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Unique solved — [anodiebird](#)

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

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

Filters: none

Count: 442

1.

2207A

[1-1](#) · [Tutorial](#)

Quality: 13,682 global accepts · Rating: 800 · first AC: 2026-05-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[_anodiebird's solution](#)

2.

2208A

[Bingo Candies](#) · [Tutorial](#)

Quality: 20,221 global accepts · Rating: 800 · first AC: 2026-05-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[_anodiebird's solution](#)

3.

2204B

[Right Maximum](#) · [Tutorial](#)

Quality: 19,540 global accepts · Rating: 800 · first AC: 2026-05-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[_anodiebird's solution](#)

4.

2204A

[Passing the Ball](#) · [Tutorial](#)

Quality: 21,740 global accepts · Rating: 800 · first AC: 2026-05-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[_anodiebird's solution](#)

5.

1857A

[Array Coloring](#) · [Tutorial](#)

Quality: 78,918 global accepts · Rating: 800 · first AC: 2023-08-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[_anodiebird's solution](#)

6.

1856A

[Tales of a Sort](#) · [Tutorial](#)

Quality: 28,161 global accepts · Rating: 800 · first AC: 2023-08-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[_anodiebird's solution](#)

7.

1849A

[Morning Sandwich](#) · [Tutorial](#)

Quality: 32,112 global accepts · Rating: 800 · first AC: 2023-07-27 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[_anodiebird's solution](#)

8.

1851B

[Parity Sort](#) · [Tutorial](#)

Quality: 32,456 global accepts · Rating: 800 · first AC: 2023-07-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers

[_anodiebird's solution](#)

9.

1851A

[Escalator Conversations](#) · [Tutorial](#)

Quality: 31,505 global accepts · Rating: 800 · first AC: 2023-07-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

[_anodiebird's solution](#)

10.

1821A

[Matching](#) · [Tutorial](#)

Quality: 21,188 global accepts · Rating: 800 · first AC: 2023-07-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math
[_anodiebird's solution](#)

11.

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,953 global accepts · Rating: 800 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games
[_anodiebird's solution](#)

12.

1823A

[A-characteristic](#) · [Tutorial](#)

Quality: 17,173 global accepts · Rating: 800 · first AC: 2023-07-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math
[_anodiebird's solution](#)

13.

1818A

[Politics](#) · [Tutorial](#)

Quality: 14,387 global accepts · Rating: 800 · first AC: 2023-07-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[_anodiebird's solution](#)

14.

1846B

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

Quality: 28,917 global accepts · Rating: 800 · first AC: 2023-07-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings
[_anodiebird's solution](#)

15.

1846A

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

Quality: 34,781 global accepts · Rating: 800 · first AC: 2023-07-07 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[_anodiebird's solution](#)

16.

1847A

[The Man who became a God](#) · [Tutorial](#)

Quality: 22,905 global accepts · Rating: 800 · first AC: 2023-07-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[_anodiebird's solution](#)

17.

1825A

[LuoTianyi and the Palindrome String](#) · [Tutorial](#)

Quality: 20,767 global accepts · Rating: 800 · first AC: 2023-07-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings
[_anodiebird's solution](#)

18.

1828A

[Divisible Array](#) · [Tutorial](#)

Quality: 25,342 global accepts · Rating: 800 · first AC: 2023-07-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[_anodiebird's solution](#)

19.

1837A

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

Quality: 54,838 global accepts · Rating: 800 · first AC: 2023-07-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[_anodiebird's solution](#)

20.

1845A

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

Quality: 47,347 global accepts · Rating: 800 · first AC: 2023-06-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[_anodiebird's solution](#)

21.

1842A

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

Quality: 20,796 global accepts · Rating: 800 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: games, math

[_anodiebird's solution](#)

22.

1843C

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

Quality: 39,499 global accepts · Rating: 800 · first AC: 2023-06-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, math, trees

[_anodiebird's solution](#)

23.

1843B

[Long Long](#) · [Tutorial](#)

Quality: 32,102 global accepts · Rating: 800 · first AC: 2023-06-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, two pointers

[_anodiebird's solution](#)

24.

1843A

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

Quality: 37,310 global accepts · Rating: 800 · first AC: 2023-06-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers

[_anodiebird's solution](#)

25.

1834A

[Unit Array](#) · [Tutorial](#)

Quality: 45,656 global accepts · Rating: 800 · first AC: 2023-06-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[_anodiebird's solution](#)

26.

1840A

[Cipher Shifer](#) · [Tutorial](#)

Quality: 38,051 global accepts · Rating: 800 · first AC: 2023-06-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings, two pointers

[_anodiebird's solution](#)

27.

1838A

[Blackboard List](#) · [Tutorial](#)

Quality: 22,689 global accepts · Rating: 800 · first AC: 2023-06-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[_anodiebird's solution](#)

28.

1839A

[The Good Array](#) · [Tutorial](#)

Quality: 18,331 global accepts · Rating: 800 · first AC: 2023-06-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[_anodiebird's solution](#)

29.

1790B

[Taisia and Dice](#) · [Tutorial](#)

Quality: 28,995 global accepts · Rating: 800 · first AC: 2023-05-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[_anodiebird's solution](#)

30.

1790A

[Polycarp and the Day of Pi](#) · [Tutorial](#)

Quality: 41,046 global accepts · Rating: 800 · first AC: 2023-05-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, strings

[_anodiebird's solution](#)

31.

1833C

[Vlad Building Beautiful Array](#) · [Tutorial](#)

Quality: 27,893 global accepts · Rating: 800 · first AC: 2023-05-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[_anodiebird's solution](#)

32.

1833A

[Musical Puzzle](#) · [Tutorial](#)

Quality: 35,082 global accepts · Rating: 800 · first AC: 2023-05-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[_anodiebird's solution](#)

33.

1832A

[New Palindrome](#) · [Tutorial](#)

Quality: 28,971 global accepts · Rating: 800 · first AC: 2023-05-12 · C++14 (GCC 6-32) (first AC) · Tags: strings

[_anodiebird's solution](#)

34.

1616A

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

Quality: 23,829 global accepts · Rating: 800 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[_anodiebird's solution](#)

35.

1615A

[Closing The Gap](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 800 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[_anodiebird's solution](#)

36.

1608A

[Find Array](#) · [Tutorial](#)

Quality: 20,263 global accepts · Rating: 800 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[_anodiebird's solution](#)

37.

1594A

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

Quality: 27,119 global accepts · Rating: 800 · first AC: 2021-10-08 · C++14 (GCC 6-32) (first AC) · Tags: math

[_anodiebird's solution](#)

38.

1592A

[Gamer Hemose](#) · [Tutorial](#)

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

[_anodiebird's solution](#)

39.

1579A

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

Quality: 41,992 global accepts · Rating: 800 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[_anodiebird's solution](#)

40.

1574A

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

Quality: 23,066 global accepts · Rating: 800 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[_anodiebird's solution](#)

41.

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

Quality: 21,212 global accepts · Rating: 800 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[_anodiebird's solution](#)

42.

1566A

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

Quality: 25,373 global accepts · Rating: 800 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[_anodiebird's solution](#)

43.

1569A

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

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

[_anodiebird's solution](#)

44.

1567A

[Domino Disaster](#) · [Tutorial](#)

Quality: 31,718 global accepts · Rating: 800 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[_anodiebird's solution](#)

45.

1556A

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

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

[_anodiebird's solution](#)

46.

1562A

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

Quality: 26,366 global accepts · Rating: 800 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[_anodiebird's solution](#)

47.

1549B

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

Quality: 26,824 global accepts · Rating: 800 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation

[_anodiebird's solution](#)

48.

1549A

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

Quality: 35,564 global accepts · Rating: 800 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[_anodiebird's solution](#)

49.

1554A

[Cherry](#) · [Tutorial](#)

Quality: 31,388 global accepts · Rating: 800 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[_anodiebird's solution](#)

50.

1523A

[Game of Life](#) · [Tutorial](#)

Quality: 14,056 global accepts · Rating: 800 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[_anodiebird's solution](#)

51.

1526A

[Mean Inequality](#) · [Tutorial](#)

Quality: 25,017 global accepts · Rating: 800 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[_anodiebird's solution](#)

52.

1514A

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

Quality: 25,368 global accepts · Rating: 800 · first AC: 2021-04-19 · GNU C++11 (first AC) · Tags: math, number theory

[_anodiebird's solution](#)

53.

1491A

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

Quality: 19,028 global accepts · Rating: 800 · first AC: 2021-02-28 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[_anodiebird's solution](#)

54.

1398B

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

Quality: 25,903 global accepts · Rating: 800 · first AC: 2020-12-05 · GNU C++11 (first AC) · Tags: games, greedy, sortings

[_anodiebird's solution](#)

55.

1398A

[Bad Triangle](#) · [Tutorial](#)

Quality: 28,789 global accepts · Rating: 800 · first AC: 2020-12-05 · GNU C++11 (first AC) · Tags: geometry, math

[_anodiebird's solution](#)

56.

1453A

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

Quality: 24,264 global accepts · Rating: 800 · first AC: 2020-12-04 · GNU C++11 (first AC) · Tags: implementation

[_anodiebird's solution](#)

57.

1422A

[Fence](#) · [Tutorial](#)

Quality: 21,866 global accepts · Rating: 800 · first AC: 2020-11-27 · GNU C++11 (first AC) · Tags: geometry, math

[_anodiebird's solution](#)

58.

1430B

[Barrels](#) · [Tutorial](#)

Quality: 20,278 global accepts · Rating: 800 · first AC: 2020-11-25 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[_anodiebird's solution](#)

59.

1428A

[Box is Pull](#) · [Tutorial](#)

Quality: 17,006 global accepts · Rating: 800 · first AC: 2020-11-24 · GNU C++11 (first AC) · Tags: math

[_anodiebird's solution](#)

60.

1421A

[XORwice](#) · [Tutorial](#)

Quality: 35,470 global accepts · Rating: 800 · first AC: 2020-11-23 · GNU C++11 (first AC) · Tags: bitmasks, greedy, math

[_anodiebird's solution](#)

61.

1436A

[Reorder](#) · [Tutorial](#)

Quality: 23,549 global accepts · Rating: 800 · first AC: 2020-11-22 · GNU C++11 (first AC) · Tags: math

[_anodiebird's solution](#)

62.

1451A

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

Quality: 25,281 global accepts · Rating: 800 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[_anodiebird's solution](#)

63.

1452C

[Two Brackets](#) · [Tutorial](#)

Quality: 21,118 global accepts · Rating: 800 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[_anodiebird's solution](#)

64.

1452A

[Robot Program](#) · [Tutorial](#)

Quality: 22,939 global accepts · Rating: 800 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: math

[_anodiebird's solution](#)

65.

1440A

[Buy the String](#) · [Tutorial](#)

Quality: 20,378 global accepts · Rating: 800 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[_anodiebird's solution](#)

66.

1447A

[Add Candies](#) · [Tutorial](#)

Quality: 14,451 global accepts · Rating: 800 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[_anodiebird's solution](#)

67.

1438A

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

Quality: 19,751 global accepts · Rating: 800 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[_anodiebird's solution](#)

68.

1437A

[Marketing Scheme](#) · [Tutorial](#)

Quality: 18,466 global accepts · Rating: 800 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[_anodiebird's solution](#)

69.

1435A

[Finding Sasuke](#) · [Tutorial](#)

Rating: 800 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[_anodiebird's solution](#)

70.

2216A

[Course Wishes](#) · [Tutorial](#)

Quality: 4,420 global accepts · Rating: 900 · first AC: 2026-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[_anodiebird's solution](#)

71.

2209B

[Array](#) · [Tutorial](#)

Quality: 19,378 global accepts · Rating: 900 · first AC: 2026-03-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[_anodiebird's solution](#)

72.

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[_anodiebird's solution](#)

73.

1848A

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

Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-07-16 · C++17 (GCC 9-64) (first AC) · Tags: games, math

[_anodiebird's solution](#)

74.

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,121 global accepts · Rating: 900 · first AC: 2023-07-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, sortings

[_anodiebird's solution](#)

75.

1818B

[Indivisible](#) · [Tutorial](#)

Quality: 17,051 global accepts · Rating: 900 · first AC: 2023-07-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[_anodiebird's solution](#)

76.

1828B

[Permutation Swap](#) · [Tutorial](#)

Quality: 39,301 global accepts · Rating: 900 · first AC: 2023-07-02 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[_anodiebird's solution](#)

77.

1837B

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

Quality: 50,098 global accepts · Rating: 900 · first AC: 2023-07-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[_anodiebird's solution](#)

78.

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,704 global accepts · Rating: 900 · first AC: 2023-06-29 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation, math
[_anodiebird's solution](#)

79.

1833B

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

Quality: 29,622 global accepts · Rating: 900 · first AC: 2023-05-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[_anodiebird's solution](#)

80.

1609A

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

Quality: 18,895 global accepts · Rating: 900 · first AC: 2021-11-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory
[_anodiebird's solution](#)

81.

1610A

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

Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: math
[_anodiebird's solution](#)

82.

1559B

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

Quality: 24,137 global accepts · Rating: 900 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[_anodiebird's solution](#)

83.

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,584 global accepts · Rating: 900 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math
[_anodiebird's solution](#)

84.

1555A

[PizzaForces](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 900 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[_anodiebird's solution](#)

85.

1471A

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

Quality: 38,205 global accepts · Rating: 900 · first AC: 2021-01-18 · GNU C++11 (first AC) · Tags: greedy, math, number theory
[_anodiebird's solution](#)

86.

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,983 global accepts · Rating: 900 · first AC: 2020-11-28 · GNU C++11 (first AC) · Tags: greedy, implementation, math
[_anodiebird's solution](#)

87.

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,033 global accepts · Rating: 900 · first AC: 2020-11-26 · GNU C++11 (first AC) · Tags: math, sortings
[_anodiebird's solution](#)

88.

1430A

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

Quality: 21,755 global accepts · Rating: 900 · first AC: 2020-11-25 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math
[_anodiebird's solution](#)

89.

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,724 global accepts · Rating: 900 · first AC: 2020-11-22 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[_anodiebird's solution](#)

90.

1451B

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

Quality: 20,213 global accepts · Rating: 900 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings
[_anodiebird's solution](#)

91.

1440B

[Sum of Medians](#) · [Tutorial](#)

Quality: 30,329 global accepts · Rating: 900 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[_anodiebird's solution](#)

92.

2204C

[Spring](#) · [Tutorial](#)

Quality: 17,395 global accepts · Rating: 1000 · first AC: 2026-05-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[_anodiebird's solution](#)

93.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,373 global accepts · Rating: 1000 · first AC: 2023-07-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings
[_anodiebird's solution](#)

94.

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,877 global accepts · Rating: 1000 · first AC: 2023-07-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[_anodiebird's solution](#)

95.

1844B

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

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[_anodiebird's solution](#)

96.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-07-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, two pointers
[_anodiebird's solution](#)

97.

1825B

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

Quality: 16,096 global accepts · Rating: 1000 · first AC: 2023-07-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[_anodiebird's solution](#)

98.

1837C

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

Quality: 24,576 global accepts · Rating: 1000 · first AC: 2023-07-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[_anodiebird's solution](#)

99.

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[_anodiebird's solution](#)

100.

1840C

[Ski Resort](#) · [Tutorial](#)

Quality: 47,572 global accepts · Rating: 1000 · first AC: 2023-06-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, two pointers

[_anodiebird's solution](#)

101.

1790C

[Premutation](#) · [Tutorial](#)

Quality: 26,845 global accepts · Rating: 1000 · first AC: 2023-05-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[_anodiebird's solution](#)

102.

1579E1

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

Quality: 25,200 global accepts · Rating: 1000 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[_anodiebird's solution](#)

103.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,034 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[_anodiebird's solution](#)

104.

1569B

[Chess Tournament](#) · [Tutorial](#)

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

[_anodiebird's solution](#)

105.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,939 global accepts · Rating: 1000 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[_anodiebird's solution](#)

106.

1562B

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

Quality: 20,543 global accepts · Rating: 1000 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[_anodiebird's solution](#)

107.

1430C

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

Quality: 28,235 global accepts · Rating: 1000 · first AC: 2020-11-25 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[_anodiebird's solution](#)

108.

1418A

[Buying Torches](#) · [Tutorial](#)

Quality: 33,848 global accepts · Rating: 1000 · first AC: 2020-11-18 · C++17 (GCC 7-32) (first AC) · Tags: math

[_anodiebird's solution](#)

109.

1447B

[Numbers Box](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 1000 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[_anodiebird's solution](#)

110.

1438B

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

Quality: 29,070 global accepts · Rating: 1000 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[_anodiebird's solution](#)

111.

2208B

[Cyclists](#) · [Tutorial](#)

Quality: 13,667 global accepts · Rating: 1100 · first AC: 2026-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, implementation, math, sortings

[_anodiebird's solution](#)

112.

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,714 global accepts · Rating: 1100 · first AC: 2023-08-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[_anodiebird's solution](#)

113.

1821B

[Sort the Subarray](#) · [Tutorial](#)

Quality: 28,330 global accepts · Rating: 1100 · first AC: 2023-07-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[_anodiebird's solution](#)

114.

1826B

[Lunatic Never Content](#) · [Tutorial](#)

Quality: 28,162 global accepts · Rating: 1100 · first AC: 2023-07-08 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[_anodiebird's solution](#)

115.

1828C

[Counting Orders](#) · [Tutorial](#)

Rating: 1100 · first AC: 2023-07-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, sortings

[_anodiebird's solution](#)

116.

1842B

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

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

[_anodiebird's solution](#)

117.

1836B

[Astrophysicists](#) · [Tutorial](#)

Quality: 13,592 global accepts · Rating: 1100 · first AC: 2023-06-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[_anodiebird's solution](#)

118.

1840B

[Binary Cafe](#) · [Tutorial](#)

Quality: 24,724 global accepts · Rating: 1100 · first AC: 2023-06-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, math

[_anodiebird's solution](#)

119.

1838B

[Minimize Permutation Subarrays](#) · [Tutorial](#)

Quality: 17,807 global accepts · Rating: 1100 · first AC: 2023-06-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[_anodiebird's solution](#)

120.

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,549 global accepts · Rating: 1100 · first AC: 2023-06-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[_anodiebird's solution](#)

121.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,492 global accepts · Rating: 1100 · first AC: 2023-05-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings, two pointers

[_anodiebird's solution](#)

122.

1616B

[Mirror in the String](#) · [Tutorial](#)

Quality: 20,709 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[_anodiebird's solution](#)

123.

1609B

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

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[_anodiebird's solution](#)

124.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,384 global accepts · Rating: 1100 · first AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[_anodiebird's solution](#)

125.

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,137 global accepts · Rating: 1100 · first AC: 2021-10-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[_anodiebird's solution](#)

126.

1579B

[Shifting Sort](#) · [Tutorial](#)

Quality: 18,887 global accepts · Rating: 1100 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[_anodiebird's solution](#)

127.

1574B

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

Quality: 18,221 global accepts · Rating: 1100 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[_anodiebird's solution](#)

128.

1566D1

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

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[_anodiebird's solution](#)

129.

1523B

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

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[_anodiebird's solution](#)

130.

1471B

[Strange List](#) · [Tutorial](#)

Quality: 19,932 global accepts · Rating: 1100 · first AC: 2021-01-18 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[_anodiebird's solution](#)

131.

1407A

[Ahahahahahahaha](#) · [Tutorial](#)

Quality: 21,392 global accepts · Rating: 1100 · first AC: 2020-12-01 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[_anodiebird's solution](#)

132.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-11-24 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, strings

[_anodiebird's solution](#)

133.

1421B

[Putting Bricks in the Wall](#) · [Tutorial](#)

Quality: 13,474 global accepts · Rating: 1100 · first AC: 2020-11-23 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[_anodiebird's solution](#)

134.

1435B

[A New Technique](#) · [Tutorial](#)

Rating: 1100 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[_anodiebird's solution](#)

135.

1857C

[Assembly via Minimums](#) · [Tutorial](#)

Quality: 41,755 global accepts · Rating: 1200 · first AC: 2023-08-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[_anodiebird's solution](#)

136.

1848B

[Vika and the Bridge](#) · [Tutorial](#)

Quality: 24,407 global accepts · Rating: 1200 · first AC: 2023-07-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[_anodiebird's solution](#)

137.

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,281 global accepts · Rating: 1200 · first AC: 2023-07-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[_anodiebird's solution](#)

138.

1846D

[Rudolph and Christmas Tree](#) · [Tutorial](#)

Quality: 22,448 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, math

[_anodiebird's solution](#)

139.

1846C

[Rudolf and the Another Competition](#) · [Tutorial](#)

Quality: 21,476 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings

[_anodiebird's solution](#)

140.

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,692 global accepts · Rating: 1200 · first AC: 2023-06-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[_anodiebird's solution](#)

141.

1834C

[Game with Reversing](#) · [Tutorial](#)

Quality: 15,041 global accepts · Rating: 1200 · first AC: 2023-06-18 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math, strings

[_anodiebird's solution](#)

142.

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,563 global accepts · Rating: 1200 · first AC: 2023-05-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[_anodiebird's solution](#)

143.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,394 global accepts · Rating: 1200 · first AC: 2023-05-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[_anodiebird's solution](#)

144.

1608B

[Build the Permutation](#) · [Tutorial](#)

Quality: 12,486 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[_anodiebird's solution](#)

145.

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,339 global accepts · Rating: 1200 · first AC: 2021-10-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, strings

[_anodiebird's solution](#)

146.

1592B

[Hemose Shopping](#) · [Tutorial](#)

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

[_anodiebird's solution](#)

147.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,811 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[_anodiebird's solution](#)

148.

1514B

[AND 0, Sum Big](#) · [Tutorial](#)

Quality: 34,936 global accepts · Rating: 1200 · first AC: 2021-04-19 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, math

[_anodiebird's solution](#)

149.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,877 global accepts · Rating: 1200 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: geometry, greedy, math, sortings

[_anodiebird's solution](#)

150.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · GNU C++11 (first AC) · Tags: brute force, math

[_anodiebird's solution](#)

151.

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,461 global accepts · Rating: 1200 · first AC: 2020-11-28 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[_anodiebird's solution](#)

152.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-11-24 · GNU C++11 (first AC) · Tags: graphs, implementation

[_anodiebird's solution](#)

153.

1437B

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

Quality: 20,852 global accepts · Rating: 1200 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[_anodiebird's solution](#)

154.

2208C

[Stamina and Tasks](#) · [Tutorial](#)

Quality: 11,093 global accepts · Rating: 1300 · first AC: 2026-05-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[_anodiebird's solution](#)

155.

2216B

[THU Packing Puzzle](#) · [Tutorial](#)

Quality: 3,467 global accepts · Rating: 1300 · first AC: 2026-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[_anodiebird's solution](#)

156.

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,320 global accepts · Rating: 1300 · first AC: 2023-08-07 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings, trees

[_anodiebird's solution](#)

157.

1851D

[Prefix Permutation Sums](#) · [Tutorial](#)

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2023-07-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[_anodiebird's solution](#)

158.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,204 global accepts · Rating: 1300 · first AC: 2023-07-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, strings

[_anodiebird's solution](#)

159.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, math

[_anodiebird's solution](#)

160.

1823C

[Strongly Composite](#) · [Tutorial](#)

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-07-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[_anodiebird's solution](#)

161.

1826C

[Dreaming of Freedom](#) · [Tutorial](#)

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-07-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory
[_anodiebird's solution](#)

162.

1846E1

[Rudolf and Snowflakes \(simple version\)](#) · [Tutorial](#)

Quality: 25,207 global accepts · Rating: 1300 · first AC: 2023-07-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math
[_anodiebird's solution](#)

163.

1839C

[Insert Zero and Invert Prefix](#) · [Tutorial](#)

Quality: 13,443 global accepts · Rating: 1300 · first AC: 2023-06-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[_anodiebird's solution](#)

164.

1615B

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

Quality: 17,916 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math
[_anodiebird's solution](#)

165.

1594E1

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

Quality: 12,196 global accepts · Rating: 1300 · first AC: 2021-10-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[_anodiebird's solution](#)

166.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, ternary search
[_anodiebird's solution](#)

167.

1556B

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

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[_anodiebird's solution](#)

168.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,084 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, implementation
[_anodiebird's solution](#)

169.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[_anodiebird's solution](#)

170.

1471C

[Strange Birthday Party](#) · [Tutorial](#)

Rating: 1300 · first AC: 2021-01-18 · GNU C++11 (first AC) · Tags: brute force, greedy, sortings
[_anodiebird's solution](#)

171.

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,068 global accepts · Rating: 1300 · first AC: 2020-12-01 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory
[_anodiebird's solution](#)

172.

1422B

[Nice Matrix](#) · [Tutorial](#)

Quality: 15,071 global accepts · Rating: 1300 · first AC: 2020-11-27 · GNU C++11 (first AC) · Tags: greedy, implementation, math
[_anodiebird's solution](#)

173.

1418B

[Negative Prefixes](#) · [Tutorial](#)

Quality: 17,558 global accepts · Rating: 1300 · first AC: 2020-11-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[_anodiebird's solution](#)

174.

1447C

[Knapsack](#) · [Tutorial](#)

Rating: 1300 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[_anodiebird's solution](#)

175.

2204D

[Alternating Path](#) · [Tutorial](#)

Quality: 8,916 global accepts · Rating: 1400 · first AC: 2026-05-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs
[_anodiebird's solution](#)

176.

2209C

[Find the Zero](#) · [Tutorial](#)

Quality: 10,643 global accepts · Rating: 1400 · first AC: 2026-03-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive
[_anodiebird's solution](#)

177.

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-07-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[_anodiebird's solution](#)

178.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings
[_anodiebird's solution](#)

179.

1847C

[Vampiric Powers, anyone?](#) · [Tutorial](#)

Quality: 14,761 global accepts · Rating: 1400 · first AC: 2023-07-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy
[_anodiebird's solution](#)

180.

1825C

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

Rating: 1400 · first AC: 2023-07-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[_anodiebird's solution](#)

181.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,970 global accepts · Rating: 1400 · first AC: 2023-07-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[_anodiebird's solution](#)

182.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,790 global accepts · Rating: 1400 · first AC: 2023-06-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, strings

[_anodiebird's solution](#)

183.

1840D

[Wooden Toy Festival](#) · [Tutorial](#)

Quality: 16,308 global accepts · Rating: 1400 · first AC: 2023-06-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[_anodiebird's solution](#)

184.

1838C

[No Prime Differences](#) · [Tutorial](#)

Quality: 17,320 global accepts · Rating: 1400 · first AC: 2023-06-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[_anodiebird's solution](#)

185.

1830A

[Copil Copac Draws Trees](#) · [Tutorial](#)

Quality: 20,319 global accepts · Rating: 1400 · first AC: 2023-05-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[_anodiebird's solution](#)

186.

1790E

[Vlad and a Pair of Numbers](#) · [Tutorial](#)

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2023-05-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[_anodiebird's solution](#)

187.

1833D

[Flipper](#) · [Tutorial](#)

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-05-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[_anodiebird's solution](#)

188.

1609C

[Complex Market Analysis](#) · [Tutorial](#)

Quality: 10,458 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[_anodiebird's solution](#)

189.

1579D

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

Quality: 18,422 global accepts · Rating: 1400 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[_anodiebird's solution](#)

190.

1559D1

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

Quality: 16,031 global accepts · Rating: 1400 · first AC: 2021-08-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[_anodiebird's solution](#)

191.

1549C

[Web of Lies](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[_anodiebird's solution](#)

192.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,734 global accepts · Rating: 1400 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[_anodiebird's solution](#)

193.

1453B

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

Quality: 14,063 global accepts · Rating: 1400 · first AC: 2020-12-04 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[_anodiebird's solution](#)

194.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-11-26 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings
[_anodiebird's solution](#)

195.

1421C

[Palindromifier](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2020-11-23 · GNU C++11 (first AC) · Tags: constructive algorithms, strings
[_anodiebird's solution](#)

196.

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,293 global accepts · Rating: 1400 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, hashing, implementation, strings
[_anodiebird's solution](#)

197.

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,492 global accepts · Rating: 1400 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings
[_anodiebird's solution](#)

198.

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,842 global accepts · Rating: 1500 · first AC: 2023-08-07 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings
[_anodiebird's solution](#)

199.

1851E

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

Quality: 13,285 global accepts · Rating: 1500 · first AC: 2023-07-25 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, sortings
[_anodiebird's solution](#)

200.

1818C

[Almost Increasing Subsequence](#) · [Tutorial](#)

Rating: 1500 · first AC: 2023-07-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy
[_anodiebird's solution](#)

201.

1842C

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

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

202.

1616C

[Representative Edges](#) · [Tutorial](#)

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math
[_anodiebird's solution](#)

203.

1579C

[Ticks](#) · [Tutorial](#)

Quality: 11,656 global accepts · Rating: 1500 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[_anodiebird's solution](#)

204.

1569C

[Jury Meeting](#) · [Tutorial](#)

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

[_anodiebird's solution](#)

205.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,310 global accepts · Rating: 1500 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[_anodiebird's solution](#)

206.

1526C1

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

Quality: 27,189 global accepts · Rating: 1500 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy

[_anodiebird's solution](#)

207.

1404A

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

Quality: 19,390 global accepts · Rating: 1500 · first AC: 2020-12-02 · GNU C++11 (first AC) · Tags: implementation, strings

[_anodiebird's solution](#)

208.

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,669 global accepts · Rating: 1500 · first AC: 2020-11-22 · GNU C++11 (first AC) · Tags: binary search, combinatorics

[_anodiebird's solution](#)

209.

1418C

[Mortal Kombat Tower](#) · [Tutorial](#)

Quality: 28,133 global accepts · Rating: 1500 · first AC: 2020-11-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

[_anodiebird's solution](#)

210.

1440C1

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

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

[_anodiebird's solution](#)

211.

2207C

[Where's My Water?](#) · [Tutorial](#)

Quality: 5,445 global accepts · Rating: 1600 · first AC: 2026-05-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, math

[_anodiebird's solution](#)

212.

2207B

[One Night At Freddy's](#) · [Tutorial](#)

Quality: 5,808 global accepts · Rating: 1600 · first AC: 2026-05-05 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[_anodiebird's solution](#)

213.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,330 global accepts · Rating: 1600 · first AC: 2023-08-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp

[_anodiebird's solution](#)

214.

1849C

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

Quality: 12,531 global accepts · Rating: 1600 · first AC: 2023-07-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[_anodiebird's solution](#)

215.

1843E

[Tracking Segments](#) · [Tutorial](#)

Quality: 17,806 global accepts · Rating: 1600 · first AC: 2023-06-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, two pointers

[_anodiebird's solution](#)

216.

1840E

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

Quality: 9,308 global accepts · Rating: 1600 · first AC: 2023-06-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, implementation

[_anodiebird's solution](#)

217.

1833E

[Round Dance](#) · [Tutorial](#)

Quality: 18,410 global accepts · Rating: 1600 · first AC: 2023-05-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths

[_anodiebird's solution](#)

218.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy, math

[_anodiebird's solution](#)

219.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[_anodiebird's solution](#)

220.

1610C

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

Quality: 15,623 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[_anodiebird's solution](#)

221.

1566D2

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

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[_anodiebird's solution](#)

222.

1567C

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

Quality: 13,154 global accepts · Rating: 1600 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[_anodiebird's solution](#)

223.

1555D

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

Quality: 15,469 global accepts · Rating: 1600 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[_anodiebird's solution](#)

224.

1523C

[Compression and Expansion](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[_anodiebird's solution](#)

225.

1526C2

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

Quality: 29,733 global accepts · Rating: 1600 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[_anodiebird's solution](#)

226.

1514C

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

Quality: 18,288 global accepts · Rating: 1600 · first AC: 2021-04-19 · GNU C++11 (first AC) · Tags: greedy, number theory

[_anodiebird's solution](#)

227.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,605 global accepts · Rating: 1600 · first AC: 2020-12-05 · GNU C++11 (first AC) · Tags: data structures, dp, math

[_anodiebird's solution](#)

228.

1396A

[Multiples of Length](#) · [Tutorial](#)

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-12-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, number theory

[_anodiebird's solution](#)

229.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,802 global accepts · Rating: 1600 · first AC: 2020-12-01 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[_anodiebird's solution](#)

230.

1452D

[Radio Towers](#) · [Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[_anodiebird's solution](#)

231.

1437D

[Minimal Height Tree](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths, trees

[_anodiebird's solution](#)

232.

2216C

[Interval Mod](#) · [Tutorial](#)

Rating: 1700 · first AC: 2026-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[_anodiebird's solution](#)

233.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,318 global accepts · Rating: 1700 · first AC: 2023-07-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[_anodiebird's solution](#)

234.

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,949 global accepts · Rating: 1700 · first AC: 2023-07-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy
[_anodiebird's solution](#)

235.

1835A

[k-th equality](#) · [Tutorial](#)

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

236.

1833F

[Ira and Flamenco](#) · [Tutorial](#)

Quality: 10,137 global accepts · Rating: 1700 · first AC: 2023-05-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, data structures, implementation, math, sortings, two pointers
[_anodiebird's solution](#)

237.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers
[_anodiebird's solution](#)

238.

1594D

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

Quality: 9,396 global accepts · Rating: 1700 · first AC: 2021-10-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs
[_anodiebird's solution](#)

239.

1592C

[Bakry and Partitioning](#) · [Tutorial](#)

Quality: 9,133 global accepts · Rating: 1700 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees
[_anodiebird's solution](#)

240.

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,924 global accepts · Rating: 1700 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[_anodiebird's solution](#)

241.

1579F

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

Quality: 5,363 global accepts · Rating: 1700 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths
[_anodiebird's solution](#)

242.

1579E2

[Array Optimization by Deque](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1700 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[_anodiebird's solution](#)

243.

1562D1

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

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math
[_anodiebird's solution](#)

244.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,797 global accepts · Rating: 1700 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, math
[_anodiebird's solution](#)

245.

1491C

[Pekora and Trampoline](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[_anodiebird's solution](#)

246.

1453C

[Triangles](#) · [Tutorial](#)

Quality: 6,260 global accepts · Rating: 1700 · first AC: 2020-12-04 · GNU C++11 (first AC) · Tags: greedy, implementation
[_anodiebird's solution](#)

247.

1406C

[Link Cut Centroids](#) · [Tutorial](#)

Quality: 11,779 global accepts · Rating: 1700 · first AC: 2020-11-28 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees
[_anodiebird's solution](#)

248.

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2020-11-27 · GNU C++11 (first AC) · Tags: combinatorics, dp, math
[_anodiebird's solution](#)

249.

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,307 global accepts · Rating: 1700 · first AC: 2020-11-25 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, two pointers
[_anodiebird's solution](#)

250.

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: games, geometry, math
[_anodiebird's solution](#)

251.

1435D

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-10-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, schedules
[_anodiebird's solution](#)

252.

2208D1

[Tree Orientation \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,201 global accepts · Rating: 1800 · first AC: 2026-05-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, matrices, trees
[_anodiebird's solution](#)

253.

2204E

[Sum of Digits \(and Again\)](#) · [Tutorial](#)

Quality: 4,779 global accepts · Rating: 1800 · first AC: 2026-05-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math
[_anodiebird's solution](#)

254.

2209D

[Ghostfires](#) · [Tutorial](#)

Quality: 5,318 global accepts · Rating: 1800 · first AC: 2026-03-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[_anodiebird's solution](#)

255.

1856E1

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

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2023-08-05 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees
[_anodiebird's solution](#)

256.

1851F

[Lisa and the Martians](#) · [Tutorial](#)

Quality: 7,422 global accepts · Rating: 1800 · first AC: 2023-07-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, strings, trees
[_anodiebird's solution](#)

257.

1852B

[Imbalanced Arrays](#) · [Tutorial](#)

Quality: 5,460 global accepts · Rating: 1800 · first AC: 2023-07-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers
[_anodiebird's solution](#)

258.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,240 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, number theory
[_anodiebird's solution](#)

259.

1848C

[Vika and Price Tags](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-07-16 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[_anodiebird's solution](#)

260.

1846F

[Rudolph and Mimic](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 1800 · first AC: 2023-07-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, interactive
[_anodiebird's solution](#)

261.

1846E2

[Rudolf and Snowflakes \(hard version\)](#) · [Tutorial](#)

Quality: 8,508 global accepts · Rating: 1800 · first AC: 2023-07-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation, math
[_anodiebird's solution](#)

262.

1825D1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-07-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, trees
[_anodiebird's solution](#)

263.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,012 global accepts · Rating: 1800 · first AC: 2023-06-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers
[_anodiebird's solution](#)

264.

1843F1

[Omsk Metro \(simple version\)](#) · [Tutorial](#)

Quality: 6,348 global accepts · Rating: 1800 · first AC: 2023-06-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees

[_anodiebird's solution](#)

265.

1833G

[Ksyusha and Chinchilla](#) · [Tutorial](#)

Quality: 6,390 global accepts · Rating: 1800 · first AC: 2023-05-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, greedy, implementation, trees

[_anodiebird's solution](#)

266.

1572A

[Book](#) · [Tutorial](#)

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

[_anodiebird's solution](#)

267.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,591 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[_anodiebird's solution](#)

268.

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[_anodiebird's solution](#)

269.

1549D

[Integers Have Friends](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, two pointers

[_anodiebird's solution](#)

270.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,775 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy, implementation

[_anodiebird's solution](#)

271.

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2021-02-28 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[_anodiebird's solution](#)

272.

1398D

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

Quality: 12,542 global accepts · Rating: 1800 · first AC: 2020-12-05 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[_anodiebird's solution](#)

273.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,935 global accepts · Rating: 1800 · first AC: 2020-12-03 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, games, greedy

[_anodiebird's solution](#)

274.

1447D

[Catching Cheaters](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[_anodiebird's solution](#)

275.

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,186 global accepts · Rating: 1800 · first AC: 2020-10-27 · last AC: 2020-10-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[_anodiebird's solution](#)

276.

1854A2

[Dual \(Hard Version\)](#) · [Tutorial](#)

Quality: 7,864 global accepts · Rating: 1900 · first AC: 2023-07-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[_anodiebird's solution](#)

277.

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,537 global accepts · Rating: 1900 · first AC: 2023-07-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

[_anodiebird's solution](#)

278.

1823D

[Unique Palindromes](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 1900 · first AC: 2023-07-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, strings

[_anodiebird's solution](#)

279.

1818D

[Fish Graph](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-07-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[_anodiebird's solution](#)

280.

1846G

[Rudolf and CodeVid-23](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1900 · first AC: 2023-07-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, greedy, shortest paths

[_anodiebird's solution](#)

281.

1847D

[Professor Higashikata](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-07-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

[_anodiebird's solution](#)

282.

1842D

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

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

[_anodiebird's solution](#)

283.

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-06-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[_anodiebird's solution](#)

284.

1569D

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

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

[_anodiebird's solution](#)

285.

1471D

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

Rating: 1900 · first AC: 2021-01-18 · GNU C++11 (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[_anodiebird's solution](#)

286.

1453D

[Checkpoints](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1900 · first AC: 2020-12-04 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math, probabilities

[_anodiebird's solution](#)

287.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,186 global accepts · Rating: 1900 · first AC: 2020-12-02 · GNU C++11 (first AC) · Tags: dfs and similar, dp, games, trees

[_anodiebird's solution](#)

288.

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,332 global accepts · Rating: 1900 · first AC: 2020-11-25 · GNU C++11 (first AC) · Tags: data structures, greedy, strings

[_anodiebird's solution](#)

289.

1428D

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

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-11-24 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[_anodiebird's solution](#)

290.

1421D

[Hexagons](#) · [Tutorial](#)

Quality: 4,382 global accepts · Rating: 1900 · first AC: 2020-11-23 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, shortest paths

[_anodiebird's solution](#)

291.

1436D

[Bandit in a City](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2020-11-22 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees

[_anodiebird's solution](#)

292.

1440C2

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

Rating: 1900 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[_anodiebird's solution](#)

293.

1435C

[Perform Easily](#) · [Tutorial](#)

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

[_anodiebird's solution](#)

294.

2216D

[RReepppeettiitiiioonn](#) · [Tutorial](#)

Rating: 2000 · first AC: 2026-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, number theory

[_anodiebird's solution](#)

295.

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,487 global accepts · Rating: 2000 · first AC: 2023-08-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

[_anodiebird's solution](#)

296.

1851G

[Vlad and the Mountains](#) · [Tutorial](#)

Quality: 4,044 global accepts · Rating: 2000 · first AC: 2023-07-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers

[_anodiebird's solution](#)

297.

1828D1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-07-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy

[_anodiebird's solution](#)

298.

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,853 global accepts · Rating: 2000 · first AC: 2023-05-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[_anodiebird's solution](#)

299.

1616D

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

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[_anodiebird's solution](#)

300.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[_anodiebird's solution](#)

301.

1574D

[The Strongest Build](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[_anodiebird's solution](#)

302.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 2000 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[_anodiebird's solution](#)

303.

1567D

[Expression Evaluation Error](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[_anodiebird's solution](#)

304.

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,817 global accepts · Rating: 2000 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings

[_anodiebird's solution](#)

305.

1427C

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

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2020-11-26 · last AC: 2020-11-27 · GNU C++11 (first AC) · Tags: dp

[_anodiebird's solution](#)

306.

1427D

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

Quality: 3,695 global accepts · Rating: 2000 · first AC: 2020-11-26 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[_anodiebird's solution](#)

307.

1451E1

[Bitwise Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,921 global accepts · Rating: 2000 · first AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[_anodiebird's solution](#)

308.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,628 global accepts · Rating: 2000 · first AC: 2020-11-13 · last AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[_anodiebird's solution](#)

309.

2207E1

[N-MEX \(Constructive Version\)](#) · [Tutorial](#)

Quality: 1,663 global accepts · Rating: 2100 · first AC: 2026-05-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[_anodiebird's solution](#)

310.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 2100 · first AC: 2023-08-05 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, interactive

[_anodiebird's solution](#)

311.

1821E

[Rearrange Brackets](#) · [Tutorial](#)

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-07-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, sortings, strings

[_anodiebird's solution](#)

312.

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,706 global accepts · Rating: 2100 · first AC: 2023-06-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings

[_anodiebird's solution](#)

313.

1790F

[Timofey and Black-White Tree](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2100 · first AC: 2023-05-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees

[_anodiebird's solution](#)

314.

1832D1

[Red-Blue Operations \(Easy Version\) · Tutorial](#)

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2023-05-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, math

[_anodiebird's solution](#)

315.

1555E

[Boring Segments · Tutorial](#)

Quality: 4,526 global accepts · Rating: 2100 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, trees, two pointers

[_anodiebird's solution](#)

316.

1433F

[Zero Remainder Sum · Tutorial](#)

Quality: 6,748 global accepts · Rating: 2100 · first AC: 2020-12-14 · GNU C++11 (first AC) · Tags: dp

[_anodiebird's solution](#)

317.

1433G

[Reducing Delivery Cost · Tutorial](#)

Quality: 5,116 global accepts · Rating: 2100 · first AC: 2020-12-14 · GNU C++11 (first AC) · Tags: brute force, graphs, shortest paths

[_anodiebird's solution](#)

318.

1418D

[Trash Problem · Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2020-11-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[_anodiebird's solution](#)

319.

1447E

[Xor Tree · Tutorial](#)

Rating: 2100 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, graphs, string suffix structures, trees

[_anodiebird's solution](#)

320.

1435E

[Solo mid Oracle · Tutorial](#)

Rating: 2100 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, number theory, ternary search

[_anodiebird's solution](#)

321.

2208D2

[Tree Orientation \(Hard Version\) · Tutorial](#)

Quality: 1,834 global accepts · Rating: 2200 · first AC: 2026-05-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[_anodiebird's solution](#)

322.

2204F

[Sum of Fractions · Tutorial](#)

Quality: 1,225 global accepts · Rating: 2200 · first AC: 2026-05-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, data structures, greedy, math, number theory, two pointers

[_anodiebird's solution](#)

323.

1854B

[Earn or Unlock · Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-07-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp

[_anodiebird's solution](#)

324.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 2200 · first AC: 2023-07-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, ternary search

[_anodiebird's solution](#)

325.

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-07-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, trees

[_anodiebird's solution](#)

326.

1840G1

[In Search of Truth \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,795 global accepts · Rating: 2200 · first AC: 2023-06-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[_anodiebird's solution](#)

327.

1840F

[Railguns](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2200 · first AC: 2023-06-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs

[_anodiebird's solution](#)

328.

1832E

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

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2023-05-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp

[_anodiebird's solution](#)

329.

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2200 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[_anodiebird's solution](#)

330.

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: dp

[_anodiebird's solution](#)

331.

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math

[_anodiebird's solution](#)

332.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[_anodiebird's solution](#)

333.

1562D2

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

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[_anodiebird's solution](#)

334.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-08-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[_anodiebird's solution](#)

335.

1526D

[Kill Anton](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 2200 · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, math, strings

[_anodiebird's solution](#)

336.

1471F

[Strange Housing](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-01-18 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[_anodiebird's solution](#)

337.

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,704 global accepts · Rating: 2200 · first AC: 2020-12-01 · GNU C++11 (first AC) · Tags: data structures, dp, graphs

[_anodiebird's solution](#)

338.

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2020-11-28 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, math

[_anodiebird's solution](#)

339.

1428E

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

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-11-24 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, math, sortings

[_anodiebird's solution](#)

340.

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[_anodiebird's solution](#)

341.

1437E

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

Quality: 3,927 global accepts · Rating: 2200 · first AC: 2020-10-28 · last AC: 2020-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[_anodiebird's solution](#)

342.

1849E

[Max to the Right of Min](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2300 · first AC: 2023-07-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers

[_anodiebird's solution](#)

343.

1825D2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Rating: 2300 · first AC: 2023-07-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, math, trees

[_anodiebird's solution](#)

344.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

[_anodiebird's solution](#)

345.

1843F2

[Omsk Metro \(hard version\)](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2023-06-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees

[_anodiebird's solution](#)

346.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2023-06-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[_anodiebird's solution](#)

347.

1790G

[Tokens on Graph](#) · [Tutorial](#)

Quality: 1,316 global accepts · Rating: 2300 · first AC: 2023-05-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[_anodiebird's solution](#)

348.

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[_anodiebird's solution](#)

349.

1594E2

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

Quality: 1,612 global accepts · Rating: 2300 · first AC: 2021-10-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, math, trees

[_anodiebird's solution](#)

350.

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[_anodiebird's solution](#)

351.

1549F1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-08-02 · C++14 (GCC 6-32) (first AC) · Tags: geometry, number theory

[_anodiebird's solution](#)

352.

1453E

[Dog Snacks](#) · [Tutorial](#)

Quality: 2,225 global accepts · Rating: 2300 · first AC: 2020-12-04 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[_anodiebird's solution](#)

353.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-12-04 · last AC: 2020-12-04 · GNU C++11 (first AC) · Tags: dp, greedy,

implementation

[_anodiebird's solution](#)

354.

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-12-02 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[_anodiebird's solution](#)

355.

1422D

[Returning Home](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2300 · first AC: 2020-11-27 · GNU C++11 (first AC) · Tags: graphs, shortest paths, sortings

[_anodiebird's solution](#)

356.

1451E2

[Bitwise Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2300 · first AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[_anodiebird's solution](#)

357.

2207E2

[N-MEX \(Counting Version\)](#) · [Tutorial](#)

Quality: 862 global accepts · Rating: 2400 · first AC: 2026-05-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[_anodiebird's solution](#)

358.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-12 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[_anodiebird's solution](#)

359.

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2023-07-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[_anodiebird's solution](#)

360.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2023-07-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[_anodiebird's solution](#)

361.

1828D2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-07-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy

[_anodiebird's solution](#)

362.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-07-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[_anodiebird's solution](#)

363.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2023-05-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[_anodiebird's solution](#)

364.

1832D2

[Red-Blue Operations \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2023-05-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[_anodiebird's solution](#)

365.

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[_anodiebird's solution](#)

366.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-11-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dp, matrices

[_anodiebird's solution](#)

367.

1594F

[Ideal Farm](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2021-10-08 · last AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[_anodiebird's solution](#)

368.

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2021-10-04 · last AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math, two pointers

[_anodiebird's solution](#)

369.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-05-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[_anodiebird's solution](#)

370.

1526E

[Oolimry and Suffix Array](#) · [Tutorial](#)

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[_anodiebird's solution](#)

371.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-02-28 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[_anodiebird's solution](#)

372.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2020-11-24 · last AC: 2020-11-25 · GNU C++11 (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[_anodiebird's solution](#)

373.

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2020-11-22 · GNU C++11 (first AC) · Tags: binary search, data structures, two pointers
[_anodiebird's solution](#)

374.

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2020-11-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, probabilities
[_anodiebird's solution](#)

375.

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, games, graphs, math
[_anodiebird's solution](#)

376.

1847F

[The Boss's Identity](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2023-07-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings
[_anodiebird's solution](#)

377.

1825E

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Rating: 2500 · first AC: 2023-07-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, dsu, greedy, trees
[_anodiebird's solution](#)

378.

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2500 · first AC: 2023-07-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, math
[_anodiebird's solution](#)

379.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-25 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees
[_anodiebird's solution](#)

380.

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2023-06-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers
[_anodiebird's solution](#)

381.

1834F

[Typewriter](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 2500 · first AC: 2023-06-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
[_anodiebird's solution](#)

382.

1840G2

[In Search of Truth \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,187 global accepts · Rating: 2500 · first AC: 2023-06-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities
[_anodiebird's solution](#)

383.

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-06-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[_anodiebird's solution](#)

384.

1574E

[Coloring](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2500 · first AC: 2021-09-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, implementation, math
[_anodiebird's solution](#)

385.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,010 global accepts · Rating: 2500 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers
[_anodiebird's solution](#)

386.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-08-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities
[_anodiebird's solution](#)

387.

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2021-08-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, string suffix structures, strings
[_anodiebird's solution](#)

388.

1559D2

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

Quality: 3,065 global accepts · Rating: 2500 · first AC: 2021-08-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers
[_anodiebird's solution](#)

389.

1549E

[The Three Little Pigs](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-08-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math
[_anodiebird's solution](#)

390.

1407E

[Egor in the Republic of Dagestan](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2500 · first AC: 2020-12-01 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths
[_anodiebird's solution](#)

391.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2020-11-27 · last AC: 2020-11-27 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory
[_anodiebird's solution](#)

392.

1452E

[Two Editorials](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2020-11-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, sortings, two pointers

[_anodiebird's solution](#)

393.

1418G

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

Quality: 2,748 global accepts · Rating: 2500 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[_anodiebird's solution](#)

394.

1438E

[Yurii Can Do Everything](#) · [Tutorial](#)

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395.

1821F

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396.

1823F

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397.

1828E

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398.

1592F1

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399.

1580B

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400.

1566F

[Points Movement](#) · [Tutorial](#)

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401.

1569E

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402.

1523E

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403.

1430G

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404.

1430F

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405.

1440D

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406.

1440E

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[_anodiebird's solution](#)

407.

1447F1

[Frequency Problem \(Easy Version\)](#) · [Tutorial](#)

Rating: 2600 · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

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408.

1437F

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Quality: 1,609 global accepts · Rating: 2600 · first AC: 2020-11-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, two pointers

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409.

1437G

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410.

2208E

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411.

1856E2

[PermuTree \(hard version\)](#) · [Tutorial](#)

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412.

1849F

[XOR Partition](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2700 · first AC: 2023-07-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, greedy, trees

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413.

1572C

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Quality: 1,724 global accepts · Rating: 2700 · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

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414.

1574F

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415.

1567F

[One-Four Overload](#) · [Tutorial](#)

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416.

1453F

[Even Harder](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2700 · first AC: 2020-12-05 · GNU C++11 (first AC) · Tags: dp

[_anodiebird's solution](#)

417.

1422E

[Minlexes](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2700 · first AC: 2020-11-27 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, strings

[_anodiebird's solution](#)

418.

1421E

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Quality: 974 global accepts · Rating: 2700 · first AC: 2020-11-23 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

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419.

1451F

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420.

1826F

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[_anodiebird's solution](#)

421.

1828F

[Two Centroids](#) · [Tutorial](#)

Rating: 2800 · first AC: 2023-07-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar

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422.

1845F

[Swimmers in the Pool](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2800 · first AC: 2023-07-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, fft, math, number theory

[_anodiebird's solution](#)

423.

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2023-06-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

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424.

1609F

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425.

1592F2

[Alice and Recoloring 2](#) · [Tutorial](#)

Quality: 972 global accepts · Rating: 2800 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy

[_anodiebird's solution](#)

426.

1580D

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Quality: 1,107 global accepts · Rating: 2900 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees

[_anodiebird's solution](#)

427.

1562F

[Tubular Bells](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2021-09-02 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math, number theory, probabilities

[_anodiebird's solution](#)

428.

1455G

[Forbidden Value](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 2900 · first AC: 2020-12-04 · last AC: 2020-12-04 · GNU C++11 (first AC) · Tags: data structures, dp

[_anodiebird's solution](#)

429.

1428G1

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Quality: 644 global accepts · Rating: 2900 · first AC: 2020-11-26 · GNU C++11 (first AC) · Tags: dp, greedy

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430.

1824D

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431.

1842H

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Quality: 853 global accepts · Rating: 3000 · first AC: 2023-06-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities

[_anodiebird's solution](#)

432.

1610F

[Mashtali: a Space Oddysey](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2021-11-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[_anodiebird's solution](#)

433.

1569F

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[_anodiebird's solution](#)

434.

1428G2

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

Quality: 727 global accepts · Rating: 3000 · first AC: 2020-11-26 · GNU C++11 (first AC) · Tags: dp, greedy

[_anodiebird's solution](#)

435.

1418F

[Equal Product](#) · [Tutorial](#)

Quality: 427 global accepts · Rating: 3000 · first AC: 2020-11-22 · GNU C++11 (first AC) · Tags: data structures, math, number theory, two pointers

[_anodiebird's solution](#)

436.

1447F2

[Frequency Problem \(Hard Version\)](#) · [Tutorial](#)

Rating: 3000 · first AC: 2020-11-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[_anodiebird's solution](#)

437.

1566G

[Four Vertices](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3100 · first AC: 2021-09-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, shortest paths

[_anodiebird's solution](#)

438.

1556H

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[_anodiebird's solution](#)

439.

1556G

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440.

1523F

[Favorite Game](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 3300 · first AC: 2021-05-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

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441.

1827E

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Quality: 557 global accepts · Rating: 3400 · first AC: 2023-07-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[_anodiebird's solution](#)

442.

102798L

[Clock Master](#) · [Tutorial](#)

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