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

Quality: 1,222 global accepts · Rating: 2400 · first AC: 2023-03-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs

[\\_Fake4Fun's solution](#)

**1661.**

1774F1

[Magician and Pigs \(Easy Version\) · Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2023-03-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[\\_Fake4Fun's solution](#)

**1662.**

1770E

[Koxia and Tree · Tutorial](#)

Quality: 1,690 global accepts · Rating: 2400 · first AC: 2023-03-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[\\_Fake4Fun's solution](#)

**1663.**

626F

[Group Projects · Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2023-02-28 · last AC: 2023-02-28 · C++14 (GCC 6-32) (first AC) · Tags: dp

[\\_Fake4Fun's solution](#)

**1664.**

1042F

[Leaf Sets · Tutorial](#)

Quality: 1,490 global accepts · Rating: 2400 · first AC: 2023-02-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings, trees

[\\_Fake4Fun's solution](#)

**1665.**

1093E

[Intersection of Permutations · Tutorial](#)

Quality: 1,861 global accepts · Rating: 2400 · first AC: 2023-02-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[\\_Fake4Fun's solution](#)

**1666.**

1093F

[Vasya and Array · Tutorial](#)

Quality: 1,359 global accepts · Rating: 2400 · first AC: 2023-02-03 · C++14 (GCC 6-32) (first AC) · Tags: dp

[\\_Fake4Fun's solution](#)

**1667.**

484D

[Kindergarten · Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2023-01-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[\\_Fake4Fun's solution](#)

**1668.**

920D

[Tanks · Tutorial](#)

Quality: 809 global accepts · Rating: 2400 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[\\_Fake4Fun's solution](#)

**1669.**

1764E

[Doremy's Number Line · Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-11-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[\\_Fake4Fun's solution](#)

**1670.**

1754F

[The Beach · Tutorial](#)

Rating: 2400 · first AC: 2022-10-27 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[\\_Fake4Fun's solution](#)

**1671.**

1732D2

[Balance \(Hard version\) · Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2022-10-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, number theory

[\\_Fake4Fun's solution](#)

### 1672.

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2400 · first AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[\\_Fake4Fun's solution](#)

### 1673.

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,273 global accepts · Rating: 2400 · first AC: 2022-09-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[\\_Fake4Fun's solution](#)

### 1674.

1725L

[Lemper Cooking Competition](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2400 · first AC: 2022-09-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[\\_Fake4Fun's solution](#)

### 1675.

916E

[Jamie and Tree](#) · [Tutorial](#)

Quality: 2,105 global accepts · Rating: 2400 · first AC: 2022-07-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[\\_Fake4Fun's solution](#)

### 1676.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 2400 · first AC: 2022-07-11 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, fft, math

[\\_Fake4Fun's solution](#)

### 1677.

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2022-02-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[\\_Fake4Fun's solution](#)

### 1678.

377D

[Developing Game](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2022-02-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[\\_Fake4Fun's solution](#)

### 1679.

1633E

[Spanning Tree Queries](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2400 · first AC: 2022-02-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

[\\_Fake4Fun's solution](#)

### 1680.

1619H

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

Quality: 1,433 global accepts · Rating: 2400 · first AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, two pointers

[\\_Fake4Fun's solution](#)

### 1681.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2021-12-18 · last AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[\\_Fake4Fun's solution](#)

### 1682.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-12-16 · last AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dp, matrices

[\\_Fake4Fun's solution](#)

### 1683.

1591F

[Non-equal Neighbours](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-12-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, math

[\\_Fake4Fun's solution](#)

### 1684.

1591E

[Frequency Queries](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[\\_Fake4Fun's solution](#)

### 1685.

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2021-12-11 · last AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[\\_Fake4Fun's solution](#)

### 1686.

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2021-12-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp

[\\_Fake4Fun's solution](#)

### 1687.

449D

[Jzzhu and Numbers](#) · [Tutorial](#)

Quality: 6,138 global accepts · Rating: 2400 · first AC: 2021-12-01 · last AC: 2021-12-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[\\_Fake4Fun's solution](#)

### 1688.

26D

[Tickets](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2021-10-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities

[\\_Fake4Fun's solution](#)

### 1689.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,917 global accepts · Rating: 2400 · first AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[\\_Fake4Fun's solution](#)

### 1690.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2021-09-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees

[\\_Fake4Fun's solution](#)

### 1691.

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,519 global accepts · Rating: 2400 · first AC: 2021-09-01 · last AC: 2021-09-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[\\_Fake4Fun's solution](#)

### 1692.

161C

[Abracadabra](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 2400 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer

[\\_Fake4Fun's solution](#)

### 1693.

12D

[Ball](#) · [Tutorial](#)

Quality: 2,886 global accepts · Rating: 2400 · first AC: 2021-08-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[\\_Fake4Fun's solution](#)

### 1694.

506D

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 2,535 global accepts · Rating: 2400 · first AC: 2021-07-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[\\_Fake4Fun's solution](#)

### 1695.

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2021-07-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[\\_Fake4Fun's solution](#)

### 1696.

653E

[Bear and Forgotten Tree 2](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2400 · first AC: 2021-06-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[\\_Fake4Fun's solution](#)

### 1697.

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2021-01-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers

[\\_Fake4Fun's solution](#)

### 1698.

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2020-12-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees

[\\_Fake4Fun's solution](#)

### 1699.

1455E

[Four Points](#) · [Tutorial](#)

Quality: 1,649 global accepts · Rating: 2400 · first AC: 2020-12-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, flows, geometry, greedy, implementation, math, ternary search

[\\_Fake4Fun's solution](#)

### 1700.

1443E

[Long Permutation](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2400 · first AC: 2020-11-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, two pointers

[\\_Fake4Fun's solution](#)

### 1701.

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2020-10-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

[\\_Fake4Fun's solution](#)

### 1702.

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,052 global accepts · Rating: 2400 · first AC: 2020-09-07 · last AC: 2020-09-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees

[\\_Fake4Fun's solution](#)

### 1703.

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,961 global accepts · Rating: 2400 · first AC: 2020-08-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[\\_Fake4Fun's solution](#)

### 1704.

2206E

[Parallel Sums](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2500 · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry

[\\_Fake4Fun's solution](#)

### 1705.

2206B

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

Quality: 350 global accepts · Rating: 2500 · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, games, trees

[\\_Fake4Fun's solution](#)

### 1706.

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[\\_Fake4Fun's solution](#)

### 1707.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[\\_Fake4Fun's solution](#)

### 1708.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2024-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[\\_Fake4Fun's solution](#)

### 1709.

2005E2

[Subtangle Game \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2500 · first AC: 2024-09-22 · last AC: 2024-09-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, games, greedy, implementation

[\\_Fake4Fun's solution](#)

### 1710.

845F

[Guards In The Storehouse](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 2500 · first AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[\\_Fake4Fun's solution](#)

### 1711.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-18 · last AC: 2024-07-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[\\_Fake4Fun's solution](#)

**1712.**

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dp

[\\_Fake4Fun's solution](#)

**1713.**

1951F

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

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[\\_Fake4Fun's solution](#)

**1714.**

1906L

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

Quality: 763 global accepts · Rating: 2500 · first AC: 2024-01-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[\\_Fake4Fun's solution](#)

**1715.**

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2023-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[\\_Fake4Fun's solution](#)

**1716.**

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 2500 · first AC: 2023-12-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[\\_Fake4Fun's solution](#)

**1717.**

1516E

[Baby Ehab Plays with Permutations](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2500 · first AC: 2023-09-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[\\_Fake4Fun's solution](#)

**1718.**

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2023-08-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[\\_Fake4Fun's solution](#)

**1719.**

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2023-07-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[\\_Fake4Fun's solution](#)

**1720.**

23E

[Tree](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: 2500 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: dp

[\\_Fake4Fun's solution](#)

**1721.**

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2500 · first AC: 2023-06-29 · last AC: 2023-07-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math

[\\_Fake4Fun's solution](#)

**1722.**

1382E

[Mastermind](#) · [Tutorial](#)

Rating: 2500 · first AC: 2023-07-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Fake4Fun's solution](#)

**1723.**

1834F

[Typewriter](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 2500 · first AC: 2023-07-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Fake4Fun's solution](#)

**1724.**

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-07-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[Fake4Fun's solution](#)

**1725.**

1840G2

[In Search of Truth \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,187 global accepts · Rating: 2500 · first AC: 2023-06-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[Fake4Fun's solution](#)

**1726.**

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2023-03-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[Fake4Fun's solution](#)

**1727.**

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2023-02-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[Fake4Fun's solution](#)

**1728.**

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2500 · first AC: 2023-01-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[Fake4Fun's solution](#)

**1729.**

1758E

[Tick, Tock](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 2500 · first AC: 2022-11-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[Fake4Fun's solution](#)

**1730.**

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2022-11-27 · last AC: 2022-11-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[Fake4Fun's solution](#)

**1731.**

1725J

[Journey](#) · [Tutorial](#)

Quality: 464 global accepts · Rating: 2500 · first AC: 2022-10-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[Fake4Fun's solution](#)

**1732.**

1725E

[Electrical Efficiency](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2500 · first AC: 2022-10-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, math, number theory, trees

[\\_Fake4Fun's solution](#)

**1733.**

1725K

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

Quality: 786 global accepts · Rating: 2500 · first AC: 2022-09-16 · last AC: 2022-10-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[\\_Fake4Fun's solution](#)

**1734.**

1313D

[Happy New Year](#) · [Tutorial](#)

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2022-09-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, implementation

[\\_Fake4Fun's solution](#)

**1735.**

1312F

[Attack on Red Kingdom](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: games, two pointers

[\\_Fake4Fun's solution](#)

**1736.**

1521D

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

Quality: 2,298 global accepts · Rating: 2500 · first AC: 2022-01-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[\\_Fake4Fun's solution](#)

**1737.**

1611G

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

Quality: 741 global accepts · Rating: 2500 · first AC: 2021-11-27 · last AC: 2021-11-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graph matchings, greedy

[\\_Fake4Fun's solution](#)

**1738.**

360C

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

Quality: 1,227 global accepts · Rating: 2500 · first AC: 2021-10-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[\\_Fake4Fun's solution](#)

**1739.**

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,010 global accepts · Rating: 2500 · first AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[\\_Fake4Fun's solution](#)

**1740.**

1387B2

[Village \(Maximum\)](#) · [Tutorial](#)

Quality: 1,277 global accepts · Rating: 2500 · first AC: 2021-08-16 · C++14 (GCC 6-32) (first AC) · Tags: \*special, dfs and similar, trees

[\\_Fake4Fun's solution](#)

**1741.**

1539E

[Game with Cards](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2500 · first AC: 2021-06-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, greedy, implementation

[\\_Fake4Fun's solution](#)

**1742.**

1471E

[Strange Shuffle](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-05-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[\\_Fake4Fun's solution](#)

**1743.**

1452E

[Two Editorials](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2020-11-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, sortings, two pointers

[\\_Fake4Fun's solution](#)

**1744.**

1438E

[Yurii Can Do Everything](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2500 · first AC: 2020-11-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, divide and conquer, two pointers

[\\_Fake4Fun's solution](#)

**1745.**

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,079 global accepts · Rating: 2600 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math

[\\_Fake4Fun's solution](#)

**1746.**

2045J

[Xorderable Array](#) · [Tutorial](#)

Quality: 341 global accepts · Rating: 2600 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures

[\\_Fake4Fun's solution](#)

**1747.**

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2024-10-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[\\_Fake4Fun's solution](#)

**1748.**

2003E1

[Turtle and Inversions \(Easy Version\)](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2600 · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, dp, greedy, math

[\\_Fake4Fun's solution](#)

**1749.**

1987F2

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

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dp

[\\_Fake4Fun's solution](#)

**1750.**

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[\\_Fake4Fun's solution](#)

**1751.**

1982F

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

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2024-06-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings

[\\_Fake4Fun's solution](#)

**1752.**

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2024-01-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, flows, graph matchings, greedy

[\\_Fake4Fun's solution](#)

### 1753.

1906B

[Button Pressing](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2024-01-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, hashing

[\\_Fake4Fun's solution](#)

### 1754.

1919E

[Counting Prefixes](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[\\_Fake4Fun's solution](#)

### 1755.

724G

[Xor-matic Number of the Graph](#) · [Tutorial](#)

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2024-01-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, graphs, math, number theory, trees

[\\_Fake4Fun's solution](#)

### 1756.

1539F

[Strange Array](#) · [Tutorial](#)

Quality: 984 global accepts · Rating: 2600 · first AC: 2024-01-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[\\_Fake4Fun's solution](#)

### 1757.

1227G

[Not Same](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2600 · first AC: 2023-09-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[\\_Fake4Fun's solution](#)

### 1758.

1863F

[Divide, XOR, and Conquer](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-08-30 · last AC: 2023-08-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math

[\\_Fake4Fun's solution](#)

### 1759.

3D

[Least Cost Bracket Sequence](#) · [Tutorial](#)

Quality: 3,946 global accepts · Rating: 2600 · first AC: 2023-08-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[\\_Fake4Fun's solution](#)

### 1760.

1858E2

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

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2023-08-17 · last AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, interactive, trees

[\\_Fake4Fun's solution](#)

### 1761.

1209F

[Koala and Notebook](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2023-02-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees

[\\_Fake4Fun's solution](#)

### 1762.

1185G2

[Playlist for Polycarp \(hard version\)](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 2600 · first AC: 2022-12-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[\\_Fake4Fun's solution](#)

### 1763.

1773H

[Hot and Cold](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 2600 · first AC: 2022-12-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[\\_Fake4Fun's solution](#)

### 1764.

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2022-11-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[\\_Fake4Fun's solution](#)

### 1765.

1700F

[Puzzle](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2600 · first AC: 2022-09-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[\\_Fake4Fun's solution](#)

### 1766.

6D

[Lizards and Basements 2](#) · [Tutorial](#)

Quality: 2,279 global accepts · Rating: 2600 · first AC: 2022-07-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[\\_Fake4Fun's solution](#)

### 1767.

1363F

[Rotating Substrings](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2600 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[\\_Fake4Fun's solution](#)

### 1768.

1614E

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

Quality: 948 global accepts · Rating: 2600 · first AC: 2021-11-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[\\_Fake4Fun's solution](#)

### 1769.

758E

[Broken Tree](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2600 · first AC: 2021-06-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[\\_Fake4Fun's solution](#)

### 1770.

1469F

[Power Sockets](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2600 · first AC: 2021-01-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[\\_Fake4Fun's solution](#)

### 1771.

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2020-11-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, two pointers

[\\_Fake4Fun's solution](#)

### 1772.

1446D1

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

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2020-11-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[\\_Fake4Fun's solution](#)

### 1773.

2073H

[Secret Lilies and Roses](#) · [Tutorial](#)

Quality: 372 global accepts · Rating: 2700 · first AC: 2026-03-05 · C++20 (GCC 13-64) (first AC) · Tags: interactive

[\\_Fake4Fun's solution](#)

**1774.**

2045E

[Narrower Passageway](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 2700 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures

[\\_Fake4Fun's solution](#)

**1775.**

1993E

[Xor-Grid Problem](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2700 · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, implementation

[\\_Fake4Fun's solution](#)

**1776.**

2003E2

[Turtle and Inversions \(Hard Version\)](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2700 · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, math, two pointers

[\\_Fake4Fun's solution](#)

**1777.**

2009G3

[Yunli's Subarray Queries \(extreme version\)](#) · [Tutorial](#)

Quality: 532 global accepts · Rating: 2700 · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation

[\\_Fake4Fun's solution](#)

**1778.**

1916H2

[Matrix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2700 · first AC: 2023-12-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, matrices, string suffix structures

[\\_Fake4Fun's solution](#)

**1779.**

1866E

[Elevators of Tamem](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2700 · first AC: 2023-09-05 · C++14 (GCC 6-32) (first AC) · Tags: dp

[\\_Fake4Fun's solution](#)

**1780.**

1774F2

[Magician and Pigs \(Hard Version\)](#) · [Tutorial](#)

Quality: 866 global accepts · Rating: 2700 · first AC: 2023-03-08 · last AC: 2023-03-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation

[\\_Fake4Fun's solution](#)

**1781.**

716E

[Digit Tree](#) · [Tutorial](#)

Rating: 2700 · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, trees

[\\_Fake4Fun's solution](#)

**1782.**

578D

[LCS Again](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2700 · first AC: 2021-12-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[\\_Fake4Fun's solution](#)

**1783.**

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 2700 · first AC: 2021-12-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[\\_Fake4Fun's solution](#)

**1784.**

13E

[Holes](#) · [Tutorial](#)

Quality: 7,951 global accepts · Rating: 2700 · first AC: 2021-11-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[\\_Fake4Fun's solution](#)

**1785.**

1602F

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

Rating: 2700 · first AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings

[\\_Fake4Fun's solution](#)

**1786.**

1543E

[The Final Pursuit](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 2700 · first AC: 2021-07-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[\\_Fake4Fun's solution](#)

**1787.**

1542E2

[Abnormal Permutation Pairs \(hard version\)](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2021-07-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[\\_Fake4Fun's solution](#)

**1788.**

1461F

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

Quality: 601 global accepts · Rating: 2700 · first AC: 2020-12-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[\\_Fake4Fun's solution](#)

**1789.**

1453F

[Even Harder](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2700 · first AC: 2020-12-07 · C++14 (GCC 6-32) (first AC) · Tags: dp

[\\_Fake4Fun's solution](#)

**1790.**

1451F

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

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2020-11-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games

[\\_Fake4Fun's solution](#)

**1791.**

1421E

[Swedish Heroes](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2700 · first AC: 2020-10-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[\\_Fake4Fun's solution](#)

**1792.**

1993F2

[Dyn-scripted Robot \(Hard Version\)](#) · [Tutorial](#)

Quality: 543 global accepts · Rating: 2800 · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[\\_Fake4Fun's solution](#)

**1793.**

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2800 · first AC: 2024-01-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[\\_Fake4Fun's solution](#)

**1794.**

1863G

[Swaps](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2800 · first AC: 2023-09-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graphs, math

[\\_Fake4Fun's solution](#)

### 1795.

1866J

[Jackets and Packets](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 2800 · first AC: 2023-09-06 · C++14 (GCC 6-32) (first AC) · Tags: dp

[\\_Fake4Fun's solution](#)

### 1796.

1853F

[Miriany and Matchstick](#) · [Tutorial](#)

Rating: 2800 · first AC: 2023-07-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[\\_Fake4Fun's solution](#)

### 1797.

1732E

[Location](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2800 · first AC: 2022-10-28 · last AC: 2022-10-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math, number theory

[\\_Fake4Fun's solution](#)

### 1798.

1749F

[Distance to the Path](#) · [Tutorial](#)

Quality: 612 global accepts · Rating: 2800 · first AC: 2022-10-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[\\_Fake4Fun's solution](#)

### 1799.

1725I

[Imitating the Key Tree](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 2800 · first AC: 2022-10-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dsu, trees

[\\_Fake4Fun's solution](#)

### 1800.

1578K

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

Quality: 408 global accepts · Rating: 2800 · first AC: 2022-08-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, implementation

[\\_Fake4Fun's solution](#)

### 1801.

1633F

[Perfect Matching](#) · [Tutorial](#)

Quality: 370 global accepts · Rating: 2800 · first AC: 2022-02-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, interactive, trees

[\\_Fake4Fun's solution](#)

### 1802.

757F

[Team Rocket Rises Again](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2022-02-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[\\_Fake4Fun's solution](#)

### 1803.

1394D

[Boboniu and Jianghu](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2022-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings, trees

[\\_Fake4Fun's solution](#)

### 1804.

325E

[The Red Button](#) · [Tutorial](#)

Quality: 949 global accepts · Rating: 2800 · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, greedy

[\\_Fake4Fun's solution](#)

**1805.**

1436F

[Sum Over Subsets](#) · [Tutorial](#)

Quality: 623 global accepts · Rating: 2800 · first AC: 2020-11-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[\\_Fake4Fun's solution](#)

**1806.**

2045K

[GCDDCG](#) · [Tutorial](#)

Quality: 131 global accepts · Rating: 2900 · first AC: 2024-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[\\_Fake4Fun's solution](#)

**1807.**

1987G1

[Spinning Round \(Easy Version\)](#) · [Tutorial](#)

Quality: 344 global accepts · Rating: 2900 · first AC: 2024-07-01 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, trees

[\\_Fake4Fun's solution](#)

**1808.**

1906G

[Grid Game 2](#) · [Tutorial](#)

Quality: 335 global accepts · Rating: 2900 · first AC: 2024-01-11 · C++14 (GCC 6-32) (first AC) · Tags: games, number theory

[\\_Fake4Fun's solution](#)

**1809.**

1916F

[Group Division](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2900 · first AC: 2024-01-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[\\_Fake4Fun's solution](#)

**1810.**

1847E

[Triangle Platinum?](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2900 · first AC: 2023-07-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, implementation, interactive, math, probabilities

[\\_Fake4Fun's solution](#)

**1811.**

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2900 · first AC: 2023-01-07 · last AC: 2023-01-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[\\_Fake4Fun's solution](#)

**1812.**

1747E

[List Generation](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2900 · first AC: 2022-11-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[\\_Fake4Fun's solution](#)

**1813.**

1725D

[Deducing Sortability](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2900 · first AC: 2022-10-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, math

[\\_Fake4Fun's solution](#)

**1814.**

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,611 global accepts · Rating: 2900 · first AC: 2022-08-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[\\_Fake4Fun's solution](#)

**1815.**

226E

[Noble Knight's Path](#) · [Tutorial](#)

Quality: 548 global accepts · Rating: 2900 · first AC: 2022-07-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[\\_Fake4Fun's solution](#)

**1816.**

1055F

[Tree and XOR](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2022-02-01 · C++14 (GCC 6-32) (first AC) · Tags: strings, trees

[\\_Fake4Fun's solution](#)

**1817.**

1622F

[Quadratic Set](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2900 · first AC: 2022-01-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, hashing, math, number theory

[\\_Fake4Fun's solution](#)

**1818.**

2045L

[Buggy DFS](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: 3000 · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[\\_Fake4Fun's solution](#)

**1819.**

2045F

[Grid Game 3-angle](#) · [Tutorial](#)

Quality: 154 global accepts · Rating: 3000 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: games, math

[\\_Fake4Fun's solution](#)

**1820.**

1906C

[Cursed Game](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3000 · first AC: 2024-01-11 · C++14 (GCC 6-32) (first AC) · Tags: interactive

[\\_Fake4Fun's solution](#)

**1821.**

464E

[The Classic Problem](#) · [Tutorial](#)

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2022-02-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[\\_Fake4Fun's solution](#)

**1822.**

1465F

[The Thorny Path](#) · [Tutorial](#)

Rating: 3000 · first AC: 2020-12-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[\\_Fake4Fun's solution](#)

**1823.**

1446D2

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

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2020-11-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, two pointers

[\\_Fake4Fun's solution](#)

**1824.**

1438F

[Olha and Igor](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 3000 · first AC: 2020-11-14 · C++14 (GCC 6-32) (first AC) · Tags: interactive, probabilities, trees

[\\_Fake4Fun's solution](#)

**1825.**

1510A

[ASCII Automata Art](#) · [Tutorial](#)

Quality: 168 global accepts · Rating: 3100 · first AC: 2024-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[\\_Fake4Fun's solution](#)

**1826.**

1864G

[Magic Square](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 3100 · first AC: 2023-09-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms,

implementation

[\\_Fake4Fun's solution](#)

**1827.**

1463F

[Max Correct Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 3100 · first AC: 2020-12-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math

[\\_Fake4Fun's solution](#)

**1828.**

827F

[Dirty Arkady's Kitchen](#) · [Tutorial](#)

Quality: 582 global accepts · Rating: 3200 · first AC: 2022-02-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs, shortest paths

[\\_Fake4Fun's solution](#)

**1829.**

1598G

[The Sum of Good Numbers](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3200 · first AC: 2021-12-04 · C++14 (GCC 6-32) (first AC) · Tags: hashing, math, string suffix structures, strings

[\\_Fake4Fun's solution](#)

**1830.**

1764G3

[Doremy's Perfect DS Class \(Hard Version\)](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3300 · first AC: 2022-11-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[\\_Fake4Fun's solution](#)

**1831.**

843D

[Dynamic Shortest Path](#) · [Tutorial](#)

Quality: 1,196 global accepts · Rating: 3400 · first AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[\\_Fake4Fun's solution](#)

**1832.**

1987G2

[Spinning Round \(Hard Version\)](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3500 · first AC: 2024-09-30 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, trees

[\\_Fake4Fun's solution](#)

**1833.**

106353G

[Group Photo](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[\\_Fake4Fun's solution](#)

**1834.**

106353B

[Bisecting Bargain](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-08 · last AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[\\_Fake4Fun's solution](#)

**1835.**

106353E

[Erratic Lights](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[\\_Fake4Fun's solution](#)

**1836.**

106353C

[Canal Crossing](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[\\_Fake4Fun's solution](#)

**1837.**

106353J

[Juggling Keys](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[\\_Fake4Fun's solution](#)

**1838.**

106353A

[Arcade Crane](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[\\_Fake4Fun's solution](#)

**1839.**

106353K

[KIT Finding](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[\\_Fake4Fun's solution](#)

**1840.**

106353D

[Dreamcatcher](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[\\_Fake4Fun's solution](#)

**1841.**

106353F

[Fair Share](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[\\_Fake4Fun's solution](#)

**1842.**

106353L

[Last Christmas](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[\\_Fake4Fun's solution](#)

**1843.**

2168C

[Intercepting Butterflies](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: — · first AC: 2025-12-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, communication, constructive algorithms, graphs, interactive

[\\_Fake4Fun's solution](#)

**1844.**

2168B

[Locate](#) · [Tutorial](#)

Quality: 1,552 global accepts · Rating: — · first AC: 2025-12-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, communication, constructive algorithms, greedy, interactive

[\\_Fake4Fun's solution](#)

**1845.**

2168A2

[Encode and Decode \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,305 global accepts · Rating: — · first AC: 2025-12-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, communication, interactive, math

[\\_Fake4Fun's solution](#)

**1846.**

2168A1

[Encode and Decode \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: — · first AC: 2025-12-09 · C++20 (GCC 13-64) (first AC) · Tags: communication, constructive algorithms, interactive

[\\_Fake4Fun's solution](#)

**1847.**

105383F

[Fibonacci Lucky Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[\\_Fake4Fun's solution](#)

**1848.**

105383D

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**1849.**

105383I

[In Search of the Lost Array](#) · [Tutorial](#)

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**1850.**

105383B

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**1851.**

105383K

[Kingdom's Development Plan](#) · [Tutorial](#)

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**1852.**

105383J

[Just Round Down](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**1853.**

105383A

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**1854.**

104976A

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**1855.**

105387C

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**1856.**

105387E

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**1857.**

105387I

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**1858.**

105387K

[Stroller](#) · [Tutorial](#)

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**1859.**

105387D

[DNA](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[\\_Fake4Fun's solution](#)

**1860.**

105387J

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**1861.**

105387B

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**1862.**

105387L

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Rating: — · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1863.**

105387A

[Dilation](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1864.**

105387N

[Entomologist](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1865.**

105387H

[Toys](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1866.**

105387M

[Cinema](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1867.**

105387G

[Cubes](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1868.**

104976F

[Top Cluster](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1869.**

104976E

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Rating: — · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[\\_Fake4Fun's solution](#)

**1870.**

104848I

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Rating: — · first AC: 2024-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[\\_Fake4Fun's solution](#)

**1871.**

101471D

[Money for Nothing](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[\\_Fake4Fun's solution](#)

**1872.**

104848E

[Construct The Integer](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1873.**

104848L

[FoodSberry](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[\\_Fake4Fun's solution](#)

**1874.**

104848J

[Spectacular Ending](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[\\_Fake4Fun's solution](#)

**1875.**

104848G

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

Rating: — · first AC: 2024-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[\\_Fake4Fun's solution](#)

**1876.**

104848M

[Fine Trip](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1877.**

104848D

[Christmas Children Circle](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1878.**

104848H

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Rating: — · first AC: 2024-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[\\_Fake4Fun's solution](#)

**1879.**

104848N

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

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[\\_Fake4Fun's solution](#)

**1880.**

104848F

[Build the Non-Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[\\_Fake4Fun's solution](#)

**1881.**

104848A

[A Non-Palindromic Modification](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[\\_Fake4Fun's solution](#)

**1882.**

104976H

[Sugar Sweet II](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1883.**

104976G

[Snake Move](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1884.**

104976D

[Operator Precedence](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[\\_Fake4Fun's solution](#)

**1885.**

104976J

[Mysterious Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1886.**

104976M

[V-Diagram](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1887.**

1959G

[The Humanoid](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: \*special, brute force, sortings

[\\_Fake4Fun's solution](#)

**1888.**

1959C

[Count the Number of Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-09 · Kotlin 1.9 (first AC) · Tags: \*special, greedy, strings

[\\_Fake4Fun's solution](#)

**1889.**

1959B

[Compare T-Shirt Sizes](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-08 · Kotlin 1.9 (first AC) · Tags: \*special, implementation, strings

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**1890.**

1959A

[Spy Detected!](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-07 · Kotlin 1.9 (first AC) · Tags: \*special, implementation

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**1891.**

103438G

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

Rating: — · first AC: 2023-10-17 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**1892.**

103438A

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

Rating: — · first AC: 2023-10-11 · C++14 (GCC 6-32) (first AC) · Tags: —  
[\\_Fake4Fun's solution](#)

**1893.**

101653P

[Gold Leaf](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-22 · C++14 (GCC 6-32) (first AC) · Tags: —  
[\\_Fake4Fun's solution](#)

**1894.**

101653V

[Towers](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-21 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**1895.**

101653Q

[Number Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-21 · C++14 (GCC 6-32) (first AC) · Tags: —  
[\\_Fake4Fun's solution](#)

**1896.**

101653W

[Wormhole](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[\\_Fake4Fun's solution](#)

**1897.**

101653S

[Ranked Choice](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-21 · C++14 (GCC 6-32) (first AC) · Tags: —  
[\\_Fake4Fun's solution](#)

**1898.**

101653T

[Runes](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[\\_Fake4Fun's solution](#)

**1899.**

101653O

[Diamonds](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-21 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**1900.**

101653X

[Wrench](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1901.**

101653R

[Ramp Number](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1902.**

101653U

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Rating: — · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: —

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101653M

[Polyhedra](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-21 · C++14 (GCC 6-32) (first AC) · Tags: —

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101653N

[Majority](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-21 · C++14 (GCC 6-32) (first AC) · Tags: —

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103957H

[Open Face Chinese Poker](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-29 · C++14 (GCC 6-32) (first AC) · Tags: —

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100886G

[Maximum Product](#) · [Tutorial](#)

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

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391E2

[Three Trees](#) · [Tutorial](#)

Quality: 187 global accepts · Rating: — · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[\\_Fake4Fun's solution](#)**1908.**

101177J

[Just Terraffic!](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · last AC: 2021-09-26 · C++14 (GCC 6-32) (first AC) · Tags: —

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1145A

[Thanos Sort](#) · [Tutorial](#)

Quality: 9,267 global accepts · Rating: — · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: \*special, implementation

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