

## **Unique solved — lbw**

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**1.**

2207A

[1-1](#) · [Tutorial](#)

Quality: 13,681 global accepts · Rating: 800 · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

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**2.**

2183A

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Quality: 23,666 global accepts · Rating: 800 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: games

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**3.**

2182B

[New Year Cake](#) · [Tutorial](#)

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**4.**

2182A

[New Year String](#) · [Tutorial](#)

Quality: 25,329 global accepts · Rating: 800 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

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**5.**

2178A

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

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**6.**

2154A

[Notelock](#) · [Tutorial](#)

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**7.**

2157A

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**8.**

2156A

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**9.**

2158A

[Suspension](#) · [Tutorial](#)

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**10.**

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,575 global accepts · Rating: 800 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings  
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**11.**

2180A

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Quality: 25,873 global accepts · Rating: 800 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, number theory  
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**12.**

2176A

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**13.**

2163A

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**14.**

2164A

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**15.**

2143A

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**16.**

2161A

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**17.**

2152A

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**18.**

2147A

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

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**19.**

2127A

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**20.**

2075A

[To Zero](#) · [Tutorial](#)

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**21.**

2092A

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**22.**

2070A

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**23.**

2069A

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**24.**

2064A

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**25.**

2059A

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**26.**

2048A

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**27.**

2040A

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**28.**

2034A

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**29.**

2039A

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**30.**

2031A

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**31.**

2032A

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**32.**

2020A

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**33.**

2003B

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**34.**

2003A

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**35.**

2004A

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**36.**

1998A

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**37.**

1993A

[Question Marks](#) · [Tutorial](#)

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**38.**

1997A

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**39.**

1995A

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**40.**

1928A

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- 41.**  
1919B  
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1909A  
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1586A  
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1844A  
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1783A  
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1796A  
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1795A  
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1792A  
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1787A  
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**52.**

1779A

[Hall of Fame](#) · [Tutorial](#)

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**53.**

1774A

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

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**54.**

1764A

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**55.**

1657B

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**56.**

1657A

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**57.**

1681B

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**58.**

1681A

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**59.**

1739A

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**60.**

1625A

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**61.**

1695A

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1761A

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**63.**

1734B

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**64.**

1734A

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**65.**

1735A

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**66.**

1748A

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**67.**

1750B

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**68.**

1750A

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**69.**

1747A

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**70.**

1091A

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**71.**

1209A

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Quality: 12,841 global accepts · Rating: 800 · first AC: 2022-11-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

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**72.**

1368A

[C+=](#) · [Tutorial](#)

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**73.**

1392B

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**74.**

1392A

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**75.**

1740B

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**76.**

1740A

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**77.**

1305A

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**78.**

1515A

[Phoenix and Gold](#) · [Tutorial](#)

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**79.**

1450A

[Avoid Trygub](#) · [Tutorial](#)

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**80.**

1491A

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**81.**

1617A

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Quality: 17,008 global accepts · Rating: 800 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

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**82.**

1680B

[Robots](#) · [Tutorial](#)

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**83.**

1680A

[Minimums and Maximums](#) · [Tutorial](#)

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**84.**

1716B

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**85.**

1716A

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**86.**

1658B

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**87.**

1658A

[Marin and Photoshoot](#) · [Tutorial](#)

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**88.**

1746B

[Rebellion](#) · [Tutorial](#)

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**89.**

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy  
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**90.**

1682A

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**91.**

1706A

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**92.**

1713A

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**93.**

1720B

[Interesting Sum](#) · [Tutorial](#)

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**94.**

1428A

[Box is Pull](#) · [Tutorial](#)

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**95.**

1466B

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

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**96.**

1466A

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**97.**

1715A

[Crossmarket](#) · [Tutorial](#)

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**98.**

1517A

[Sum of 2050](#) · [Tutorial](#)

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**99.**

1717A

[Madoka and Strange Thoughts](#) · [Tutorial](#)

Quality: 20,957 global accepts · Rating: 800 · first AC: 2022-10-03 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory  
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**100.**

1719B

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

Quality: 19,168 global accepts · Rating: 800 · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math  
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**101.**

1719A

[Chip Game](#) · [Tutorial](#)

Quality: 26,821 global accepts · Rating: 800 · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: games, math  
[lbw 's solution](#)

**102.**

1738A

[Glory Addicts](#) · [Tutorial](#)

Quality: 14,193 global accepts · Rating: 800 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings  
[lbw 's solution](#)

**103.**

1621A

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

Quality: 24,767 global accepts · Rating: 800 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
[lbw 's solution](#)

**104.**

1704A

[Two 0-1 Sequences](#) · [Tutorial](#)

Quality: 16,651 global accepts · Rating: 800 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[lbw 's solution](#)

**105.**

1656A

[Good Pairs](#) · [Tutorial](#)

Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-07-29 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings  
[lbw 's solution](#)

**106.**

1684B

[Z mod X = C](#) · [Tutorial](#)

Quality: 21,845 global accepts · Rating: 800 · first AC: 2022-07-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[lbw 's solution](#)

**107.**

1684A

[Digit Minimization](#) · [Tutorial](#)

Quality: 24,936 global accepts · Rating: 800 · first AC: 2022-07-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, math, strings  
[lbw 's solution](#)

**108.**

1672B

[I love AAAB](#) · [Tutorial](#)

Quality: 16,468 global accepts · Rating: 800 · first AC: 2022-07-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation  
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**109.**

1672A

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Quality: 16,817 global accepts · Rating: 800 · first AC: 2022-07-26 · C++20 (GCC 11-64) (first AC) · Tags: games, implementation, math  
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**110.**

1709A

[Three Doors](#) · [Tutorial](#)

Quality: 31,594 global accepts · Rating: 800 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math  
[lbw 's solution](#)

**111.**

1622A

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

Quality: 32,033 global accepts · Rating: 800 · first AC: 2022-07-21 · last AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math  
[lbw 's solution](#)

**112.**

1705A

[Mark the Photographer](#) · [Tutorial](#)

Quality: 26,582 global accepts · Rating: 800 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings  
[lbw 's solution](#)

**113.**

1700A

[Optimal Path](#) · [Tutorial](#)

Quality: 23,666 global accepts · Rating: 800 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math  
[lbw 's solution](#)

**114.**

1661A

[Array Balancing](#) · [Tutorial](#)

Quality: 19,370 global accepts · Rating: 800 · first AC: 2022-07-13 · last AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[lbw 's solution](#)

**115.**

1701B

[Permutation](#) · [Tutorial](#)

Quality: 20,810 global accepts · Rating: 800 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[lbw 's solution](#)

## 116.

1701A

[Grass Field](#) · [Tutorial](#)

Quality: 27,542 global accepts · Rating: 800 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[lbw 's solution](#)

## 117.

1697A

[Parkway Walk](#) · [Tutorial](#)

Quality: 26,741 global accepts · Rating: 800 · first AC: 2022-07-07 · last AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[lbw 's solution](#)

## 118.

1598A

[Computer Game](#) · [Tutorial](#)

Quality: 25,642 global accepts · Rating: 800 · first AC: 2022-07-01 · last AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[lbw 's solution](#)

## 119.

1620A

[Equal or Not Equal](#) · [Tutorial](#)

Quality: 23,155 global accepts · Rating: 800 · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, implementation

[lbw 's solution](#)

## 120.

1698B

[Rising Sand](#) · [Tutorial](#)

Quality: 21,464 global accepts · Rating: 800 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[lbw 's solution](#)

## 121.

1698A

[XOR Mixup](#) · [Tutorial](#)

Quality: 32,878 global accepts · Rating: 800 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force

[lbw 's solution](#)

## 122.

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 800 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

[lbw 's solution](#)

## 123.

1665A

[GCD vs LCM](#) · [Tutorial](#)

Quality: 26,206 global accepts · Rating: 800 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[lbw 's solution](#)

## 124.

1582A

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

Quality: 19,751 global accepts · Rating: 800 · first AC: 2022-04-08 · C++14 (GCC 6-32) (first AC) · Tags: math

[lbw 's solution](#)

## 125.

1627A

[Not Shading](#) · [Tutorial](#)

Quality: 24,897 global accepts · Rating: 800 · first AC: 2022-04-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[lbw 's solution](#)

**126.**

1647A

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

Quality: 23,492 global accepts · Rating: 800 · first AC: 2022-04-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[lbw 's solution](#)

**127.**

1634A

[Reverse and Concatenate](#) · [Tutorial](#)

Quality: 24,653 global accepts · Rating: 800 · first AC: 2022-03-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[lbw 's solution](#)

**128.**

1307A

[Cow and Haybales](#) · [Tutorial](#)

Quality: 15,627 global accepts · Rating: 800 · first AC: 2022-03-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[lbw 's solution](#)

**129.**

1534A

[Colour the Flag](#) · [Tutorial](#)

Quality: 13,175 global accepts · Rating: 800 · first AC: 2022-03-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[lbw 's solution](#)

**130.**

1523A

[Game of Life](#) · [Tutorial](#)

Quality: 14,056 global accepts · Rating: 800 · first AC: 2022-03-03 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[lbw 's solution](#)

**131.**

1638A

[Reverse](#) · [Tutorial](#)

Quality: 22,146 global accepts · Rating: 800 · first AC: 2022-02-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[lbw 's solution](#)

**132.**

1637A

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Quality: 24,135 global accepts · Rating: 800 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, sortings

[lbw 's solution](#)

**133.**

1615A

[Closing The Gap](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 800 · first AC: 2022-02-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[lbw 's solution](#)

**134.**

1618B

[Missing Bigram](#) · [Tutorial](#)

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

[lbw 's solution](#)

**135.**

1618A

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

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

[lbw 's solution](#)

**136.**

1591A

[Life of a Flower](#) · [Tutorial](#)

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[lbw 's solution](#)

**137.**

1592A

[Gamer Hemose](#) · [Tutorial](#)

Quality: 23,791 global accepts · Rating: 800 · first AC: 2021-12-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings

[lbw 's solution](#)

**138.**

1608A

[Find Array](#) · [Tutorial](#)

Quality: 20,263 global accepts · Rating: 800 · first AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

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**139.**

1614A

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

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[lbw 's solution](#)

**140.**

1605A

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Quality: 21,646 global accepts · Rating: 800 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[lbw 's solution](#)

**141.**

1604A

[Era](#) · [Tutorial](#)

Quality: 22,638 global accepts · Rating: 800 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[lbw 's solution](#)

**142.**

1574A

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

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[lbw 's solution](#)

**143.**

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

Quality: 21,212 global accepts · Rating: 800 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[lbw 's solution](#)

**144.**

1566A

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

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[lbw 's solution](#)

**145.**

1556A

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

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[lbw 's solution](#)

**146.**

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

[lbw 's solution](#)

**147.**

1551B1

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

Quality: 31,324 global accepts · Rating: 800 · first AC: 2021-07-23 · GNU C++11 (first AC) · Tags: greedy, strings

[lbw 's solution](#)

## 148.

1551A

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

Quality: 58,353 global accepts · Rating: 800 · first AC: 2021-07-23 · GNU C++11 (first AC) · Tags: greedy, math

[lbw 's solution](#)

## 149.

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,264 global accepts · Rating: 800 · first AC: 2021-07-22 · GNU C++11 (first AC) · Tags: math, number theory

[lbw 's solution](#)

## 150.

1530B

[Putting Plates](#) · [Tutorial](#)

Quality: 16,287 global accepts · Rating: 800 · first AC: 2021-07-17 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[lbw 's solution](#)

## 151.

1530A

[Binary Decimal](#) · [Tutorial](#)

Quality: 21,925 global accepts · Rating: 800 · first AC: 2021-07-17 · GNU C++11 (first AC) · Tags: greedy, math

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## 152.

1537A

[Arithmetic Array](#) · [Tutorial](#)

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## 153.

1535A

[Fair Playoff](#) · [Tutorial](#)

Quality: 57,153 global accepts · Rating: 800 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

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## 154.

1529A

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

Quality: 31,026 global accepts · Rating: 800 · first AC: 2021-05-24 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[lbw 's solution](#)

## 155.

1516A

[Tit for Tat](#) · [Tutorial](#)

Quality: 24,655 global accepts · Rating: 800 · first AC: 2021-04-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[lbw 's solution](#)

## 156.

1509A

[Average Height](#) · [Tutorial](#)

Quality: 27,201 global accepts · Rating: 800 · first AC: 2021-04-16 · GNU C++11 (first AC) · Tags: constructive algorithms

[lbw 's solution](#)

## 157.

381A

[Sereja and Dima](#) · [Tutorial](#)

Quality: 89,808 global accepts · Rating: 800 · first AC: 2021-04-14 · GNU C++11 (first AC) · Tags: greedy, implementation, two pointers

[lbw 's solution](#)

## 158.

1498A

[GCD Sum](#) · [Tutorial](#)

Quality: 24,711 global accepts · Rating: 800 · first AC: 2021-03-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[lbw 's solution](#)

**159.**

1506A

[Strange Table](#) · [Tutorial](#)

Quality: 32,435 global accepts · Rating: 800 · first AC: 2021-03-25 · C++17 (GCC 9-64) (first AC) · Tags: math

[lbw 's solution](#)

**160.**

1484A

[Prison Break](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[lbw 's solution](#)

**161.**

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,583 global accepts · Rating: 900 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings

[lbw 's solution](#)

**162.**

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,861 global accepts · Rating: 900 · first AC: 2025-12-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[lbw 's solution](#)

**163.**

2169A

[Alice and Bob](#) · [Tutorial](#)

Quality: 19,055 global accepts · Rating: 900 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[lbw 's solution](#)

**164.**

2048B

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

Quality: 20,650 global accepts · Rating: 900 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

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**165.**

2031B

[Penchick and Satay Sticks](#) · [Tutorial](#)

Quality: 20,784 global accepts · Rating: 900 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, sortings

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**166.**

2028A

[Alice's Adventures in "Chess"](#) · [Tutorial](#)

Quality: 20,305 global accepts · Rating: 900 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[lbw 's solution](#)

**167.**

2005A

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

Quality: 26,244 global accepts · Rating: 900 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[lbw 's solution](#)

**168.**

1795B

[Ideal Point](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 900 · first AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, greedy

[lbw 's solution](#)

**169.**

1779B

[MKnez's ConstructiveForces Task](#) · [Tutorial](#)

Quality: 25,065 global accepts · Rating: 900 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[lbw 's solution](#)

**170.**

1764B

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

Quality: 17,931 global accepts · Rating: 900 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[lbw 's solution](#)

**171.**

1735B

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

Quality: 19,318 global accepts · Rating: 900 · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[lbw 's solution](#)

**172.**

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,955 global accepts · Rating: 900 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[lbw 's solution](#)

**173.**

1427A

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Quality: 18,033 global accepts · Rating: 900 · first AC: 2022-10-27 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings

[lbw 's solution](#)

**174.**

1617B

[GCD Problem](#) · [Tutorial](#)

Quality: 26,829 global accepts · Rating: 900 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[lbw 's solution](#)

**175.**

1679A

[AvtoBus](#) · [Tutorial](#)

Quality: 40,166 global accepts · Rating: 900 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[lbw 's solution](#)

**176.**

1720A

[Burenka Plays with Fractions](#) · [Tutorial](#)

Quality: 24,364 global accepts · Rating: 900 · first AC: 2022-10-11 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[lbw 's solution](#)

**177.**

1737A

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

Quality: 10,851 global accepts · Rating: 900 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings

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**178.**

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,543 global accepts · Rating: 900 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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**179.**

670A

[Holidays](#) · [Tutorial](#)

Quality: 18,634 global accepts · Rating: 900 · first AC: 2022-07-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[lbw 's solution](#)

**180.**

1496A

[Split it!](#) · [Tutorial](#)

Quality: 22,242 global accepts · Rating: 900 · first AC: 2022-07-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[lbw 's solution](#)

**181.**

1610A

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

Quality: 17,072 global accepts · Rating: 900 · first AC: 2022-07-27 · C++20 (GCC 11-64) (first AC) · Tags: math

[lbw 's solution](#)

**182.**

1709B

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Quality: 25,838 global accepts · Rating: 900 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation

[lbw 's solution](#)

**183.**

1705B

[Mark the Dust Sweeper](#) · [Tutorial](#)

Quality: 25,449 global accepts · Rating: 900 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[lbw 's solution](#)

**184.**

1697B

[Promo](#) · [Tutorial](#)

Quality: 30,904 global accepts · Rating: 900 · first AC: 2022-07-07 · last AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[lbw 's solution](#)

**185.**

1696B

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

Quality: 36,321 global accepts · Rating: 900 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[lbw 's solution](#)

**186.**

1665B

[Array Cloning Technique](#) · [Tutorial](#)

Quality: 32,893 global accepts · Rating: 900 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[lbw 's solution](#)

**187.**

1582B

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

Quality: 33,362 global accepts · Rating: 900 · first AC: 2022-04-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[lbw 's solution](#)

**188.**

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2022-02-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[lbw 's solution](#)

**189.**

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,480 global accepts · Rating: 900 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: strings

[lbw 's solution](#)

**190.**

1559B

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

Quality: 24,137 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[lbw 's solution](#)

**191.**

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,582 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[lbw 's solution](#)

**192.**

1555A

[PizzaForces](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 900 · first AC: 2021-07-30 · GNU C++11 (first AC) · Tags: brute force, math

[lbw 's solution](#)

**193.**

1537B

[Bad Boy](#) · [Tutorial](#)

Quality: 42,301 global accepts · Rating: 900 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[lbw 's solution](#)

**194.**

1535B

[Array Reodering](#) · [Tutorial](#)

Quality: 34,199 global accepts · Rating: 900 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory, sortings

[lbw 's solution](#)

**195.**

2154B

[Make it Zigzag](#) · [Tutorial](#)

Quality: 19,812 global accepts · Rating: 1000 · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[lbw 's solution](#)

**196.**

2156B

[Strange Machine](#) · [Tutorial](#)

Quality: 20,762 global accepts · Rating: 1000 · first AC: 2025-12-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation

[lbw 's solution](#)

**197.**

2176B

[Optimal Shifts](#) · [Tutorial](#)

Quality: 22,902 global accepts · Rating: 1000 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, strings

[lbw 's solution](#)

**198.**

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,251 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[lbw 's solution](#)

**199.**

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,913 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers

[lbw 's solution](#)

**200.**

2147B

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

Quality: 16,960 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[lbw 's solution](#)

**201.**

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,818 global accepts · Rating: 1000 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[lbw 's solution](#)

**202.**

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,102 global accepts · Rating: 1000 · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[lbw 's solution](#)

**203.**

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, two pointers

[lbw 's solution](#)

**204.**

2039B

[Shohag Loves Strings](#) · [Tutorial](#)

Quality: 17,296 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[lbw 's solution](#)

**205.**

2005B1

[The Strict Teacher \(Easy Version\)](#) · [Tutorial](#)

Quality: 24,746 global accepts · Rating: 1000 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[lbw 's solution](#)

**206.**

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,521 global accepts · Rating: 1000 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[lbw 's solution](#)

**207.**

1998B

[Minimize Equal Sum Subarrays](#) · [Tutorial](#)

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[lbw 's solution](#)

**208.**

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1000 · first AC: 2024-01-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[lbw 's solution](#)

**209.**

1266A

[Competitive Programmer](#) · [Tutorial](#)

Quality: 17,511 global accepts · Rating: 1000 · first AC: 2024-01-06 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math

[lbw 's solution](#)

**210.**

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,906 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[lbw 's solution](#)

**211.**

1844B

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

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[lbw 's solution](#)

**212.**

1796B

[Asterisk-Minor Template](#) · [Tutorial](#)

Quality: 18,314 global accepts · Rating: 1000 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings  
[lbw 's solution](#)

**213.**

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
[lbw 's solution](#)

**214.**

1770A

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

Quality: 25,244 global accepts · Rating: 1000 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy  
[lbw 's solution](#)

**215.**

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy  
[lbw 's solution](#)

**216.**

1761B

[Elimination of a Ring](#) · [Tutorial](#)

Quality: 14,714 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation  
[lbw 's solution](#)

**217.**

1515B

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

Quality: 27,063 global accepts · Rating: 1000 · first AC: 2021-05-02 · last AC: 2022-10-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, number theory  
[lbw 's solution](#)

**218.**

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,038 global accepts · Rating: 1000 · first AC: 2022-10-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy  
[lbw 's solution](#)

**219.**

1713B

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

Quality: 22,689 global accepts · Rating: 1000 · first AC: 2022-10-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings  
[lbw 's solution](#)

**220.**

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,604 global accepts · Rating: 1000 · first AC: 2022-10-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math  
[lbw 's solution](#)

**221.**

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,914 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[lbw 's solution](#)

**222.**

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,316 global accepts · Rating: 1000 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, sortings

[lbw 's solution](#)

**223.**

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,938 global accepts · Rating: 1000 · first AC: 2022-07-01 · last AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[lbw 's solution](#)

**224.**

1620B

[Triangles on a Rectangle](#) · [Tutorial](#)

Quality: 31,473 global accepts · Rating: 1000 · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math

[lbw 's solution](#)

**225.**

1671B

[Consecutive Points Segment](#) · [Tutorial](#)

Quality: 19,737 global accepts · Rating: 1000 · first AC: 2022-06-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

[lbw 's solution](#)

**226.**

1614B

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

Quality: 29,027 global accepts · Rating: 1000 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[lbw 's solution](#)

**227.**

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,333 global accepts · Rating: 1000 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[lbw 's solution](#)

**228.**

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,034 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[lbw 's solution](#)

**229.**

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

[lbw 's solution](#)

**230.**

1506C

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

Quality: 35,623 global accepts · Rating: 1000 · first AC: 2021-03-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[lbw 's solution](#)

**231.**

2183B

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

Quality: 16,173 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[lbw 's solution](#)

**232.**

2169B

[Drifting Away](#) · [Tutorial](#)

Quality: 16,104 global accepts · Rating: 1100 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation  
[lbw 's solution](#)

**233.**

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 16,997 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy  
[lbw 's solution](#)

**234.**

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,689 global accepts · Rating: 1100 · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math  
[lbw 's solution](#)

**235.**

2064B

[Variety is Discouraged](#) · [Tutorial](#)

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers  
[lbw 's solution](#)

**236.**

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,592 global accepts · Rating: 1100 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[lbw 's solution](#)

**237.**

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings  
[lbw 's solution](#)

**238.**

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,447 global accepts · Rating: 1100 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[lbw 's solution](#)

**239.**

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,432 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy  
[lbw 's solution](#)

**240.**

1997B

[Make Three Regions](#) · [Tutorial](#)

Quality: 23,469 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers  
[lbw 's solution](#)

**241.**

1995B1

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

Quality: 20,984 global accepts · Rating: 1100 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers  
[lbw 's solution](#)

**242.**

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,805 global accepts · Rating: 1100 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings, two pointers

[lbw 's solution](#)

**243.**

1783B

[Matrix of Differences](#) · [Tutorial](#)

Quality: 19,319 global accepts · Rating: 1100 · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[lbw 's solution](#)

**244.**

1787B

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

Quality: 14,891 global accepts · Rating: 1100 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[lbw 's solution](#)

**245.**

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,436 global accepts · Rating: 1100 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[lbw 's solution](#)

**246.**

1625B

[Elementary Particles](#) · [Tutorial](#)

Quality: 16,858 global accepts · Rating: 1100 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[lbw 's solution](#)

**247.**

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,477 global accepts · Rating: 1100 · first AC: 2022-11-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[lbw 's solution](#)

**248.**

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,403 global accepts · Rating: 1100 · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, sortings

[lbw 's solution](#)

**249.**

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,484 global accepts · Rating: 1100 · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[lbw 's solution](#)

**250.**

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2022-10-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings

[lbw 's solution](#)

**251.**

1717B

[Madoka and Underground Competitions](#) · [Tutorial](#)

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-10-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[lbw 's solution](#)

**252.**

1726B

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

Quality: 16,848 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[lbw 's solution](#)

**253.**

1511B

[GCD Length](#) · [Tutorial](#)

Quality: 24,678 global accepts · Rating: 1100 · first AC: 2022-07-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[lbw 's solution](#)

**254.**

1656B

[Subtract Operation](#) · [Tutorial](#)

Quality: 26,805 global accepts · Rating: 1100 · first AC: 2022-07-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, two pointers

[lbw 's solution](#)

**255.**

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,383 global accepts · Rating: 1100 · first AC: 2022-07-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, two pointers

[lbw 's solution](#)

**256.**

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,035 global accepts · Rating: 1100 · first AC: 2022-07-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[lbw 's solution](#)

**257.**

1685A

[Circular Local MiniMax](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[lbw 's solution](#)

**258.**

1700B

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

Quality: 19,887 global accepts · Rating: 1100 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[lbw 's solution](#)

**259.**

1534B

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

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2022-03-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[lbw 's solution](#)

**260.**

1523B

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

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2022-03-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[lbw 's solution](#)

**261.**

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math

[lbw 's solution](#)

**262.**

1618C

[Paint the Array](#) · [Tutorial](#)

Quality: 32,401 global accepts · Rating: 1100 · first AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[lbw 's solution](#)

**263.**

1604B

[XOR Specia-LIS-t](#) · [Tutorial](#)

Quality: 16,334 global accepts · Rating: 1100 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[lbw 's solution](#)

**264.**

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,510 global accepts · Rating: 1100 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[lbw 's solution](#)

**265.**

1574B

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

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

[lbw 's solution](#)

**266.**

1566D1

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

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[lbw 's solution](#)

**267.**

1529B

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

Quality: 21,220 global accepts · Rating: 1100 · first AC: 2021-05-24 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[lbw 's solution](#)

**268.**

1509B

[TMT Document](#) · [Tutorial](#)

Quality: 23,055 global accepts · Rating: 1100 · first AC: 2021-04-16 · GNU C++11 (first AC) · Tags: greedy

[lbw 's solution](#)

**269.**

1506B

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

Quality: 21,149 global accepts · Rating: 1100 · first AC: 2021-03-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[lbw 's solution](#)

**270.**

2182C

[Production of Snowmen](#) · [Tutorial](#)

Quality: 15,516 global accepts · Rating: 1200 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp

[lbw 's solution](#)

**271.**

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,698 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[lbw 's solution](#)

**272.**

2158B

[Split](#) · [Tutorial](#)

Quality: 13,947 global accepts · Rating: 1200 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[lbw 's solution](#)

**273.**

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,553 global accepts · Rating: 1200 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[lbw 's solution](#)

**274.**

2135A

[Against the Difference](#) · [Tutorial](#)

Quality: 18,332 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[lbw 's solution](#)

**275.**

2092C

[Asuna and the Mosquitoes](#) · [Tutorial](#)

Quality: 22,580 global accepts · Rating: 1200 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[lbw 's solution](#)

**276.**

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,813 global accepts · Rating: 1200 · first AC: 2025-03-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, matrices

[lbw 's solution](#)

**277.**

2048C

[Kevin and Binary Strings](#) · [Tutorial](#)

Quality: 15,143 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[lbw 's solution](#)

**278.**

2039C1

[Shohag Loves XOR \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,520 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[lbw 's solution](#)

**279.**

2020B

[Brightness Begins](#) · [Tutorial](#)

Quality: 21,665 global accepts · Rating: 1200 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[lbw 's solution](#)

**280.**

2005B2

[The Strict Teacher \(Hard Version\)](#) · [Tutorial](#)

Quality: 21,682 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings

[lbw 's solution](#)

**281.**

2003C

[Turtle and Good Pairs](#) · [Tutorial](#)

Quality: 21,663 global accepts · Rating: 1200 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[lbw 's solution](#)

**282.**

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,752 global accepts · Rating: 1200 · first AC: 2024-02-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[lbw 's solution](#)

**283.**

1916C

[Training Before the Olympiad](#) · [Tutorial](#)

Quality: 19,882 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[lbw 's solution](#)

**284.**

1909B

[Make Almost Equal With Mod](#) · [Tutorial](#)

Quality: 30,959 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[lbw 's solution](#)

**285.**

1586B

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

Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, trees

[lbw 's solution](#)

**286.**

1792B

[Stand-up Comedian](#) · [Tutorial](#)

Quality: 24,141 global accepts · Rating: 1200 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[lbw 's solution](#)

**287.**

1657C

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

Quality: 17,683 global accepts · Rating: 1200 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[lbw 's solution](#)

**288.**

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,731 global accepts · Rating: 1200 · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[lbw 's solution](#)

**289.**

1734C

[Removing Smallest Multiples](#) · [Tutorial](#)

Quality: 28,630 global accepts · Rating: 1200 · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[lbw 's solution](#)

**290.**

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,535 global accepts · Rating: 1200 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: games

[lbw 's solution](#)

**291.**

1091B

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

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2022-11-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[lbw 's solution](#)

**292.**

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,198 global accepts · Rating: 1200 · first AC: 2022-11-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[lbw 's solution](#)

**293.**

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2022-10-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation  
[lbw 's solution](#)

**294.**

1305B

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

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2022-10-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers  
[lbw 's solution](#)

**295.**

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2022-10-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math  
[lbw 's solution](#)

**296.**

1679B

[Stone Age Problem](#) · [Tutorial](#)

Quality: 27,430 global accepts · Rating: 1200 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation  
[lbw 's solution](#)

**297.**

1713C

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

Quality: 18,873 global accepts · Rating: 1200 · first AC: 2022-10-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, math  
[lbw 's solution](#)

**298.**

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-10-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation  
[lbw 's solution](#)

**299.**

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2022-10-10 · C++17 (GCC 9-64) (first AC) · Tags: graphs, implementation  
[lbw 's solution](#)

**300.**

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2022-10-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings  
[lbw 's solution](#)

**301.**

1738B

[Prefix Sum Addicts](#) · [Tutorial](#)

Quality: 18,791 global accepts · Rating: 1200 · first AC: 2022-10-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings  
[lbw 's solution](#)

**302.**

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,791 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings  
[lbw 's solution](#)

**303.**

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[lbw 's solution](#)

**304.**

1656C

[Make Equal With Mod](#) · [Tutorial](#)

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[lbw 's solution](#)

**305.**

1598C

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

Quality: 23,654 global accepts · Rating: 1200 · first AC: 2022-07-01 · last AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[lbw 's solution](#)

**306.**

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,386 global accepts · Rating: 1200 · first AC: 2022-06-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[lbw 's solution](#)

**307.**

1149A

[Prefix Sum Primes](#) · [Tutorial](#)

Quality: 17,894 global accepts · Rating: 1200 · first AC: 2022-04-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[lbw 's solution](#)

**308.**

1582C

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

Quality: 23,649 global accepts · Rating: 1200 · first AC: 2022-04-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers

[lbw 's solution](#)

**309.**

1647B

[Madoka and the Elegant Gift](#) · [Tutorial](#)

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-04-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[lbw 's solution](#)

**310.**

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,707 global accepts · Rating: 1200 · first AC: 2022-03-31 · last AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[lbw 's solution](#)

**311.**

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-03-25 · last AC: 2022-03-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[lbw 's solution](#)

**312.**

1637C

[Andrew and Stones](#) · [Tutorial](#)

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[lbw 's solution](#)

**313.**

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-12-12 · last AC: 2021-12-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive

algorithms, dsu, math, sortings

[lbw 's solution](#)

**314.**

1608B

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

Quality: 12,486 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[lbw 's solution](#)

**315.**

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,877 global accepts · Rating: 1200 · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math, sortings

[lbw 's solution](#)

**316.**

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,810 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[lbw 's solution](#)

**317.**

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1200 · first AC: 2021-07-22 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, greedy

[lbw 's solution](#)

**318.**

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,576 global accepts · Rating: 1200 · first AC: 2021-07-17 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, sortings

[lbw 's solution](#)

**319.**

2176C

[Odd Process](#) · [Tutorial](#)

Quality: 15,719 global accepts · Rating: 1300 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[lbw 's solution](#)

**320.**

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,109 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[lbw 's solution](#)

**321.**

2169C

[Range Operation](#) · [Tutorial](#)

Quality: 12,668 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math, two pointers

[lbw 's solution](#)

**322.**

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,099 global accepts · Rating: 1300 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[lbw 's solution](#)

**323.**

2152B

[Catching the Krug](#) · [Tutorial](#)

Quality: 12,852 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games

[lbw 's solution](#)

**324.**

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,690 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, implementation

[lbw 's solution](#)

**325.**

2127B

[Hamiiid, Haaamid... Hamid?](#) · [Tutorial](#)

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[lbw 's solution](#)

**326.**

2129A

[Double Perspective](#) · [Tutorial](#)

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[lbw 's solution](#)

**327.**

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,833 global accepts · Rating: 1300 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[lbw 's solution](#)

**328.**

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,787 global accepts · Rating: 1300 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[lbw 's solution](#)

**329.**

2059B

[Cost of the Array](#) · [Tutorial](#)

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[lbw 's solution](#)

**330.**

2031C

[Penchick and BBQ Buns](#) · [Tutorial](#)

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[lbw 's solution](#)

**331.**

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, math

[lbw 's solution](#)

**332.**

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2022-11-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, number theory

[lbw 's solution](#)

**333.**

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings

[lbw 's solution](#)

**334.**

1753A1

[Make Nonzero Sum \(easy version\)](#) · [Tutorial](#)

Quality: 16,451 global accepts · Rating: 1300 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[lbw 's solution](#)

**335.**

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[lbw 's solution](#)

**336.**

1737B

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

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

[lbw 's solution](#)

**337.**

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2022-10-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings

[lbw 's solution](#)

**338.**

1717C

[Madoka and Formal Statement](#) · [Tutorial](#)

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-10-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[lbw 's solution](#)

**339.**

1726C

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

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[lbw 's solution](#)

**340.**

570B

[Simple Game](#) · [Tutorial](#)

Quality: 16,878 global accepts · Rating: 1300 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[lbw 's solution](#)

**341.**

1603A

[Di-visible Confusion](#) · [Tutorial](#)

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[lbw 's solution](#)

**342.**

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-07-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[lbw 's solution](#)

**343.**

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,687 global accepts · Rating: 1300 · first AC: 2022-07-13 · last AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[lbw 's solution](#)

**344.**

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 1300 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures

[lbw 's solution](#)

**345.**

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,806 global accepts · Rating: 1300 · first AC: 2022-06-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math  
[lbw 's solution](#)

**346.**

1007A

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

Quality: 13,069 global accepts · Rating: 1300 · first AC: 2022-04-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, math, sortings, two pointers  
[lbw 's solution](#)

**347.**

1008C

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

Rating: 1300 · first AC: 2022-04-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math  
[lbw 's solution](#)

**348.**

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-04-07 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings  
[lbw 's solution](#)

**349.**

1647C

[Madoka and Childish Pranks](#) · [Tutorial](#)

Quality: 13,331 global accepts · Rating: 1300 · first AC: 2022-04-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy  
[lbw 's solution](#)

**350.**

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2022-03-19 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, math  
[lbw 's solution](#)

**351.**

1534C

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

Quality: 13,811 global accepts · Rating: 1300 · first AC: 2022-03-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, dsu, graphs, math  
[lbw 's solution](#)

**352.**

1615B

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

Quality: 17,914 global accepts · Rating: 1300 · first AC: 2022-02-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math  
[lbw 's solution](#)

**353.**

1618D

[Array and Operations](#) · [Tutorial](#)

Quality: 20,896 global accepts · Rating: 1300 · first AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math  
[lbw 's solution](#)

**354.**

1591C

[Minimize Distance](#) · [Tutorial](#)

Rating: 1300 · first AC: 2021-12-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
[lbw 's solution](#)

**355.**

1381A1

[Prefix Flip \(Easy Version\)](#) · [Tutorial](#)

Quality: 21,721 global accepts · Rating: 1300 · first AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, strings

[lbw 's solution](#)

**356.**

1322A

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

Quality: 12,887 global accepts · Rating: 1300 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[lbw 's solution](#)

**357.**

1470A

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

Quality: 29,388 global accepts · Rating: 1300 · first AC: 2021-11-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[lbw 's solution](#)

**358.**

1604C

[Di-visible Confusion](#) · [Tutorial](#)

Rating: 1300 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[lbw 's solution](#)

**359.**

1601A

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

Quality: 21,091 global accepts · Rating: 1300 · first AC: 2021-10-25 · last AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math, number theory

[lbw 's solution](#)

**360.**

1574C

[Slay the Dragon](#) · [Tutorial](#)

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

[lbw 's solution](#)

**361.**

1558A

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

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[lbw 's solution](#)

**362.**

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2021-07-30 · GNU C++11 (first AC) · Tags: brute force

[lbw 's solution](#)

**363.**

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,083 global accepts · Rating: 1300 · first AC: 2021-07-30 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[lbw 's solution](#)

**364.**

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,344 global accepts · Rating: 1300 · first AC: 2021-03-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[lbw 's solution](#)

**365.**

2154C1

[No Cost Too Great \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[lbw 's solution](#)

**366.**

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,247 global accepts · Rating: 1400 · first AC: 2025-12-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[lbw 's solution](#)

**367.**

2156C

[Maximum GCD on Whiteboard](#) · [Tutorial](#)

Quality: 12,284 global accepts · Rating: 1400 · first AC: 2025-12-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[lbw 's solution](#)

**368.**

2158C

[Annoying Game](#) · [Tutorial](#)

Quality: 11,061 global accepts · Rating: 1400 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy

[lbw 's solution](#)

**369.**

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,700 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[lbw 's solution](#)

**370.**

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,218 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[lbw 's solution](#)

**371.**

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,383 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[lbw 's solution](#)

**372.**

2034C

[Trapped in the Witch's Labyrinth](#) · [Tutorial](#)

Quality: 9,139 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[lbw 's solution](#)

**373.**

2028B

[Alice's Adventures in Permuting](#) · [Tutorial](#)

Quality: 13,289 global accepts · Rating: 1400 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math

[lbw 's solution](#)

**374.**

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,173 global accepts · Rating: 1400 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings, two pointers

[lbw 's solution](#)

**375.**

2020C

[Bitwise Balancing](#) · [Tutorial](#)

Quality: 18,297 global accepts · Rating: 1400 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[lbw 's solution](#)

**376.**

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,178 global accepts · Rating: 1400 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
[lbw 's solution](#)

**377.**

1967B1

[Reverse Card \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,055 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory  
[lbw 's solution](#)

**378.**

1967A

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

Quality: 14,939 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings  
[lbw 's solution](#)

**379.**

1919C

[Grouping Increases](#) · [Tutorial](#)

Quality: 28,577 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy  
[lbw 's solution](#)

**380.**

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory  
[lbw 's solution](#)

**381.**

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings  
[lbw 's solution](#)

**382.**

1893A

[Anonymous Informant](#) · [Tutorial](#)

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation  
[lbw 's solution](#)

**383.**

1887A1

[Dances \(Easy version\)](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings  
[lbw 's solution](#)

**384.**

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings  
[lbw 's solution](#)

**385.**

1830A

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

Quality: 20,318 global accepts · Rating: 1400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees  
[lbw 's solution](#)

**386.**

1824A

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

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[lbw 's solution](#)

**387.**

1764C

[Doremy's City Construction](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy  
[lbw 's solution](#)

**388.**

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy  
[lbw 's solution](#)

**389.**

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,933 global accepts · Rating: 1400 · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings  
[lbw 's solution](#)

**390.**

1748B

[Diverse Substrings](#) · [Tutorial](#)

Quality: 16,780 global accepts · Rating: 1400 · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings  
[lbw 's solution](#)

**391.**

1750C

[Complementary XOR](#) · [Tutorial](#)

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation  
[lbw 's solution](#)

**392.**

1091C

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

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2022-11-03 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory  
[lbw 's solution](#)

**393.**

1214A

[Optimal Currency Exchange](#) · [Tutorial](#)

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2022-11-02 · last AC: 2022-11-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math  
[lbw 's solution](#)

**394.**

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,334 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, greedy, sortings  
[lbw 's solution](#)

**395.**

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2022-10-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings  
[lbw 's solution](#)

**396.**

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2022-10-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[lbw 's solution](#)

**397.**

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[lbw 's solution](#)

**398.**

1682C

[LIS or Reverse LIS?](#) · [Tutorial](#)

Quality: 16,471 global accepts · Rating: 1400 · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[lbw 's solution](#)

**399.**

1706C

[Opwoeirut And The City](#) · [Tutorial](#)

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, greedy, implementation

[lbw 's solution](#)

**400.**

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2022-10-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[lbw 's solution](#)

**401.**

1719C

[Fighting Tournament](#) · [Tutorial](#)

Quality: 14,365 global accepts · Rating: 1400 · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[lbw 's solution](#)

**402.**

1348B

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

Quality: 27,487 global accepts · Rating: 1400 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[lbw 's solution](#)

**403.**

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-07-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[lbw 's solution](#)

**404.**

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,767 global accepts · Rating: 1400 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[lbw 's solution](#)

**405.**

1705C

[Mark and His Unfinished Essay](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[lbw 's solution](#)

**406.**

1701C

[Schedule Management](#) · [Tutorial](#)

Quality: 23,840 global accepts · Rating: 1400 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, two pointers

[lbw 's solution](#)

**407.**

1697C

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

Quality: 15,800 global accepts · Rating: 1400 · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[lbw 's solution](#)

**408.**

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[lbw 's solution](#)

**409.**

1103A

[Grid game](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1400 · first AC: 2022-04-20 · last AC: 2022-04-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[lbw 's solution](#)

**410.**

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,241 global accepts · Rating: 1400 · first AC: 2022-04-07 · last AC: 2022-04-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[lbw 's solution](#)

**411.**

1190A

[Tokitsukaze and Discard Items](#) · [Tutorial](#)

Quality: 9,807 global accepts · Rating: 1400 · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers

[lbw 's solution](#)

**412.**

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,300 global accepts · Rating: 1400 · first AC: 2022-03-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[lbw 's solution](#)

**413.**

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-02-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[lbw 's solution](#)

**414.**

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2021-12-25 · last AC: 2021-12-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[lbw 's solution](#)

**415.**

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,659 global accepts · Rating: 1400 · first AC: 2021-12-19 · last AC: 2021-12-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math, sortings

[lbw 's solution](#)

**416.**

1285C

[Fadi and LCM](#) · [Tutorial](#)

Quality: 28,136 global accepts · Rating: 1400 · first AC: 2021-11-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[lbw 's solution](#)

**417.**

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2021-11-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, implementation

[lbw 's solution](#)

**418.**

1605C

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

Quality: 18,855 global accepts · Rating: 1400 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, strings

[lbw 's solution](#)

**419.**

1506D

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

Quality: 25,534 global accepts · Rating: 1400 · first AC: 2021-08-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[lbw 's solution](#)

**420.**

1559D1

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

Quality: 16,028 global accepts · Rating: 1400 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[lbw 's solution](#)

**421.**

1551B2

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

Quality: 16,664 global accepts · Rating: 1400 · first AC: 2021-07-23 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[lbw 's solution](#)

**422.**

359B

[Permutation](#) · [Tutorial](#)

Quality: 8,707 global accepts · Rating: 1400 · first AC: 2020-11-18 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, math

[lbw 's solution](#)

**423.**

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,332 global accepts · Rating: 1400 · first AC: 2020-11-18 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[lbw 's solution](#)

**424.**

2183D1

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

Quality: 8,853 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[lbw 's solution](#)

**425.**

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, two

pointers

[lbw 's solution](#)

**426.**

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,025 global accepts · Rating: 1500 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[lbw 's solution](#)

**427.**

2169D1

[Removal of a Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,542 global accepts · Rating: 1500 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math, number theory

[lbw 's solution](#)

**428.**

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,743 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[lbw 's solution](#)

**429.**

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, math

[lbw 's solution](#)

**430.**

2070C

[Limited Repainting](#) · [Tutorial](#)

Quality: 13,826 global accepts · Rating: 1500 · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[lbw 's solution](#)

**431.**

2069C

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

Quality: 14,820 global accepts · Rating: 1500 · first AC: 2025-03-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[lbw 's solution](#)

**432.**

2003D1

[Turtle and a MEX Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[lbw 's solution](#)

**433.**

1997D

[Maximize the Root](#) · [Tutorial](#)

Quality: 15,909 global accepts · Rating: 1500 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[lbw 's solution](#)

**434.**

1891C

[Smilo and Monsters](#) · [Tutorial](#)

Quality: 20,353 global accepts · Rating: 1500 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[lbw 's solution](#)

**435.**

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,014 global accepts · Rating: 1500 · first AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation

[lbw 's solution](#)

**436.**

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,757 global accepts · Rating: 1500 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[lbw 's solution](#)

**437.**

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[lbw 's solution](#)

**438.**

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, games

[lbw 's solution](#)

**439.**

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,860 global accepts · Rating: 1500 · first AC: 2022-11-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[lbw 's solution](#)

**440.**

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2022-10-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[lbw 's solution](#)

**441.**

1368B

[Codeforces Subsequences](#) · [Tutorial](#)

Quality: 21,427 global accepts · Rating: 1500 · first AC: 2022-10-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[lbw 's solution](#)

**442.**

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures

[lbw 's solution](#)

**443.**

1515D

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

Quality: 12,820 global accepts · Rating: 1500 · first AC: 2021-05-02 · last AC: 2022-10-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers

[lbw 's solution](#)

**444.**

1753A2

[Make Nonzero Sum \(hard version\)](#) · [Tutorial](#)

Quality: 11,606 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[lbw 's solution](#)

**445.**

1737C

[Ela and Crickets](#) · [Tutorial](#)

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

[lbw 's solution](#)

**446.**

1466D

[13th Labour of Heracles](#) · [Tutorial](#)

Quality: 14,631 global accepts · Rating: 1500 · first AC: 2022-10-06 · last AC: 2022-10-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings, trees

[lbw 's solution](#)

**447.**

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,773 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, greedy, math

[lbw 's solution](#)

**448.**

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[lbw 's solution](#)

**449.**

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2022-08-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[lbw 's solution](#)

**450.**

1710A

[Color the Picture](#) · [Tutorial](#)

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[lbw 's solution](#)

**451.**

997A

[Convert to Ones](#) · [Tutorial](#)

Quality: 8,663 global accepts · Rating: 1500 · first AC: 2022-04-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math

[lbw 's solution](#)

**452.**

1012A

[Photo of The Sky](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 1500 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, sortings

[lbw 's solution](#)

**453.**

1158A

[The Party and Sweets](#) · [Tutorial](#)

Quality: 8,337 global accepts · Rating: 1500 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers

[lbw 's solution](#)

**454.**

1179A

[Valeriy and Deque](#) · [Tutorial](#)

Quality: 11,797 global accepts · Rating: 1500 · first AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[lbw 's solution](#)

**455.**

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2022-03-29 · last AC: 2022-03-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[lbw 's solution](#)

**456.**

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2022-03-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, strings

[lbw 's solution](#)

**457.**

1444A

[Division](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2022-03-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[lbw 's solution](#)

**458.**

1545A

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

Quality: 14,882 global accepts · Rating: 1500 · first AC: 2022-02-28 · last AC: 2022-02-28 · C++17 (GCC 9-64) (first AC) · Tags: sortings

[lbw 's solution](#)

**459.**

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,152 global accepts · Rating: 1500 · first AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[lbw 's solution](#)

**460.**

1486B

[Eastern Exhibition](#) · [Tutorial](#)

Quality: 20,483 global accepts · Rating: 1500 · first AC: 2022-02-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, shortest paths, sortings

[lbw 's solution](#)

**461.**

1404A

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

Quality: 19,390 global accepts · Rating: 1500 · first AC: 2022-01-02 · last AC: 2022-01-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[lbw 's solution](#)

**462.**

1439A1

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

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[lbw 's solution](#)

**463.**

1340A

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

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2021-11-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[lbw 's solution](#)

**464.**

1614C

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

Quality: 11,313 global accepts · Rating: 1500 · first AC: 2021-11-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[lbw 's solution](#)

**465.**

1299A

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

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math  
[lbw 's solution](#)

**466.**

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,344 global accepts · Rating: 1500 · first AC: 2021-11-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
[lbw 's solution](#)

**467.**

1416A

[k-Amazing Numbers](#) · [Tutorial](#)

Quality: 16,720 global accepts · Rating: 1500 · first AC: 2021-11-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, two pointers  
[lbw 's solution](#)

**468.**

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  
[lbw 's solution](#)

**469.**

1551C

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

Quality: 14,541 global accepts · Rating: 1500 · first AC: 2021-07-23 · GNU C++11 (first AC) · Tags: greedy, sortings, strings  
[lbw 's solution](#)

**470.**

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-22 · GNU C++11 (first AC) · Tags: dp, greedy, strings, two pointers  
[lbw 's solution](#)

**471.**

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,535 global accepts · Rating: 1500 · first AC: 2021-04-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy  
[lbw 's solution](#)

**472.**

1506E

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

Quality: 14,194 global accepts · Rating: 1500 · first AC: 2021-03-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation  
[lbw 's solution](#)

**473.**

356A

[Knight Tournament](#) · [Tutorial](#)

Quality: 16,788 global accepts · Rating: 1500 · first AC: 2021-03-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu  
[lbw 's solution](#)

**474.**

743C

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

Quality: 13,402 global accepts · Rating: 1500 · first AC: 2020-11-18 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math, number theory  
[lbw 's solution](#)

**475.**

2207C

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

Quality: 5,445 global accepts · Rating: 1600 · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, math

[lbw 's solution](#)

**476.**

2207B

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

Quality: 5,806 global accepts · Rating: 1600 · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[lbw 's solution](#)

**477.**

2182D

[Christmas Tree Decoration](#) · [Tutorial](#)

Quality: 8,948 global accepts · Rating: 1600 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[lbw 's solution](#)

**478.**

2157D

[Billion Players Game](#) · [Tutorial](#)

Quality: 6,005 global accepts · Rating: 1600 · first AC: 2025-12-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[lbw 's solution](#)

**479.**

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,261 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[lbw 's solution](#)

**480.**

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,105 global accepts · Rating: 1600 · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[lbw 's solution](#)

**481.**

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,539 global accepts · Rating: 1600 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

[lbw 's solution](#)

**482.**

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,310 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[lbw 's solution](#)

**483.**

2040C

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers

[lbw 's solution](#)

**484.**

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[lbw 's solution](#)

**485.**

2028C

[Alice's Adventures in Cutting Cake](#) · [Tutorial](#)

Quality: 9,979 global accepts · Rating: 1600 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, two pointers

[lbw 's solution](#)

**486.**

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,616 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[lbw 's solution](#)

**487.**

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,254 global accepts · Rating: 1600 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[lbw 's solution](#)

**488.**

1928C

[Physical Education Lesson](#) · [Tutorial](#)

Quality: 10,355 global accepts · Rating: 1600 · first AC: 2024-02-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[lbw 's solution](#)

**489.**

1801A

[The Very Beautiful Blanket](#) · [Tutorial](#)

Quality: 9,747 global accepts · Rating: 1600 · first AC: 2023-11-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[lbw 's solution](#)

**490.**

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,650 global accepts · Rating: 1600 · first AC: 2023-10-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

[lbw 's solution](#)

**491.**

1811D

[Umka and a Long Flight](#) · [Tutorial](#)

Quality: 8,639 global accepts · Rating: 1600 · first AC: 2023-10-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math

[lbw 's solution](#)

**492.**

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,174 global accepts · Rating: 1600 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[lbw 's solution](#)

**493.**

1795D

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

Quality: 13,070 global accepts · Rating: 1600 · first AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[lbw 's solution](#)

**494.**

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,388 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[lbw 's solution](#)

**495.**

1748C

[Zero-Sum Prefixes](#) · [Tutorial](#)

Quality: 13,006 global accepts · Rating: 1600 · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp,

greedy, implementation

[lbw 's solution](#)

**496.**

1305C

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

Quality: 18,784 global accepts · Rating: 1600 · first AC: 2022-10-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, math, number theory

[lbw 's solution](#)

**497.**

1753B

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

Quality: 14,995 global accepts · Rating: 1600 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[lbw 's solution](#)

**498.**

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,129 global accepts · Rating: 1600 · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, strings, two pointers

[lbw 's solution](#)

**499.**

1658D1

[388535 \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-10-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math

[lbw 's solution](#)

**500.**

1610C

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

Quality: 15,623 global accepts · Rating: 1600 · first AC: 2022-07-27 · last AC: 2022-07-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[lbw 's solution](#)

**501.**

1603B

[Moderate Modular Mode](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[lbw 's solution](#)

**502.**

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,541 global accepts · Rating: 1600 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[lbw 's solution](#)

**503.**

1677A

[Tokitsukaze and Strange Inequality](#) · [Tutorial](#)

Quality: 9,355 global accepts · Rating: 1600 · first AC: 2022-07-19 · last AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp

[lbw 's solution](#)

**504.**

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,445 global accepts · Rating: 1600 · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[lbw 's solution](#)

**505.**

1687A

[The Enchanted Forest](#) · [Tutorial](#)

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[lbw 's solution](#)

## 506.

1698D

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

Quality: 12,084 global accepts · Rating: 1600 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[lbw 's solution](#)

## 507.

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,263 global accepts · Rating: 1600 · first AC: 2022-06-26 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[lbw 's solution](#)

## 508.

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, trees

[lbw 's solution](#)

## 509.

1671D

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

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2022-06-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[lbw 's solution](#)

## 510.

986A

[Fair](#) · [Tutorial](#)

Quality: 8,330 global accepts · Rating: 1600 · first AC: 2022-04-29 · last AC: 2022-04-29 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, number theory, shortest paths

[lbw 's solution](#)

## 511.

993A

[Two Squares](#) · [Tutorial](#)

Quality: 4,461 global accepts · Rating: 1600 · first AC: 2022-04-28 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation

[lbw 's solution](#)

## 512.

1098A

[Sum in the tree](#) · [Tutorial](#)

Quality: 9,547 global accepts · Rating: 1600 · first AC: 2022-04-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[lbw 's solution](#)

## 513.

1109A

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

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2022-04-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[lbw 's solution](#)

## 514.

1137B

[Camp Schedule](#) · [Tutorial](#)

Quality: 7,012 global accepts · Rating: 1600 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, hashing, strings

[lbw 's solution](#)

## 515.

1137A

[Skyscrapers](#) · [Tutorial](#)

Quality: 4,677 global accepts · Rating: 1600 · first AC: 2022-04-17 · last AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[lbw 's solution](#)

**516.**

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 1600 · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: trees

[lbw 's solution](#)

**517.**

1582D

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

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2022-04-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[lbw 's solution](#)

**518.**

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,634 global accepts · Rating: 1600 · first AC: 2022-03-18 · last AC: 2022-03-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory

[lbw 's solution](#)

**519.**

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-03-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[lbw 's solution](#)

**520.**

1523C

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

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2022-03-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[lbw 's solution](#)

**521.**

1486C1

[Guessing the Greatest \(easy version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2022-02-21 · last AC: 2022-02-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[lbw 's solution](#)

**522.**

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2022-02-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy, math

[lbw 's solution](#)

**523.**

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,607 global accepts · Rating: 1600 · first AC: 2021-12-26 · last AC: 2021-12-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[lbw 's solution](#)

**524.**

1396A

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

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2021-12-23 · last AC: 2021-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[lbw 's solution](#)

**525.**

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,294 global accepts · Rating: 1600 · first AC: 2021-12-18 · last AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[lbw 's solution](#)

**526.**

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,901 global accepts · Rating: 1600 · first AC: 2021-11-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[lbw 's solution](#)

**527.**

1336A

[Linova and Kingdom](#) · [Tutorial](#)

Quality: 24,664 global accepts · Rating: 1600 · first AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[lbw 's solution](#)

**528.**

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2021-11-11 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory, sortings

[lbw 's solution](#)

**529.**

1566D2

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

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[lbw 's solution](#)

**530.**

1555D

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

Quality: 15,468 global accepts · Rating: 1600 · first AC: 2021-07-30 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dp, strings

[lbw 's solution](#)

**531.**

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-07-17 · GNU C++11 (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[lbw 's solution](#)

**532.**

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,988 global accepts · Rating: 1600 · first AC: 2021-05-27 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[lbw 's solution](#)

**533.**

1529C

[Parsa's Humongous Tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-05-24 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[lbw 's solution](#)

**534.**

453A

[Little Pony and Expected Maximum](#) · [Tutorial](#)

Quality: 12,440 global accepts · Rating: 1600 · first AC: 2020-11-19 · GNU C++11 (first AC) · Tags: probabilities

[lbw 's solution](#)

**535.**

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy,

implementation, math

[lbw 's solution](#)

**536.**

2163B

[Siga ta Kymata](#) · [Tutorial](#)

Quality: 9,132 global accepts · Rating: 1700 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[lbw 's solution](#)

**537.**

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 1700 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[lbw 's solution](#)

**538.**

2152D

[Division Versus Addition](#) · [Tutorial](#)

Quality: 6,747 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[lbw 's solution](#)

**539.**

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,048 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math

[lbw 's solution](#)

**540.**

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[lbw 's solution](#)

**541.**

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,340 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[lbw 's solution](#)

**542.**

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[lbw 's solution](#)

**543.**

2031D

[Penchick and Desert Rabbit](#) · [Tutorial](#)

Quality: 9,677 global accepts · Rating: 1700 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[lbw 's solution](#)

**544.**

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[lbw 's solution](#)

**545.**

2006A

[Iris and Game on the Tree](#) · [Tutorial](#)

Quality: 9,367 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and

similar, games, graphs, greedy, trees

[lbw 's solution](#)

**546.**

1995B2

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

Quality: 10,150 global accepts · Rating: 1700 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[lbw 's solution](#)

**547.**

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[lbw 's solution](#)

**548.**

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy

[lbw 's solution](#)

**549.**

1586C

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

Rating: 1700 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[lbw 's solution](#)

**550.**

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,460 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[lbw 's solution](#)

**551.**

1799C

[Double Lexicographically Minimum](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-11-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[lbw 's solution](#)

**552.**

1807F

[Bouncy Ball](#) · [Tutorial](#)

Quality: 7,319 global accepts · Rating: 1700 · first AC: 2023-10-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, implementation

[lbw 's solution](#)

**553.**

1810D

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

Quality: 8,541 global accepts · Rating: 1700 · first AC: 2023-10-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[lbw 's solution](#)

**554.**

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,564 global accepts · Rating: 1700 · first AC: 2023-10-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[lbw 's solution](#)

**555.**

1822F

[Gardening Friends](#) · [Tutorial](#)

Quality: 7,654 global accepts · Rating: 1700 · first AC: 2023-10-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs,

trees

[lbw 's solution](#)

**556.**

1822G1

[Magic Triples \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,477 global accepts · Rating: 1700 · first AC: 2023-10-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, math, number theory

[lbw 's solution](#)

**557.**

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,949 global accepts · Rating: 1700 · first AC: 2023-10-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy

[lbw 's solution](#)

**558.**

1829H

[Don't Blame Me](#) · [Tutorial](#)

Quality: 10,798 global accepts · Rating: 1700 · first AC: 2023-10-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[lbw 's solution](#)

**559.**

1783C

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

Quality: 10,882 global accepts · Rating: 1700 · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[lbw 's solution](#)

**560.**

1792D

[Fixed Prefix Permutations](#) · [Tutorial](#)

Quality: 8,039 global accepts · Rating: 1700 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[lbw 's solution](#)

**561.**

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[lbw 's solution](#)

**562.**

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[lbw 's solution](#)

**563.**

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[lbw 's solution](#)

**564.**

1625C

[Road Optimization](#) · [Tutorial](#)

Quality: 13,286 global accepts · Rating: 1700 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: dp

[lbw 's solution](#)

**565.**

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,053 global accepts · Rating: 1700 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp,

graphs, greedy, shortest paths

[lbw 's solution](#)

**566.**

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1700 · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math

[lbw 's solution](#)

**567.**

1091D

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

Quality: 7,476 global accepts · Rating: 1700 · first AC: 2022-11-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[lbw 's solution](#)

**568.**

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1700 · first AC: 2020-11-01 · last AC: 2022-11-01 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[lbw 's solution](#)

**569.**

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,656 global accepts · Rating: 1700 · first AC: 2022-10-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[lbw 's solution](#)

**570.**

1392D

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

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2022-10-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[lbw 's solution](#)

**571.**

1491C

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

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2022-10-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[lbw 's solution](#)

**572.**

1658C

[Shinju and the Lost Permutation](#) · [Tutorial](#)

Quality: 9,944 global accepts · Rating: 1700 · first AC: 2022-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[lbw 's solution](#)

**573.**

1706D1

[Chopping Carrots \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,716 global accepts · Rating: 1700 · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[lbw 's solution](#)

**574.**

1690F

[Shifting String](#) · [Tutorial](#)

Quality: 8,881 global accepts · Rating: 1700 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: graphs, math, number theory, strings

[lbw 's solution](#)

**575.**

1699C

[The Third Problem](#) · [Tutorial](#)

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[lbw 's solution](#)

**576.**

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,375 global accepts · Rating: 1700 · first AC: 2022-10-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[lbw 's solution](#)

**577.**

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, interactive, math

[lbw 's solution](#)

**578.**

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-07-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[lbw 's solution](#)

**579.**

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,939 global accepts · Rating: 1700 · first AC: 2022-07-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[lbw 's solution](#)

**580.**

1479A

[Searching Local Minimum](#) · [Tutorial](#)

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-11-04 · last AC: 2022-07-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, ternary search

[lbw 's solution](#)

**581.**

1709D

[Rorororobot](#) · [Tutorial](#)

Quality: 10,210 global accepts · Rating: 1700 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math

[lbw 's solution](#)

**582.**

1677B

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

Quality: 4,550 global accepts · Rating: 1700 · first AC: 2022-07-19 · last AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math

[lbw 's solution](#)

**583.**

1693B

[Fake Plastic Trees](#) · [Tutorial](#)

Quality: 9,582 global accepts · Rating: 1700 · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[lbw 's solution](#)

**584.**

1700C

[Helping the Nature](#) · [Tutorial](#)

Quality: 12,161 global accepts · Rating: 1700 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[lbw 's solution](#)

**585.**

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[lbw 's solution](#)

**586.**

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,538 global accepts · Rating: 1700 · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[lbw 's solution](#)

**587.**

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2022-07-01 · last AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

[lbw 's solution](#)

**588.**

1019A

[Elections](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 1700 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[lbw 's solution](#)

**589.**

1142A

[The Beatles](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1700 · first AC: 2022-04-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[lbw 's solution](#)

**590.**

1168A

[Increasing by Modulo](#) · [Tutorial](#)

Quality: 7,596 global accepts · Rating: 1700 · first AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[lbw 's solution](#)

**591.**

1628B

[Peculiar Movie Preferences](#) · [Tutorial](#)

Quality: 12,714 global accepts · Rating: 1700 · first AC: 2022-02-24 · last AC: 2022-02-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[lbw 's solution](#)

**592.**

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1700 · first AC: 2021-12-26 · last AC: 2021-12-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, interactive

[lbw 's solution](#)

**593.**

1320B

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

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2021-12-19 · last AC: 2021-12-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[lbw 's solution](#)

**594.**

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,924 global accepts · Rating: 1700 · first AC: 2021-12-15 · last AC: 2021-12-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[lbw 's solution](#)

**595.**

1618E

[Singers' Tour](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[lbw 's solution](#)

**596.**

1592C

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

Quality: 9,133 global accepts · Rating: 1700 · first AC: 2021-12-12 · last AC: 2021-12-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees

[lbw 's solution](#)

**597.**

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[lbw 's solution](#)

**598.**

1361A

[Johnny and Contribution](#) · [Tutorial](#)

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2021-12-08 · last AC: 2021-12-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[lbw 's solution](#)

**599.**

1340B

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

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2021-11-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, greedy

[lbw 's solution](#)

**600.**

1383A

[String Transformation 1](#) · [Tutorial](#)

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2021-11-22 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[lbw 's solution](#)

**601.**

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,769 global accepts · Rating: 1700 · first AC: 2021-11-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[lbw 's solution](#)

**602.**

1336B

[Xenia and Colorful Gems](#) · [Tutorial](#)

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[lbw 's solution](#)

**603.**

1381A2

[Prefix Flip \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,325 global accepts · Rating: 1700 · first AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[lbw 's solution](#)

**604.**

1329B

[Dreamoon Likes Sequences](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2021-11-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, math

[lbw 's solution](#)

**605.**

1280A

[Cut and Paste](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1700 · first AC: 2021-11-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[lbw 's solution](#)

**606.**

1268A

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

Quality: 9,069 global accepts · Rating: 1700 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[lbw 's solution](#)

**607.**

1254A

[Feeding Chicken](#) · [Tutorial](#)

Quality: 5,515 global accepts · Rating: 1700 · first AC: 2021-11-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[lbw 's solution](#)

**608.**

1114C

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

Quality: 7,888 global accepts · Rating: 1700 · first AC: 2021-10-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory

[lbw 's solution](#)

**609.**

1537D

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

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2021-06-18 · last AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: games, math, number theory

[lbw 's solution](#)

**610.**

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2021-07-23 · last AC: 2021-07-25 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[lbw 's solution](#)

**611.**

1528B

[Kavi on Pairing Duty](#) · [Tutorial](#)

Quality: 10,665 global accepts · Rating: 1700 · first AC: 2021-05-26 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[lbw 's solution](#)

**612.**

219D

[Choosing Capital for Treeland](#) · [Tutorial](#)

Quality: 12,488 global accepts · Rating: 1700 · first AC: 2021-04-18 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[lbw 's solution](#)

**613.**

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 1800 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[lbw 's solution](#)

**614.**

2176D

[Fibonacci Paths](#) · [Tutorial](#)

Quality: 5,760 global accepts · Rating: 1800 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, sortings

[lbw 's solution](#)

**615.**

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,964 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings, two pointers

[lbw 's solution](#)

**616.**

2143D1

[Inversion Graph Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,394 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

[lbw 's solution](#)

**617.**

2138C1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,425 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[lbw 's solution](#)

**618.**

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[lbw 's solution](#)

**619.**

2092D

[Mishkin Energizer](#) · [Tutorial](#)

Quality: 6,880 global accepts · Rating: 1800 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[lbw 's solution](#)

**620.**

2069D

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

Quality: 7,048 global accepts · Rating: 1800 · first AC: 2025-03-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[lbw 's solution](#)

**621.**

2039C2

[Shohag Loves XOR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[lbw 's solution](#)

**622.**

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

[lbw 's solution](#)

**623.**

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,423 global accepts · Rating: 1800 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[lbw 's solution](#)

**624.**

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,680 global accepts · Rating: 1800 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[lbw 's solution](#)

**625.**

2006B

[Iris and the Tree](#) · [Tutorial](#)

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[lbw 's solution](#)

**626.**

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[lbw 's solution](#)

**627.**

1586D

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

Rating: 1800 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[lbw 's solution](#)

**628.**

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1800 · first AC: 2023-11-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[lbw 's solution](#)

**629.**

1805D

[A Wide, Wide Graph](#) · [Tutorial](#)

Quality: 9,001 global accepts · Rating: 1800 · first AC: 2023-11-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[lbw 's solution](#)

**630.**

1809D

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

Quality: 7,278 global accepts · Rating: 1800 · first AC: 2023-10-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[lbw 's solution](#)

**631.**

1833G

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

Quality: 6,390 global accepts · Rating: 1800 · first AC: 2023-10-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, greedy, implementation, trees

[lbw 's solution](#)

**632.**

1852B

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

Quality: 5,460 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[lbw 's solution](#)

**633.**

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,239 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, number theory

[lbw 's solution](#)

**634.**

1824B1

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

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, probabilities, trees

[lbw 's solution](#)

**635.**

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, two pointers

[lbw 's solution](#)

**636.**

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[lbw 's solution](#)

**637.**

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,075 global accepts · Rating: 1800 · first AC: 2022-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[lbw 's solution](#)

**638.**

1450D

[Rating Compression](#) · [Tutorial](#)

Quality: 5,805 global accepts · Rating: 1800 · first AC: 2022-10-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[lbw 's solution](#)

**639.**

1491D

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

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2022-10-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[lbw 's solution](#)

**640.**

1617D1

[Too Many Impostors \(easy version\)](#) · [Tutorial](#)

Quality: 5,171 global accepts · Rating: 1800 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[lbw 's solution](#)

**641.**

1713D

[Tournament Countdown](#) · [Tutorial](#)

Quality: 6,229 global accepts · Rating: 1800 · first AC: 2022-10-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[lbw 's solution](#)

**642.**

1720D1

[Xor-Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 6,710 global accepts · Rating: 1800 · first AC: 2022-10-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[lbw 's solution](#)

**643.**

933A

[A Twisty Movement](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 1800 · first AC: 2022-10-08 · C++17 (GCC 9-64) (first AC) · Tags: dp

[lbw 's solution](#)

**644.**

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1800 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[lbw 's solution](#)

**645.**

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[lbw 's solution](#)

**646.**

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2022-10-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, math

[lbw 's solution](#)

**647.**

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2022-10-04 · last AC: 2022-10-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[lbw 's solution](#)

**648.**

1719D1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-10-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[lbw 's solution](#)

**649.**

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2022-08-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[lbw 's solution](#)

**650.**

1552C

[Maximize the Intersections](#) · [Tutorial](#)

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2022-08-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[lbw 's solution](#)

**651.**

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1800 · first AC: 2022-07-22 · last AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[lbw 's solution](#)

**652.**

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,274 global accepts · Rating: 1800 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[lbw 's solution](#)

**653.**

1705D

[Mark and Lightbulbs](#) · [Tutorial](#)

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[lbw 's solution](#)

**654.**

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,274 global accepts · Rating: 1800 · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, math

[lbw 's solution](#)

**655.**

986B

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

Quality: 5,054 global accepts · Rating: 1800 · first AC: 2022-04-29 · last AC: 2022-04-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[lbw 's solution](#)

**656.**

1034A

[Enlarge GCD](#) · [Tutorial](#)

Quality: 9,919 global accepts · Rating: 1800 · first AC: 2022-04-25 · C++20 (GCC 11-64) (first AC) · Tags: number theory

[lbw 's solution](#)

**657.**

1067B

[Multihedgehog](#) · [Tutorial](#)

Quality: 2,860 global accepts · Rating: 1800 · first AC: 2022-04-24 · last AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[lbw 's solution](#)

**658.**

1083A

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

Quality: 6,271 global accepts · Rating: 1800 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, trees

[lbw 's solution](#)

**659.**

1109B

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

Quality: 4,537 global accepts · Rating: 1800 · first AC: 2022-04-18 · last AC: 2022-04-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, hashing, strings

[lbw 's solution](#)

**660.**

1582F1

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

Quality: 6,581 global accepts · Rating: 1800 · first AC: 2022-04-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[lbw 's solution](#)

**661.**

1190B

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2022-04-01 · last AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: games

[lbw 's solution](#)

**662.**

1394A

[Boboniu Chats with Du](#) · [Tutorial](#)

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2022-03-17 · last AC: 2022-03-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings, two pointers

[lbw 's solution](#)

**663.**

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,810 global accepts · Rating: 1800 · first AC: 2022-03-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, trees

[lbw 's solution](#)

**664.**

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2022-03-09 · last AC: 2022-03-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[lbw 's solution](#)

**665.**

1572A

[Book](#) · [Tutorial](#)

Quality: 10,429 global accepts · Rating: 1800 · first AC: 2022-02-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[lbw 's solution](#)

**666.**

1630B

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

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[lbw 's solution](#)

**667.**

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[lbw 's solution](#)

**668.**

471D

[MUH and Cube Walls](#) · [Tutorial](#)

Quality: 10,275 global accepts · Rating: 1800 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures, strings

[lbw 's solution](#)

**669.**

721C

[Journey](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2022-01-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs

[lbw 's solution](#)

**670.**

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,509 global accepts · Rating: 1800 · first AC: 2021-12-23 · last AC: 2021-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, hashing, implementation, math

[lbw 's solution](#)

**671.**

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,933 global accepts · Rating: 1800 · first AC: 2021-12-23 · last AC: 2021-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[lbw 's solution](#)

**672.**

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,526 global accepts · Rating: 1800 · first AC: 2021-11-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[lbw 's solution](#)

**673.**

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[lbw 's solution](#)

**674.**

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,564 global accepts · Rating: 1800 · first AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: dp

[lbw 's solution](#)

**675.**

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2021-11-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[lbw 's solution](#)

**676.**

1286B

[Numbers on Tree](#) · [Tutorial](#)

Quality: 5,468 global accepts · Rating: 1800 · first AC: 2021-11-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

[lbw 's solution](#)

**677.**

1329A

[Dreamoon Likes Coloring](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2021-11-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[lbw 's solution](#)

**678.**

1280B

[Beingawesomeism](#) · [Tutorial](#)

Quality: 4,204 global accepts · Rating: 1800 · first AC: 2021-11-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[lbw 's solution](#)

**679.**

1338B

[Edge Weight Assignment](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2021-11-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[lbw 's solution](#)

**680.**

1254B1

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

Quality: 5,006 global accepts · Rating: 1800 · first AC: 2021-11-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[lbw 's solution](#)

**681.**

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[lbw 's solution](#)

**682.**

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,590 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[lbw 's solution](#)

**683.**

1548B

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

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2021-08-07 · GNU C++11 (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[lbw 's solution](#)

**684.**

220B

[Little Elephant and Array](#) · [Tutorial](#)

Quality: 12,883 global accepts · Rating: 1800 · first AC: 2021-06-29 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures  
[lbw 's solution](#)

**685.**

1509C

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

Quality: 15,305 global accepts · Rating: 1800 · first AC: 2021-04-16 · GNU C++11 (first AC) · Tags: dp, greedy  
[lbw 's solution](#)

**686.**

1177B

[Digits Sequence \(Hard Edition\)](#) · [Tutorial](#)

Quality: 2,941 global accepts · Rating: 1800 · first AC: 2021-02-13 · GNU C++11 (first AC) · Tags: binary search, divide and conquer, implementation  
[lbw 's solution](#)

**687.**

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,176 global accepts · Rating: 1800 · first AC: 2021-01-21 · last AC: 2021-01-21 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees  
[lbw 's solution](#)

**688.**

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,069 global accepts · Rating: 1800 · first AC: 2020-11-01 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees  
[lbw 's solution](#)

**689.**

2154D

[Catshock](#) · [Tutorial](#)

Quality: 4,764 global accepts · Rating: 1900 · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees, two pointers  
[lbw 's solution](#)

**690.**

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,568 global accepts · Rating: 1900 · first AC: 2025-12-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings  
[lbw 's solution](#)

**691.**

2156D

[Find the Last Number](#) · [Tutorial](#)

Quality: 5,373 global accepts · Rating: 1900 · first AC: 2025-12-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive  
[lbw 's solution](#)

**692.**

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, sortings  
[lbw 's solution](#)

**693.**

2138B

[Antiamuny Wants to Learn Swap](#) · [Tutorial](#)

Quality: 5,331 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers  
[lbw 's solution](#)

**694.**

2129C1

[Interactive RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive

algorithms, interactive

[lbw 's solution](#)

**695.**

2064D

[Eating](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 1900 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers

[lbw 's solution](#)

**696.**

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1900 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[lbw 's solution](#)

**697.**

2040D

[Non Prime Tree](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, number theory, trees, two pointers

[lbw 's solution](#)

**698.**

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[lbw 's solution](#)

**699.**

1998C

[Perform Operations to Maximize Score](#) · [Tutorial](#)

Quality: 7,092 global accepts · Rating: 1900 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation

[lbw 's solution](#)

**700.**

1928D

[Lonely Mountain Dungeons](#) · [Tutorial](#)

Quality: 5,165 global accepts · Rating: 1900 · first AC: 2024-02-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[lbw 's solution](#)

**701.**

1237C2

[Balanced Removals \(Harder\)](#) · [Tutorial](#)

Quality: 4,534 global accepts · Rating: 1900 · first AC: 2023-12-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[lbw 's solution](#)

**702.**

1891D

[Suspicious logarithms](#) · [Tutorial](#)

Quality: 4,557 global accepts · Rating: 1900 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[lbw 's solution](#)

**703.**

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[lbw 's solution](#)

**704.**

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,903 global accepts · Rating: 1900 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graphs, shortest paths  
[lbw 's solution](#)

**705.**

1887A2

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

Rating: 1900 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, sortings  
[lbw 's solution](#)

**706.**

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,537 global accepts · Rating: 1900 · first AC: 2023-04-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math  
[lbw 's solution](#)

**707.**

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1900 · first AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers  
[lbw 's solution](#)

**708.**

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation  
[lbw 's solution](#)

**709.**

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,236 global accepts · Rating: 1900 · first AC: 2022-11-23 · last AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees  
[lbw 's solution](#)

**710.**

1747D

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

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures  
[lbw 's solution](#)

**711.**

1214D

[Treasure Island](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1900 · first AC: 2022-11-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, flows, hashing  
[lbw 's solution](#)

**712.**

1305D

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

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2022-10-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees  
[lbw 's solution](#)

**713.**

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees  
[lbw 's solution](#)

**714.**

1679D

[Toss a Coin to Your Graph...](#) · [Tutorial](#)

Quality: 5,814 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[lbw 's solution](#)

## 715.

1428D

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

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2022-10-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[lbw 's solution](#)

## 716.

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,086 global accepts · Rating: 1900 · first AC: 2022-10-05 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[lbw 's solution](#)

## 717.

1719D2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-10-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy, math

[lbw 's solution](#)

## 718.

1717D

[Madoka and The Corruption Scheme](#) · [Tutorial](#)

Quality: 4,863 global accepts · Rating: 1900 · first AC: 2022-10-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[lbw 's solution](#)

## 719.

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[lbw 's solution](#)

## 720.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[lbw 's solution](#)

## 721.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[lbw 's solution](#)

## 722.

1479B1

[Painting the Array I](#) · [Tutorial](#)

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2022-07-25 · last AC: 2022-07-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[lbw 's solution](#)

## 723.

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-07-22 · last AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation

[lbw 's solution](#)

**724.**

1677C

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-07-19 · last AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[lbw 's solution](#)

**725.**

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 1900 · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, sortings

[lbw 's solution](#)

**726.**

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,993 global accepts · Rating: 1900 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, math

[lbw 's solution](#)

**727.**

1661D

[Progressions Covering](#) · [Tutorial](#)

Quality: 5,397 global accepts · Rating: 1900 · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[lbw 's solution](#)

**728.**

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[lbw 's solution](#)

**729.**

1697D

[Guess The String](#) · [Tutorial](#)

Quality: 4,995 global accepts · Rating: 1900 · first AC: 2022-07-07 · last AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[lbw 's solution](#)

**730.**

1620E

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

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[lbw 's solution](#)

**731.**

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[lbw 's solution](#)

**732.**

993B

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

Quality: 2,052 global accepts · Rating: 1900 · first AC: 2022-04-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force

[lbw 's solution](#)

**733.**

1067A

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

Quality: 3,133 global accepts · Rating: 1900 · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: dp

[lbw 's solution](#)

**734.**

1012C

[Hills](#) · [Tutorial](#)

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2022-04-21 · last AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: dp  
[lbw 's solution](#)

**735.**

1012B

[Chemical table](#) · [Tutorial](#)

Quality: 4,386 global accepts · Rating: 1900 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, matrices  
[lbw 's solution](#)

**736.**

1168B

[Good Triple](#) · [Tutorial](#)

Quality: 3,811 global accepts · Rating: 1900 · first AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, two pointers  
[lbw 's solution](#)

**737.**

1172B

[Nauuo and Circle](#) · [Tutorial](#)

Quality: 4,405 global accepts · Rating: 1900 · first AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees  
[lbw 's solution](#)

**738.**

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1900 · first AC: 2022-04-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory  
[lbw 's solution](#)

**739.**

1647D

[Madoka and the Best School in Russia](#) · [Tutorial](#)

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2022-04-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math, number theory  
[lbw 's solution](#)

**740.**

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,449 global accepts · Rating: 1900 · first AC: 2022-03-31 · last AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths  
[lbw 's solution](#)

**741.**

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1900 · first AC: 2022-03-29 · last AC: 2022-03-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings  
[lbw 's solution](#)

**742.**

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2022-03-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings  
[lbw 's solution](#)

**743.**

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1900 · first AC: 2022-03-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings  
[lbw 's solution](#)

**744.**

1483B

[Playlist](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-03-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, implementation

[lbw 's solution](#)

**745.**

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2022-03-09 · last AC: 2022-03-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[lbw 's solution](#)

**746.**

1545B

[AquaMoon and Chess](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2022-02-28 · last AC: 2022-02-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[lbw 's solution](#)

**747.**

1041E

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

Quality: 3,854 global accepts · Rating: 1900 · first AC: 2022-01-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy

[lbw 's solution](#)

**748.**

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,186 global accepts · Rating: 1900 · first AC: 2022-01-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games, trees

[lbw 's solution](#)

**749.**

1439A2

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

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2021-12-29 · last AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[lbw 's solution](#)

**750.**

1361B

[Johnny and Grandmaster](#) · [Tutorial](#)

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2021-12-08 · last AC: 2021-12-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, sortings

[lbw 's solution](#)

**751.**

1285D

[Dr. Evil Underscores](#) · [Tutorial](#)

Quality: 8,611 global accepts · Rating: 1900 · first AC: 2021-11-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees

[lbw 's solution](#)

**752.**

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,442 global accepts · Rating: 1900 · first AC: 2021-11-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

[lbw 's solution](#)

**753.**

1477B

[Nezzar and Binary String](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2021-11-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[lbw 's solution](#)

**754.**

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,333 global accepts · Rating: 1900 · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[lbw 's solution](#)

**755.**

1470B

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

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2021-11-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[lbw 's solution](#)

**756.**

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

[lbw 's solution](#)

**757.**

1208D

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

Quality: 5,460 global accepts · Rating: 1900 · first AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation

[lbw 's solution](#)

**758.**

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory, two pointers

[lbw 's solution](#)

**759.**

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,719 global accepts · Rating: 1900 · first AC: 2021-06-30 · last AC: 2021-06-30 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[lbw 's solution](#)

**760.**

711D

[Directed Roads](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1900 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[lbw 's solution](#)

**761.**

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive

[lbw 's solution](#)

**762.**

2154C2

[No Cost Too Great \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,511 global accepts · Rating: 2000 · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[lbw 's solution](#)

**763.**

2158D

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

Quality: 3,284 global accepts · Rating: 2000 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, shortest paths, strings

[lbw 's solution](#)

**764.**

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,521 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math  
[lbw 's solution](#)

**765.**

2138C2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,369 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees  
[lbw 's solution](#)

**766.**

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,886 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math  
[lbw 's solution](#)

**767.**

2129C2

[Interactive RBS \(Medium Version\)](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive  
[lbw 's solution](#)

**768.**

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math  
[lbw 's solution](#)

**769.**

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy  
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**770.**

2028D

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**771.**

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,985 global accepts · Rating: 2000 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities  
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**772.**

1513D

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**773.**

1266D

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**774.**

1237D

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**775.**

1891F

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Quality: 4,777 global accepts · Rating: 2000 · first AC: 2023-12-30 · last AC: 2023-12-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

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**776.**

1893C

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**777.**

1815B

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Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-10-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

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**778.**

1889C1

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**779.**

1788D

[Moving Dots](#) · [Tutorial](#)

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**780.**

1830B

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**781.**

1827B1

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[lbw 's solution](#)

**782.**

1783D

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**783.**

1796D

[Maximum Subarray](#) · [Tutorial](#)

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**784.**

730I

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**785.**

1770D

[Koxia and Game](#) · [Tutorial](#)

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**786.**

1764D

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Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[lbw 's solution](#)

**787.**

1657D

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Quality: 5,292 global accepts · Rating: 2000 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, sortings

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**788.**

1214E

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**789.**

1209G1

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

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**790.**

1209E1

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Quality: 3,250 global accepts · Rating: 2000 · first AC: 2022-11-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[lbw 's solution](#)

**791.**

432D

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**792.**

1753C

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[lbw 's solution](#)

**793.**

1427D

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Quality: 3,695 global accepts · Rating: 2000 · first AC: 2022-10-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

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**794.**

1427C

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Quality: 6,070 global accepts · Rating: 2000 · first AC: 2022-10-27 · C++17 (GCC 9-64) (first AC) · Tags: dp

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**795.**

1680E

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**796.**

1716D

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1716C

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**798.**

1682D

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**799.**

933B

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**800.**

1726D

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**801.**

1610D

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Quality: 3,039 global accepts · Rating: 2000 · first AC: 2022-07-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

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**802.**

1672F1

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**803.**

1622D

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Quality: 4,646 global accepts · Rating: 2000 · first AC: 2022-07-21 · last AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, two pointers

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**804.**

1685B

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**805.**

1620D

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**806.**

1612E

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**807.**

1696E

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**808.**

1665D

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Quality: 4,658 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

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**809.**

997B

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**810.**

1083B

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1142B

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**813.**

1582E

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**815.**

1641B

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**816.**

1349C

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1349B

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**818.**

1320C

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**819.**

1458B

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**820.**

1268B

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Quality: 6,432 global accepts · Rating: 2000 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[lbw 's solution](#)

**821.**

1344B

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**822.**

1416C

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conquer, dp, greedy, math, sortings, strings, trees

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**823.**

1416B

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**824.**

797E

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**825.**

1574D

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**826.**

1558C

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**827.**

803F

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**828.**

242E

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Quality: 11,856 global accepts · Rating: 2000 · first AC: 2021-02-12 · GNU C++11 (first AC) · Tags: bitmasks, data structures

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**829.**

1101D

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Quality: 5,424 global accepts · Rating: 2000 · first AC: 2021-01-31 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

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**830.**

1304E

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**831.**

2207E1

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**832.**

2183D2

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Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[lbw 's solution](#)

**833.**

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,852 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory  
[lbw 's solution](#)

**834.**

2163D1

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**835.**

2169D2

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Quality: 2,272 global accepts · Rating: 2100 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, greedy, implementation, math, number theory  
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**836.**

2161D

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**837.**

2152E

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**838.**

2150C

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**839.**

2135D1

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Quality: 2,436 global accepts · Rating: 2100 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math  
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**840.**

2127E

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Quality: 2,737 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees  
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**841.**

2092E

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Quality: 3,843 global accepts · Rating: 2100 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math  
[lbw 's solution](#)

**842.**

2040E

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Quality: 2,670 global accepts · Rating: 2100 · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees

[lbw 's solution](#)

**843.**

2031E

[Penchick and Chloe's Trees](#) · [Tutorial](#)

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees

[lbw 's solution](#)

**844.**

1163D

[Mysterious Code](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2100 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

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**845.**

2005E1

[Subtangle Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,322 global accepts · Rating: 2100 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, implementation

[lbw 's solution](#)

**846.**

2003D2

[Turtle and a MEX Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[lbw 's solution](#)

**847.**

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,071 global accepts · Rating: 2100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, math, number theory

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**848.**

1998D

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Quality: 4,095 global accepts · Rating: 2100 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[lbw 's solution](#)

**849.**

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

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**850.**

1266E

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

Quality: 2,348 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[lbw 's solution](#)

**851.**

1811G1

[Vlad and the Nice Paths \(easy version\)](#) · [Tutorial](#)

Quality: 2,490 global accepts · Rating: 2100 · first AC: 2023-11-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[lbw 's solution](#)

**852.**

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-11-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

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**853.**

1776G

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Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-11-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[lbw 's solution](#)

**854.**

1778D

[Flexible String Revisit](#) · [Tutorial](#)

Quality: 3,412 global accepts · Rating: 2100 · first AC: 2023-11-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[lbw 's solution](#)

**855.**

1832D1

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

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, math

[lbw 's solution](#)

**856.**

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,718 global accepts · Rating: 2100 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[lbw 's solution](#)

**857.**

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[lbw 's solution](#)

**858.**

1734E

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Quality: 3,240 global accepts · Rating: 2100 · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory

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**859.**

1748D

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Quality: 3,251 global accepts · Rating: 2100 · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[lbw 's solution](#)

**860.**

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, hashing, sortings

[lbw 's solution](#)

**861.**

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2022-10-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[lbw 's solution](#)

**862.**

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2022-10-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[lbw 's solution](#)

**863.**

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2022-10-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[lbw 's solution](#)

**864.**

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[lbw 's solution](#)

**865.**

995A

[Tesla](#) · [Tutorial](#)

Quality: 1,807 global accepts · Rating: 2100 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[lbw 's solution](#)

**866.**

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,628 global accepts · Rating: 2100 · first AC: 2022-07-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[lbw 's solution](#)

**867.**

1479B2

[Painting the Array II](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2022-07-25 · last AC: 2022-07-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[lbw 's solution](#)

**868.**

1667B

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

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2022-07-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[lbw 's solution](#)

**869.**

1598E

[Staircases](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 2100 · first AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math

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**870.**

1671E

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Quality: 3,170 global accepts · Rating: 2100 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees

[lbw 's solution](#)

**871.**

993C

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

Quality: 1,808 global accepts · Rating: 2100 · first AC: 2022-04-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, geometry

[lbw 's solution](#)

**872.**

1098B

[Nice table](#) · [Tutorial](#)

Quality: 1,797 global accepts · Rating: 2100 · first AC: 2022-04-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[lbw 's solution](#)

**873.**

1158C

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

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2022-04-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, math, sortings

[lbw 's solution](#)

**874.**

1483C

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2022-03-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy

[lbw 's solution](#)

**875.**

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-02-24 · last AC: 2022-02-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, games, math

[lbw 's solution](#)

**876.**

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2022-02-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp

[lbw 's solution](#)

**877.**

1322B

[Present](#) · [Tutorial](#)

Quality: 4,638 global accepts · Rating: 2100 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[lbw 's solution](#)

**878.**

1254B2

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

Quality: 3,419 global accepts · Rating: 2100 · first AC: 2021-11-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

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**879.**

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,526 global accepts · Rating: 2100 · first AC: 2021-07-30 · GNU C++11 (first AC) · Tags: data structures, sortings, trees, two pointers

[lbw 's solution](#)

**880.**

525E

[Any and Cubes](#) · [Tutorial](#)

Quality: 4,180 global accepts · Rating: 2100 · first AC: 2021-07-24 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, dp, math, meet-in-the-middle

[lbw 's solution](#)

**881.**

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,888 global accepts · Rating: 2100 · first AC: 2021-07-22 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[lbw 's solution](#)

**882.**

702E

[Analysis of Pathes in Functional Graph](#) · [Tutorial](#)

Quality: 3,107 global accepts · Rating: 2100 · first AC: 2021-07-04 · GNU C++11 (first AC) · Tags: data structures, graphs

[lbw 's solution](#)

**883.**

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,594 global accepts · Rating: 2100 · first AC: 2021-03-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory  
[lbw 's solution](#)

**884.**

665E

[Beautiful Subarrays](#) · [Tutorial](#)

Quality: 4,424 global accepts · Rating: 2100 · first AC: 2021-02-14 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, strings, trees  
[lbw 's solution](#)

**885.**

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,088 global accepts · Rating: 2100 · first AC: 2021-02-13 · GNU C++11 (first AC) · Tags: bitmasks, data structures, trees  
[lbw 's solution](#)

**886.**

797D

[Broken BST](#) · [Tutorial](#)

Quality: 2,185 global accepts · Rating: 2100 · first AC: 2021-02-11 · GNU C++11 (first AC) · Tags: data structures, dfs and similar  
[lbw 's solution](#)

**887.**

165D

[Beard Graph](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2100 · first AC: 2021-02-11 · GNU C++11 (first AC) · Tags: data structures, dsu, trees  
[lbw 's solution](#)

**888.**

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,179 global accepts · Rating: 2100 · first AC: 2021-02-11 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings  
[lbw 's solution](#)

**889.**

519E

[A and B and Lecture Rooms](#) · [Tutorial](#)

Quality: 8,356 global accepts · Rating: 2100 · first AC: 2021-01-29 · last AC: 2021-01-29 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees  
[lbw 's solution](#)

**890.**

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,921 global accepts · Rating: 2100 · first AC: 2021-01-23 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, trees  
[lbw 's solution](#)

**891.**

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,281 global accepts · Rating: 2100 · first AC: 2020-11-01 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees  
[lbw 's solution](#)

**892.**

2207D

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

Quality: 2,110 global accepts · Rating: 2200 · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees  
[lbw 's solution](#)

**893.**

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, trees  
[lbw 's solution](#)

**894.**

2156F1

[Strange Operation \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,619 global accepts · Rating: 2200 · first AC: 2025-12-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings  
[lbw 's solution](#)

**895.**

2143D2

[Inversion Graph Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,770 global accepts · Rating: 2200 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers  
[lbw 's solution](#)

**896.**

2070E

[Game with Binary String](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2200 · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, games, greedy, math  
[lbw 's solution](#)

**897.**

2034E

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

Quality: 2,018 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math  
[lbw 's solution](#)

**898.**

2039E

[Shohag Loves Inversions](#) · [Tutorial](#)

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math  
[lbw 's solution](#)

**899.**

1166D

[Cute Sequences](#) · [Tutorial](#)

Quality: 2,285 global accepts · Rating: 2200 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math  
[lbw 's solution](#)

**900.**

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings  
[lbw 's solution](#)

**901.**

1998E1

[Eliminating Balls With Merging \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy  
[lbw 's solution](#)

**902.**

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[lbw 's solution](#)

**903.**

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[lbw 's solution](#)

**904.**

1967B2

[Reverse Card \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[lbw 's solution](#)

**905.**

1763D

[Valid Bitonic Permutations](#) · [Tutorial](#)

Quality: 2,347 global accepts · Rating: 2200 · first AC: 2024-02-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[lbw 's solution](#)

**906.**

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math

[lbw 's solution](#)

**907.**

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[lbw 's solution](#)

**908.**

351E

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

Quality: 1,793 global accepts · Rating: 2200 · first AC: 2023-12-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[lbw 's solution](#)

**909.**

958E2

[Guard Duty \(medium\)](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2023-12-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings

[lbw 's solution](#)

**910.**

1772G

[Gaining Rating](#) · [Tutorial](#)

Quality: 1,604 global accepts · Rating: 2200 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings, two pointers

[lbw 's solution](#)

**911.**

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[lbw 's solution](#)

**912.**

1811G2

[Vlad and the Nice Paths \(hard version\)](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2023-11-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers

[lbw 's solution](#)

**913.**

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-11-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, geometry

[lbw 's solution](#)

**914.**

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2023-11-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[lbw 's solution](#)

**915.**

1784C

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

Quality: 1,958 global accepts · Rating: 2200 · first AC: 2023-10-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[lbw 's solution](#)

**916.**

1822G2

[Magic Triples \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2023-10-29 · last AC: 2023-10-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, math, number theory

[lbw 's solution](#)

**917.**

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,290 global accepts · Rating: 2200 · first AC: 2023-10-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp

[lbw 's solution](#)

**918.**

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[lbw 's solution](#)

**919.**

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,491 global accepts · Rating: 2200 · first AC: 2022-11-25 · last AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graph matchings, math

[lbw 's solution](#)

**920.**

1695D1

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

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees

[lbw 's solution](#)

**921.**

1305E

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

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2022-10-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[lbw 's solution](#)

**922.**

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2022-10-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[lbw 's solution](#)

**923.**

1736D

[Equal Binary Subsequences](#) · [Tutorial](#)

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2022-10-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

[lbw 's solution](#)

**924.**

1428E

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

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2022-10-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings

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**925.**

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-10-03 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[lbw 's solution](#)

**926.**

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2022-08-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, sortings

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**927.**

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

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**928.**

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2022-07-29 · last AC: 2022-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[lbw 's solution](#)

**929.**

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-07-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[lbw 's solution](#)

**930.**

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2022-07-21 · last AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy

[lbw 's solution](#)

**931.**

1034B

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

Quality: 2,290 global accepts · Rating: 2200 · first AC: 2022-04-25 · last AC: 2022-04-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, flows, graph matchings

[lbw 's solution](#)

**932.**

1149B

[Three Religions](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2200 · first AC: 2022-04-14 · last AC: 2022-04-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, strings

[lbw 's solution](#)

**933.**

1158B

[The minimal unique substring](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, strings

[lbw 's solution](#)

**934.**

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,732 global accepts · Rating: 2200 · first AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[lbw 's solution](#)

**935.**

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2022-04-10 · last AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[lbw 's solution](#)

**936.**

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,791 global accepts · Rating: 2200 · first AC: 2022-04-07 · last AC: 2022-04-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

[lbw 's solution](#)

**937.**

1641C

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

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2022-03-25 · last AC: 2022-03-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[lbw 's solution](#)

**938.**

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings, two pointers

[lbw 's solution](#)

**939.**

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2022-02-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[lbw 's solution](#)

**940.**

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2022-02-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[lbw 's solution](#)

**941.**

1503C

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

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2021-12-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[lbw 's solution](#)

**942.**

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2021-12-23 · last AC: 2021-12-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[lbw 's solution](#)

**943.**

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2021-12-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

[lbw 's solution](#)

**944.**

1249F

[Maximum Weight Subset](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2020-11-01 · last AC: 2021-12-19 · GNU C++11 (first AC) · Tags: dp, trees

[lbw 's solution](#)

**945.**

1580C

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

Quality: 2,238 global accepts · Rating: 2200 · first AC: 2021-12-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[lbw 's solution](#)

**946.**

1567E

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

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-12-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, math

[lbw 's solution](#)

**947.**

1477C

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2021-11-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[lbw 's solution](#)

**948.**

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2021-11-18 · last AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[lbw 's solution](#)

**949.**

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2021-11-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[lbw 's solution](#)

**950.**

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2021-10-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[lbw 's solution](#)

**951.**

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[lbw 's solution](#)

**952.**

526D

[Om Nom and Necklace](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2200 · first AC: 2021-07-05 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings  
[lbw 's solution](#)

**953.**

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math  
[lbw 's solution](#)

**954.**

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, probabilities, trees  
[lbw 's solution](#)

**955.**

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,390 global accepts · Rating: 2200 · first AC: 2021-02-12 · GNU C++11 (first AC) · Tags: bitmasks, dp, graphs  
[lbw 's solution](#)

**956.**

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,612 global accepts · Rating: 2200 · first AC: 2021-02-11 · last AC: 2021-02-11 · GNU C++11 (first AC) · Tags: data structures  
[lbw 's solution](#)

**957.**

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees  
[lbw 's solution](#)

**958.**

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,041 global accepts · Rating: 2200 · first AC: 2021-01-24 · last AC: 2021-01-24 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees  
[lbw 's solution](#)

**959.**

56E

[Domino Principle](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 2200 · first AC: 2020-12-04 · GNU C++11 (first AC) · Tags: binary search, data structures, sortings  
[lbw 's solution](#)

**960.**

553C

[Love Triangles](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2200 · first AC: 2020-11-20 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs  
[lbw 's solution](#)

**961.**

2182F1

[Christmas Reindeer \(easy version\)](#) · [Tutorial](#)

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math  
[lbw 's solution](#)

**962.**

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[lbw 's solution](#)

**963.**

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[lbw 's solution](#)

**964.**

2147E

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

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

[lbw 's solution](#)

**965.**

2129C3

[Interactive RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,663 global accepts · Rating: 2300 · first AC: 2025-08-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[lbw 's solution](#)

**966.**

2069E

[A, B, AB and BA](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2025-03-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[lbw 's solution](#)

**967.**

1204E

[Natasha, Sasha and the Prefix Sums](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2300 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[lbw 's solution](#)

**968.**

1197E

[Culture Code](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 2300 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, shortest paths, sortings

[lbw 's solution](#)

**969.**

2028E

[Alice's Adventures in the Rabbit Hole](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees

[lbw 's solution](#)

**970.**

1182E

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

Quality: 3,328 global accepts · Rating: 2300 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, matrices, number theory

[lbw 's solution](#)

**971.**

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer,

math, number theory, two pointers

[lbw 's solution](#)

**972.**

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings

[lbw 's solution](#)

**973.**

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[lbw 's solution](#)

**974.**

1623D

[Robot Cleaner Revisit](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2300 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, probabilities

[lbw 's solution](#)

**975.**

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[lbw 's solution](#)

**976.**

1513E

[Cost Equilibrium](#) · [Tutorial](#)

Quality: 1,732 global accepts · Rating: 2300 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[lbw 's solution](#)

**977.**

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[lbw 's solution](#)

**978.**

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[lbw 's solution](#)

**979.**

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-11-29 · last AC: 2023-11-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[lbw 's solution](#)

**980.**

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,441 global accepts · Rating: 2300 · first AC: 2023-03-30 · last AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[lbw 's solution](#)

**981.**

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[lbw 's solution](#)

**982.**

713C

[Sonya and Problem Wihtout a Legend](#) · [Tutorial](#)

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[lbw 's solution](#)

**983.**

1824B2

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

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[lbw 's solution](#)

**984.**

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees

[lbw 's solution](#)

**985.**

1695D2

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

Quality: 2,291 global accepts · Rating: 2300 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[lbw 's solution](#)

**986.**

1748E

[Yet Another Array Counting Problem](#) · [Tutorial](#)

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[lbw 's solution](#)

**987.**

1167F

[Scalar Queries](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, math, sortings

[lbw 's solution](#)

**988.**

1310D

[Tourism](#) · [Tutorial](#)

Quality: 1,997 global accepts · Rating: 2300 · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, probabilities

[lbw 's solution](#)

**989.**

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2022-10-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[lbw 's solution](#)

**990.**

1548D1

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

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2022-10-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, geometry, math, number theory

[lbw 's solution](#)

**991.**

1658D2

[388535 \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2022-10-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, math

[lbw 's solution](#)

**992.**

1706E

[Opwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 2300 · first AC: 2022-10-13 · last AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[lbw 's solution](#)

**993.**

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,460 global accepts · Rating: 2300 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[lbw 's solution](#)

**994.**

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-10-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[lbw 's solution](#)

**995.**

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[lbw 's solution](#)

**996.**

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2022-08-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[lbw 's solution](#)

**997.**

1156F

[Card Bag](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2300 · first AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[lbw 's solution](#)

**998.**

1610E

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

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2022-07-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[lbw 's solution](#)

**999.**

1528C

[Trees of Tranquillity](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[lbw 's solution](#)

**1000.**

1603C

[Extreme Extension](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2022-07-23 · last AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory

[lbw 's solution](#)

**1001.**

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths  
[lbw 's solution](#)

**1002.**

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy  
[lbw 's solution](#)

**1003.**

1698E

[PermutationForces II](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers  
[lbw 's solution](#)

**1004.**

993E

[Nikita and Order Statistics](#) · [Tutorial](#)

Quality: 1,786 global accepts · Rating: 2300 · first AC: 2021-02-18 · last AC: 2022-04-28 · C++17 (GCC 9-64) (first AC) · Tags: chinese remainder theorem, fft, math  
[lbw 's solution](#)

**1005.**

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2021-01-24 · last AC: 2022-04-27 · GNU C++11 (first AC) · Tags: data structures, dsu, trees  
[lbw 's solution](#)

**1006.**

1172C1

[Nauuo and Pictures \(easy version\)](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2300 · first AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, probabilities  
[lbw 's solution](#)

**1007.**

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices, number theory, two pointers  
[lbw 's solution](#)

**1008.**

1190C

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

Quality: 2,239 global accepts · Rating: 2300 · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games, greedy  
[lbw 's solution](#)

**1009.**

1394B

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

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2022-03-17 · last AC: 2022-03-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, hashing  
[lbw 's solution](#)

**1010.**

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2022-03-12 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, interactive, shortest paths  
[lbw 's solution](#)

**1011.**

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-02-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[lbw 's solution](#)**1012.**

808G

[Anthem of Berland](#) · [Tutorial](#)

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2022-02-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[lbw 's solution](#)**1013.**

1404C

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

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2022-01-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[lbw 's solution](#)**1014.**

845G

[Shortest Path Problem?](#) · [Tutorial](#)

Quality: 2,162 global accepts · Rating: 2300 · first AC: 2022-01-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math

[lbw 's solution](#)**1015.**

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,858 global accepts · Rating: 2300 · first AC: 2021-12-27 · last AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[lbw 's solution](#)**1016.**

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2300 · first AC: 2021-12-25 · last AC: 2021-12-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[lbw 's solution](#)**1017.**

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2021-12-23 · last AC: 2021-12-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[lbw 's solution](#)**1018.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2021-01-22 · last AC: 2021-12-13 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, trees

[lbw 's solution](#)**1019.**

1614D2

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

Quality: 2,742 global accepts · Rating: 2300 · first AC: 2021-11-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[lbw 's solution](#)**1020.**

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[lbw 's solution](#)

**1021.**

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: graphs, hashing, math, number theory  
[lbw 's solution](#)

**1022.**

1268C

[K Integers](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures  
[lbw 's solution](#)

**1023.**

1254C

[Point Ordering](#) · [Tutorial](#)

Quality: 1,595 global accepts · Rating: 2300 · first AC: 2021-11-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, interactive, math  
[lbw 's solution](#)

**1024.**

1601C

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

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings  
[lbw 's solution](#)

**1025.**

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-07-23 · GNU C++11 (first AC) · Tags: data structures, math  
[lbw 's solution](#)

**1026.**

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2021-03-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, shortest paths  
[lbw 's solution](#)

**1027.**

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2021-01-29 · last AC: 2021-01-29 · GNU C++11 (first AC) · Tags: binary search, data structures, trees  
[lbw 's solution](#)

**1028.**

487C

[Prefix Product Sequence](#) · [Tutorial](#)

Quality: 3,080 global accepts · Rating: 2300 · first AC: 2020-12-02 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory  
[lbw 's solution](#)

**1029.**

2207E2

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

Quality: 862 global accepts · Rating: 2400 · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math  
[lbw 's solution](#)

**1030.**

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-12-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search  
[lbw 's solution](#)

**1031.**

2176F

[Omega Numbers](#) · [Tutorial](#)

Quality: 1,487 global accepts · Rating: 2400 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[lbw 's solution](#)

**1032.**

2176E

[Remove at the lowest cost](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2400 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[lbw 's solution](#)

**1033.**

2169E

[Points Selection](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2400 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[lbw 's solution](#)

**1034.**

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[lbw 's solution](#)

**1035.**

2161E

[Left is Always Right](#) · [Tutorial](#)

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math

[lbw 's solution](#)

**1036.**

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2023-12-30 · last AC: 2025-02-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[lbw 's solution](#)

**1037.**

1227F2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,920 global accepts · Rating: 2400 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[lbw 's solution](#)

**1038.**

2064E

[Mycraft Sand Sort](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2400 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dsu, greedy, math, sortings

[lbw 's solution](#)

**1039.**

1221F

[Choose a Square](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2400 · first AC: 2025-02-14 · last AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[lbw 's solution](#)

**1040.**

1202E

[You Are Given Some Strings...](#) · [Tutorial](#)

Quality: 2,764 global accepts · Rating: 2400 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, string suffix structures, strings

[lbw 's solution](#)

**1041.**

1182D

[Complete Mirror](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, hashing, implementation, trees

[lbw 's solution](#)

**1042.**

1166F

[Vicky's Delivery Service](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2400 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, hashing

[lbw 's solution](#)

**1043.**

2032E

[Balanced](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2400 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[lbw 's solution](#)

**1044.**

1163E

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

Quality: 1,011 global accepts · Rating: 2400 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, graphs, math

[lbw 's solution](#)

**1045.**

2005D

[Alter the GCD](#) · [Tutorial](#)

Quality: 1,244 global accepts · Rating: 2400 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, number theory

[lbw 's solution](#)

**1046.**

1993F1

[Dyn-scripted Robot \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory

[lbw 's solution](#)

**1047.**

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2400 · first AC: 2022-10-05 · last AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[lbw 's solution](#)

**1048.**

1725L

[Lemper Cooking Competition](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2400 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[lbw 's solution](#)

**1049.**

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-11-01 · last AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math

[lbw 's solution](#)

**1050.**

1930E

[2..3...4... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-29 · last AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[lbw 's solution](#)

**1051.**

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2024-02-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[lbw 's solution](#)

**1052.**

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2024-02-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, number theory

[lbw 's solution](#)

**1053.**

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2022-10-12 · last AC: 2024-02-20 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[lbw 's solution](#)

**1054.**

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-23 · last AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[lbw 's solution](#)

**1055.**

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2400 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[lbw 's solution](#)

**1056.**

1736C2

[Good Subarrays \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2400 · first AC: 2024-02-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, two pointers

[lbw 's solution](#)

**1057.**

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,904 global accepts · Rating: 2400 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[lbw 's solution](#)

**1058.**

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[lbw 's solution](#)

**1059.**

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2023-12-04 · last AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees

[lbw 's solution](#)

**1060.**

1780G

[Delicious Dessert](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 2400 · first AC: 2023-11-27 · last AC: 2023-11-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, hashing, math, number theory, string suffix structures

[lbw 's solution](#)

### 1061.

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2023-11-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[lbw 's solution](#)

### 1062.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2400 · first AC: 2023-11-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[lbw 's solution](#)

### 1063.

1780E

[Josuke and Complete Graph](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2023-11-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[lbw 's solution](#)

### 1064.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2023-10-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[lbw 's solution](#)

### 1065.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[lbw 's solution](#)

### 1066.

1817C

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

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[lbw 's solution](#)

### 1067.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2023-07-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math

[lbw 's solution](#)

### 1068.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[lbw 's solution](#)

### 1069.

1827B2

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

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy

[lbw 's solution](#)

**1070.**

1832D2

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

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[lbw 's solution](#)

**1071.**

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[lbw 's solution](#)

**1072.**

1795F

[Blocking Chips](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-03-27 · last AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[lbw 's solution](#)

**1073.**

1792E

[Divisors and Table](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2400 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[lbw 's solution](#)

**1074.**

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2023-03-01 · last AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[lbw 's solution](#)

**1075.**

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[lbw 's solution](#)

**1076.**

1739E

[Cleaning Robot](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 2400 · first AC: 2022-11-23 · last AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[lbw 's solution](#)

**1077.**

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[lbw 's solution](#)

**1078.**

1735E

[House Planning](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, graph matchings, greedy

[lbw 's solution](#)

**1079.**

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide

and conquer, dp, greedy, strings

[lbw 's solution](#)

**1080.**

1091E

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

Quality: 1,086 global accepts · Rating: 2400 · first AC: 2022-11-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation, math, sortings

[lbw 's solution](#)

**1081.**

756D

[Bacterial Melee](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2400 · first AC: 2022-10-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, string suffix structures

[lbw 's solution](#)

**1082.**

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2400 · first AC: 2022-10-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[lbw 's solution](#)

**1083.**

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2022-10-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[lbw 's solution](#)

**1084.**

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,052 global accepts · Rating: 2400 · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, trees

[lbw 's solution](#)

**1085.**

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2022-10-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[lbw 's solution](#)

**1086.**

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2022-10-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[lbw 's solution](#)

**1087.**

1617D2

[Too Many Impostors \(hard version\)](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, interactive, math

[lbw 's solution](#)

**1088.**

1680D

[Dog Walking](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[lbw 's solution](#)

**1089.**

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,865 global accepts · Rating: 2400 · first AC: 2022-10-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp

[lbw 's solution](#)

### 1090.

1679E

[Typical Party in Dorm](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, strings

[lbw 's solution](#)

### 1091.

1706D2

[Chopping Carrots \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[lbw 's solution](#)

### 1092.

1720D2

[Xor-Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2022-10-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[lbw 's solution](#)

### 1093.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2022-10-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[lbw 's solution](#)

### 1094.

1738F

[Connectivity Addicts](#) · [Tutorial](#)

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-10-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[lbw 's solution](#)

### 1095.

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,639 global accepts · Rating: 2400 · first AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry, implementation, sortings

[lbw 's solution](#)

### 1096.

1609E

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

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2022-09-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp, matrices

[lbw 's solution](#)

### 1097.

798D

[Mike and distribution](#) · [Tutorial](#)

Quality: 2,167 global accepts · Rating: 2400 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[lbw 's solution](#)

### 1098.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2022-07-22 · last AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[lbw 's solution](#)

### 1099.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-07-20 · last AC: 2022-07-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[lbw 's solution](#)

### 1100.

1697E

[Coloring](#) · [Tutorial](#)

Quality: 1,450 global accepts · Rating: 2400 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dp, geometry, graphs, greedy, implementation, math

[lbw 's solution](#)

### 1101.

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp

[lbw 's solution](#)

### 1102.

1620G

[Subsequences Galore](#) · [Tutorial](#)

Quality: 1,156 global accepts · Rating: 2400 · first AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[lbw 's solution](#)

### 1103.

1007B

[Pave the Parallelepiped](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2400 · first AC: 2022-04-26 · last AC: 2022-04-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, math, number theory

[lbw 's solution](#)

### 1104.

1083E

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

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2022-04-23 · last AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry

[lbw 's solution](#)

### 1105.

1098C

[Construct a tree](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2022-04-20 · last AC: 2022-04-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[lbw 's solution](#)

### 1106.

1109D

[Sasha and Interesting Fact from Graph Theory](#) · [Tutorial](#)

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2022-04-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, trees

[lbw 's solution](#)

### 1107.

1142C

[U2](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2400 · first AC: 2022-04-16 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[lbw 's solution](#)

### 1108.

1582F2

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

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2022-04-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[lbw 's solution](#)

**1109.**

1205C

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

Quality: 1,263 global accepts · Rating: 2400 · first AC: 2022-03-31 · last AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation, interactive

[lbw 's solution](#)

**1110.**

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2022-03-29 · last AC: 2022-03-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[lbw 's solution](#)

**1111.**

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-03-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[lbw 's solution](#)

**1112.**

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2022-03-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[lbw 's solution](#)

**1113.**

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-02-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, games, math

[lbw 's solution](#)

**1114.**

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[lbw 's solution](#)

**1115.**

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[lbw 's solution](#)

**1116.**

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[lbw 's solution](#)

**1117.**

1591F

[Non-equal Neighbours](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-12-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, math

[lbw 's solution](#)

**1118.**

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2021-12-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[lbw 's solution](#)

**1119.**

1340C

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

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2021-11-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[lbw 's solution](#)

**1120.**

1286C1

[Madhouse \(Easy version\)](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2021-11-17 · last AC: 2021-11-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[lbw 's solution](#)

**1121.**

449D

[Jzzhu and Numbers](#) · [Tutorial](#)

Quality: 6,137 global accepts · Rating: 2400 · first AC: 2021-03-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp

[lbw 's solution](#)

**1122.**

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[lbw 's solution](#)

**1123.**

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2021-03-04 · last AC: 2021-03-04 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[lbw 's solution](#)

**1124.**

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2021-02-14 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[lbw 's solution](#)

**1125.**

24D

[Broken robot](#) · [Tutorial](#)

Quality: 2,652 global accepts · Rating: 2400 · first AC: 2021-02-12 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[lbw 's solution](#)

**1126.**

749E

[Inversions After Shuffle](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2400 · first AC: 2021-02-11 · GNU C++11 (first AC) · Tags: data structures, probabilities

[lbw 's solution](#)

**1127.**

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,017 global accepts · Rating: 2400 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy

[lbw 's solution](#)

**1128.**

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,128 global accepts · Rating: 2500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[lbw 's solution](#)

**1129.**

2182F2

[Christmas Reindeer \(hard version\)](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math

[lbw 's solution](#)

**1130.**

2154E

[No Mind To Think](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2500 · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, greedy, sortings, ternary search, two pointers

[lbw 's solution](#)

**1131.**

2156E

[Best Time to Buy and Sell Stock](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2500 · first AC: 2025-12-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, games, graphs, greedy

[lbw 's solution](#)

**1132.**

2165D

[Path Split](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2500 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings, greedy

[lbw 's solution](#)

**1133.**

2163D2

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

Quality: 1,500 global accepts · Rating: 2500 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, math, sortings

[lbw 's solution](#)

**1134.**

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,036 global accepts · Rating: 2500 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[lbw 's solution](#)

**1135.**

2135D2

[From the Unknown \(Hard Version\)](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2500 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[lbw 's solution](#)

**1136.**

2075E

[XOR Matrix](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2500 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, implementation, math

[lbw 's solution](#)

**1137.**

1236E

[Alice and the Unfair Game](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2500 · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, dsu

[lbw 's solution](#)

**1138.**

1228F

[One Node is Gone](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2500 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, trees

[lbw 's solution](#)

**1139.**

1225F

[Tree Factory](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2500 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, trees  
[lbw 's solution](#)

**1140.**

2059E1

[Stop Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2500 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, hashing, strings  
[lbw 's solution](#)

**1141.**

1221E

[Game With String](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2500 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: games  
[lbw 's solution](#)

**1142.**

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees  
[lbw 's solution](#)

**1143.**

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings  
[lbw 's solution](#)

**1144.**

1198E

[Rectangle Painting 2](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2500 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, graphs  
[lbw 's solution](#)

**1145.**

1195F

[Geometers Anonymous Club](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, math, sortings  
[lbw 's solution](#)

**1146.**

1175F

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

Quality: 2,665 global accepts · Rating: 2500 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math  
[lbw 's solution](#)

**1147.**

2005E2

[Subtangle Game \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 2500 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, games, greedy, implementation  
[lbw 's solution](#)

**1148.**

1585G

[Poachers](#) · [Tutorial](#)

Quality: 310 global accepts · Rating: 2500 · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, graphs, trees  
[lbw 's solution](#)

**1149.**

1998E2

[Eliminating Balls With Merging \(Hard Version\)](#) · [Tutorial](#)

Quality: 900 global accepts · Rating: 2500 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy, implementation

[lbw 's solution](#)

**1150.**

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2022-10-19 · last AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[lbw 's solution](#)

**1151.**

1725E

[Electrical Efficiency](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2500 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, math, number theory, trees

[lbw 's solution](#)

**1152.**

1725K

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

Quality: 785 global accepts · Rating: 2500 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu

[lbw 's solution](#)

**1153.**

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2024-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[lbw 's solution](#)

**1154.**

1623E

[Middle Duplication](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2500 · first AC: 2024-02-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, strings, trees

[lbw 's solution](#)

**1155.**

1758E

[Tick, Tock](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 2500 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[lbw 's solution](#)

**1156.**

1771E

[Hossam and a Letter](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 2500 · first AC: 2024-02-15 · last AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, two pointers

[lbw 's solution](#)

**1157.**

1731F

[Function Sum](#) · [Tutorial](#)

Quality: 854 global accepts · Rating: 2500 · first AC: 2024-02-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[lbw 's solution](#)

**1158.**

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-10-07 · last AC: 2024-02-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[lbw 's solution](#)

**1159.**

1891E

[Brukhovich and Exams](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2500 · first AC: 2023-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[lbw 's solution](#)

**1160.**

1909F2

[Small Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[lbw 's solution](#)

**1161.**

1586F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Rating: 2500 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[lbw 's solution](#)

**1162.**

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2023-12-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees

[lbw 's solution](#)

**1163.**

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2023-12-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[lbw 's solution](#)

**1164.**

1775F

[Laboratory on Pluto](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2500 · first AC: 2023-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[lbw 's solution](#)

**1165.**

1776J

[Italian Data Centers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[lbw 's solution](#)

**1166.**

1778E

[The Tree Has Fallen!](#) · [Tutorial](#)

Quality: 1,110 global accepts · Rating: 2500 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, math, trees

[lbw 's solution](#)

**1167.**

1787F

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

Quality: 800 global accepts · Rating: 2500 · first AC: 2023-03-04 · last AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[lbw 's solution](#)

**1168.**

1788F

[XOR, Tree, and Queries](#) · [Tutorial](#)

Quality: 1,157 global accepts · Rating: 2500 · first AC: 2023-11-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[lbw 's solution](#)

**1169.**

1789E

[Serval and Music Game](#) · [Tutorial](#)

Quality: 968 global accepts · Rating: 2500 · first AC: 2023-11-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, math, number theory

[lbw 's solution](#)

**1170.**

1798F

[Gifts from Grandfather Ahmed](#) · [Tutorial](#)

Quality: 645 global accepts · Rating: 2500 · first AC: 2023-11-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[lbw 's solution](#)

**1171.**

1824C

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

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[lbw 's solution](#)

**1172.**

1783F

[Double Sort II](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2500 · first AC: 2023-03-30 · last AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, flows, graph matchings, graphs

[lbw 's solution](#)

**1173.**

1796E

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

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2023-03-29 · last AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games, greedy, trees

[lbw 's solution](#)

**1174.**

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2500 · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy

[lbw 's solution](#)

**1175.**

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[lbw 's solution](#)

**1176.**

1625E1

[Cats on the Upgrade \(easy version\)](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2500 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, divide and conquer, dp, graphs, trees

[lbw 's solution](#)

**1177.**

1734F

[Zeros and Ones](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2500 · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[lbw 's solution](#)

**1178.**

835F

[Roads in the Kingdom](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[lbw 's solution](#)

**1179.**

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[lbw 's solution](#)

**1180.**

1037F

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

Quality: 1,272 global accepts · Rating: 2500 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, math

[lbw 's solution](#)

**1181.**

1097F

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

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, number theory

[lbw 's solution](#)

**1182.**

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,299 global accepts · Rating: 2500 · first AC: 2022-11-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy, sortings

[lbw 's solution](#)

**1183.**

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2022-10-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[lbw 's solution](#)

**1184.**

1418G

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

Quality: 2,748 global accepts · Rating: 2500 · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[lbw 's solution](#)

**1185.**

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2022-10-28 · last AC: 2022-10-28 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory, probabilities

[lbw 's solution](#)

**1186.**

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2022-10-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[lbw 's solution](#)

**1187.**

1716E

[Swap and Maximum Block](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2022-10-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[lbw 's solution](#)

**1188.**

1658E

[Gojou and Matrix Game](#) · [Tutorial](#)

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2022-10-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, games, hashing,

implementation, math, number theory, sortings

[lbw 's solution](#)

**1189.**

1673E

[Power or XOR?](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2500 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[lbw 's solution](#)

**1190.**

1517E

[Group Photo](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2022-10-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[lbw 's solution](#)

**1191.**

1717F

[Madoka and The First Session](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2500 · first AC: 2022-10-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, graphs, implementation

[lbw 's solution](#)

**1192.**

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[lbw 's solution](#)

**1193.**

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2022-07-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[lbw 's solution](#)

**1194.**

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[lbw 's solution](#)

**1195.**

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-07-19 · last AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[lbw 's solution](#)

**1196.**

1687C

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

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[lbw 's solution](#)

**1197.**

1661E

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

Quality: 1,122 global accepts · Rating: 2500 · first AC: 2022-07-13 · last AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, dsu, math, trees

[lbw 's solution](#)

**1198.**

1701F

[Points](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2500 · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation, math, matrices

[lbw 's solution](#)

### 1199.

1701E

[Text Editor](#) · [Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[lbw 's solution](#)

### 1200.

1612G

[Max Sum Array](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2500 · first AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, sortings

[lbw 's solution](#)

### 1201.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,715 global accepts · Rating: 2500 · first AC: 2022-04-29 · last AC: 2022-04-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[lbw 's solution](#)

### 1202.

993D

[Compute Power](#) · [Tutorial](#)

Quality: 835 global accepts · Rating: 2500 · first AC: 2022-04-28 · last AC: 2022-04-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy

[lbw 's solution](#)

### 1203.

997C

[Sky Full of Stars](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2022-04-27 · last AC: 2022-04-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[lbw 's solution](#)

### 1204.

1137C

[Museums Tour](#) · [Tutorial](#)

Quality: 1,320 global accepts · Rating: 2500 · first AC: 2022-04-17 · last AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, implementation

[lbw 's solution](#)

### 1205.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: dp

[lbw 's solution](#)

### 1206.

1188A2

[Add on a Tree: Revolution](#) · [Tutorial](#)

Quality: 1,297 global accepts · Rating: 2500 · first AC: 2022-04-09 · last AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, trees

[lbw 's solution](#)

### 1207.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2500 · first AC: 2022-03-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[lbw 's solution](#)

**1208.**

1534F1

**[Falling Sand \(Easy Version\)](#)** · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2022-03-14 · last AC: 2022-03-14 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy

[lbw 's solution](#)**1209.**

1508C

**[Complete the MST](#)** · [Tutorial](#)

Quality: 1,726 global accepts · Rating: 2500 · first AC: 2022-03-09 · last AC: 2022-03-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[lbw 's solution](#)**1210.**

1572B

**[Xor of 3](#)** · [Tutorial](#)

Quality: 2,009 global accepts · Rating: 2500 · first AC: 2022-02-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[lbw 's solution](#)**1211.**

119D

**[String Transformation](#)** · [Tutorial](#)

Quality: 625 global accepts · Rating: 2500 · first AC: 2022-02-09 · C++17 (GCC 9-64) (first AC) · Tags: hashing, strings

[lbw 's solution](#)**1212.**

1320D

**[Reachable Strings](#)** · [Tutorial](#)

Quality: 1,692 global accepts · Rating: 2500 · first AC: 2021-12-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, strings

[lbw 's solution](#)**1213.**

813F

**[Bipartite Checking](#)** · [Tutorial](#)

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2021-12-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs

[lbw 's solution](#)**1214.**

868F

**[Yet Another Minimization Problem](#)** · [Tutorial](#)

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp

[lbw 's solution](#)**1215.**

1100F

**[Ivan and Burgers](#)** · [Tutorial](#)

Quality: 3,690 global accepts · Rating: 2500 · first AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, greedy, math

[lbw 's solution](#)**1216.**

1361C

**[Johnny and Megan's Necklace](#)** · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2021-12-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[lbw 's solution](#)**1217.**

840C

**[On the Bench](#)** · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2500 · first AC: 2021-11-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[lbw 's solution](#)

**1218.**

1548C

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

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2021-09-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math  
[lbw 's solution](#)

**1219.**

1174E

[Ehab and the Expected GCD Problem](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2021-06-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory  
[lbw 's solution](#)

**1220.**

156D

[Clues](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 2500 · first AC: 2021-04-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs  
[lbw 's solution](#)

**1221.**

1332F

[Independent Set](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2500 · first AC: 2021-02-12 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees  
[lbw 's solution](#)

**1222.**

93C

[Azembler](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 2500 · first AC: 2020-11-20 · GNU C++11 (first AC) · Tags: brute force, implementation  
[lbw 's solution](#)

**1223.**

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2020-11-18 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, math  
[lbw 's solution](#)

**1224.**

2158F1

[Distinct GCDs \(Easy Version\)](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 2600 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, math, number theory  
[lbw 's solution](#)

**1225.**

2158E

[Sink](#) · [Tutorial](#)

Quality: 626 global accepts · Rating: 2600 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation  
[lbw 's solution](#)

**1226.**

2164F1

[Chain Prefix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees  
[lbw 's solution](#)

**1227.**

2150E1

[Hidden Single \(Version 1\)](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2600 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings  
[lbw 's solution](#)

**1228.**

2138D

[Antiamuny and Slider Movement](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2600 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, implementation, math, sortings

[lbw 's solution](#)

**1229.**

2129D

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

Quality: 945 global accepts · Rating: 2600 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[lbw 's solution](#)

**1230.**

1227G

[Not Same](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2600 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[lbw 's solution](#)

**1231.**

2064F

[We Be Summing](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 2600 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, two pointers

[lbw 's solution](#)

**1232.**

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[lbw 's solution](#)

**1233.**

1178F2

[Long Colorful Strip](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: dp

[lbw 's solution](#)

**1234.**

1584F

[Strange LCS](#) · [Tutorial](#)

Quality: 1,116 global accepts · Rating: 2600 · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, graphs, greedy, strings

[lbw 's solution](#)

**1235.**

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 981 global accepts · Rating: 2600 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[lbw 's solution](#)

**1236.**

2003E1

[Turtle and Inversions \(Easy Version\)](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2600 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, math

[lbw 's solution](#)

**1237.**

2004F

[Make a Palindrome](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, math

[lbw 's solution](#)

**1238.**

1700F

[Puzzle](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2600 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy  
[lbw 's solution](#)

**1239.**

1736E

[Swap and Take](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2600 · first AC: 2022-10-12 · last AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy  
[lbw 's solution](#)

**1240.**

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math  
[lbw 's solution](#)

**1241.**

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2600 · first AC: 2023-12-30 · last AC: 2023-12-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp  
[lbw 's solution](#)

**1242.**

1762E

[Tree Sum](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 2600 · first AC: 2023-12-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, trees  
[lbw 's solution](#)

**1243.**

1762F

[Good Pairs](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2023-12-10 · last AC: 2023-12-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp  
[lbw 's solution](#)

**1244.**

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[lbw 's solution](#)

**1245.**

1778F

[Maximizing Root](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2600 · first AC: 2023-11-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, math, number theory, trees  
[lbw 's solution](#)

**1246.**

1895F

[Fancy Arrays](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2600 · first AC: 2023-11-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, matrices  
[lbw 's solution](#)

**1247.**

1793F

[Rebrending](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2023-02-12 · last AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, implementation  
[lbw 's solution](#)

**1248.**

1793E

[Velepin and Marketing](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2600 · first AC: 2023-11-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[lbw 's solution](#)

**1249.**

1889C2

[Doremy's Drying Plan \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[lbw 's solution](#)

**1250.**

1805F1

[Survival of the Weakest \(easy version\)](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2600 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation, math, sortings

[lbw 's solution](#)

**1251.**

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2600 · first AC: 2023-10-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[lbw 's solution](#)

**1252.**

1844F1

[Min Cost Permutation \(Easy Version\)](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[lbw 's solution](#)

**1253.**

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[lbw 's solution](#)

**1254.**

568C

[New Language](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, greedy

[lbw 's solution](#)

**1255.**

527E

[Data Center Drama](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2022-12-22 · last AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[lbw 's solution](#)

**1256.**

1657F

[Words on Tree](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, trees

[lbw 's solution](#)

**1257.**

1681E

[Labyrinth Adventures](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2022-11-24 · last AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices, shortest paths

[lbw 's solution](#)

**1258.**

1739F

[Keyboard Design](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 2600 · first AC: 2022-11-23 · last AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp, string suffix structures, strings

[lbw 's solution](#)

**1259.**

1091F

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

Quality: 892 global accepts · Rating: 2600 · first AC: 2022-11-03 · last AC: 2022-11-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[lbw 's solution](#)

**1260.**

1209F

[Koala and Notebook](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2022-11-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees

[lbw 's solution](#)

**1261.**

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-11-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[lbw 's solution](#)

**1262.**

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2022-11-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[lbw 's solution](#)

**1263.**

1368F

[Lamps on a Circle](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2022-10-31 · C++17 (GCC 9-64) (first AC) · Tags: games, implementation, interactive, math

[lbw 's solution](#)

**1264.**

1004F

[Sonya and Bitwise OR](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2600 · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer

[lbw 's solution](#)

**1265.**

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2022-10-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[lbw 's solution](#)

**1266.**

896C

[Willem, Chtholly and Seniorious](#) · [Tutorial](#)

Quality: 4,437 global accepts · Rating: 2600 · first AC: 2021-02-16 · last AC: 2022-10-25 · GNU C++11 (first AC) · Tags: data structures, probabilities

[lbw 's solution](#)

**1267.**

1680F

[Lenient Vertex Cover](#) · [Tutorial](#)

Quality: 901 global accepts · Rating: 2600 · first AC: 2022-10-22 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu,

graphs, trees

[lbw 's solution](#)

**1268.**

1679F

[Formalism for Formalism](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2600 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math

[lbw 's solution](#)

**1269.**

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2022-10-06 · last AC: 2022-10-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[lbw 's solution](#)

**1270.**

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2022-09-29 · last AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[lbw 's solution](#)

**1271.**

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,927 global accepts · Rating: 2600 · first AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[lbw 's solution](#)

**1272.**

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2022-08-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[lbw 's solution](#)

**1273.**

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, math, number theory

[lbw 's solution](#)

**1274.**

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games

[lbw 's solution](#)

**1275.**

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2022-07-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[lbw 's solution](#)

**1276.**

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2022-07-28 · last AC: 2022-07-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, two pointers

[lbw 's solution](#)

**1277.**

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[lbw 's solution](#)

## 1278.

1700E

[Serega the Pirate](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2600 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

[lbw 's solution](#)

## 1279.

1661F

[Teleporters](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2600 · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[lbw 's solution](#)

## 1280.

1067C

[Knights](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[lbw 's solution](#)

## 1281.

1172C2

[Nauuo and Pictures \(hard version\)](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2600 · first AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, probabilities

[lbw 's solution](#)

## 1282.

1582G

[Kuzya and Homework](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2600 · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, number theory

[lbw 's solution](#)

## 1283.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp

[lbw 's solution](#)

## 1284.

1394C

[Boboniu and String](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2022-03-17 · last AC: 2022-03-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, ternary search

[lbw 's solution](#)

## 1285.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2022-03-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[lbw 's solution](#)

## 1286.

1073G

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

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2022-02-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures

[lbw 's solution](#)

## 1287.

914G

[Sum the Fibonacci](#) · [Tutorial](#)

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2022-01-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math

[lbw 's solution](#)

**1288.**

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2022-01-04 · last AC: 2022-01-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[lbw 's solution](#)

**1289.**

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2021-12-29 · last AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[lbw 's solution](#)

**1290.**

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2020-11-16 · last AC: 2021-12-20 · GNU C++11 (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[lbw 's solution](#)

**1291.**

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,283 global accepts · Rating: 2600 · first AC: 2021-12-15 · last AC: 2021-12-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, trees

[lbw 's solution](#)

**1292.**

1592F1

[Alice and Recoloring 1](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2021-12-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[lbw 's solution](#)

**1293.**

1446D1

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

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[lbw 's solution](#)

**1294.**

1340D

[Nastya and Time Machine](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2021-11-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[lbw 's solution](#)

**1295.**

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2021-11-15 · last AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[lbw 's solution](#)

**1296.**

1344C

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

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2021-11-11 · last AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, math

[lbw 's solution](#)

**1297.**

258D

[Little Elephant and Broken Sorting](#) · [Tutorial](#)

Quality: 1,421 global accepts · Rating: 2600 · first AC: 2021-10-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[lbw 's solution](#)

**1298.**

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,941 global accepts · Rating: 2600 · first AC: 2021-07-27 · GNU C++11 (first AC) · Tags: math

[lbw 's solution](#)

**1299.**

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2600 · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[lbw 's solution](#)

**1300.**

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2021-01-22 · GNU C++11 (first AC) · Tags: constructive algorithms, games, interactive, math

[lbw 's solution](#)

**1301.**

2154F1

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

Quality: 565 global accepts · Rating: 2700 · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math

[lbw 's solution](#)

**1302.**

2163E

[Plegma](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2700 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, communication, interactive

[lbw 's solution](#)

**1303.**

2169F

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

Quality: 334 global accepts · Rating: 2700 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[lbw 's solution](#)

**1304.**

2143F

[Increasing Xor](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 2700 · first AC: 2025-11-06 · last AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, math

[lbw 's solution](#)

**1305.**

2150D

[Attraction Theory](#) · [Tutorial](#)

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[lbw 's solution](#)

**1306.**

1220F

[Gardener Alex](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2700 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[lbw 's solution](#)

**1307.**

2040F

[Number of Cubes](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 2700 · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[lbw 's solution](#)

**1308.**

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2700 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees

[lbw 's solution](#)

**1309.**

1202F

[You Are Given Some Letters...](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2700 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math

[lbw 's solution](#)

**1310.**

1197F

[Coloring Game](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 2700 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, matrices

[lbw 's solution](#)

**1311.**

2028F

[Alice's Adventures in Addition](#) · [Tutorial](#)

Quality: 541 global accepts · Rating: 2700 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation

[lbw 's solution](#)

**1312.**

2032F

[Peanuts](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2700 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, games, math

[lbw 's solution](#)

**1313.**

2003E2

[Turtle and Inversions \(Hard Version\)](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2700 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, math, two pointers

[lbw 's solution](#)

**1314.**

1993E

[Xor-Grid Problem](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2700 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, implementation

[lbw 's solution](#)

**1315.**

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[lbw 's solution](#)

**1316.**

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[lbw 's solution](#)

**1317.**

1995E1

[Let Me Teach You a Lesson \(Easy Version\)](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2700 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dp, matrices, two pointers

[lbw 's solution](#)

**1318.**

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2022-11-07 · last AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, strings

[lbw 's solution](#)**1319.**

1728G

[Illumination](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2700 · first AC: 2024-02-14 · last AC: 2024-02-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, dp, math, two pointers

[lbw 's solution](#)**1320.**

1916H2

[Matrix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2700 · first AC: 2024-01-02 · last AC: 2024-01-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, matrices, string suffix structures

[lbw 's solution](#)**1321.**

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2024-01-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, math, matrices

[lbw 's solution](#)**1322.**

1774F2

[Magician and Pigs \(Hard Version\)](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 2700 · first AC: 2023-12-10 · last AC: 2023-12-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[lbw 's solution](#)**1323.**

1781F

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

Quality: 1,316 global accepts · Rating: 2700 · first AC: 2023-11-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, trees

[lbw 's solution](#)**1324.**

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-11-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[lbw 's solution](#)**1325.**

1856E2

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

Quality: 1,756 global accepts · Rating: 2700 · first AC: 2023-10-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[lbw 's solution](#)**1326.**

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[lbw 's solution](#)**1327.**

1799F

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

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2023-10-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy,

sortings

[lbw 's solution](#)

**1328.**

1817D

[Toy Machine](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2023-10-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, implementation

[lbw 's solution](#)

**1329.**

1795G

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

Quality: 817 global accepts · Rating: 2700 · first AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, graphs

[lbw 's solution](#)

**1330.**

1792F1

[Graph Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 2700 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs

[lbw 's solution](#)

**1331.**

1601D

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

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, sortings

[lbw 's solution](#)

**1332.**

1336E1

[Chiori and Doll Picking \(easy version\)](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[lbw 's solution](#)

**1333.**

578E

[Walking!](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2700 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[lbw 's solution](#)

**1334.**

576D

[Flights for Regular Customers](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, matrices

[lbw 's solution](#)

**1335.**

1733E

[Conveyor](#) · [Tutorial](#)

Quality: 1,486 global accepts · Rating: 2700 · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math

[lbw 's solution](#)

**1336.**

1695E

[Ambiguous Dominoes](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2700 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[lbw 's solution](#)

**1337.**

1617E

[Christmas Chocolates](#) · [Tutorial](#)

Quality: 1,018 global accepts · Rating: 2700 · first AC: 2022-10-23 · last AC: 2022-11-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games, graphs, implementation, math, number theory, shortest paths, trees

[lbw 's solution](#)

**1338.**

1730F

[Almost Sorted](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2700 · first AC: 2022-11-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp  
[lbw 's solution](#)

**1339.**

1730E

[Maximums and Minimums](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2700 · first AC: 2022-11-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, divide and conquer, number theory  
[lbw 's solution](#)

**1340.**

1621F

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

Quality: 637 global accepts · Rating: 2700 · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation  
[lbw 's solution](#)

**1341.**

1214F

[Employment](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2022-11-02 · last AC: 2022-11-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings  
[lbw 's solution](#)

**1342.**

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2022-10-26 · last AC: 2022-10-26 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math, number theory  
[lbw 's solution](#)

**1343.**

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2022-10-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths  
[lbw 's solution](#)

**1344.**

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2022-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive  
[lbw 's solution](#)

**1345.**

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,723 global accepts · Rating: 2700 · first AC: 2022-10-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy  
[lbw 's solution](#)

**1346.**

1658F

[Juju and Binary String](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 2700 · first AC: 2022-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math  
[lbw 's solution](#)

**1347.**

1682E

[Unordered Swaps](#) · [Tutorial](#)

Quality: 749 global accepts · Rating: 2700 · first AC: 2022-10-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, math, sortings, trees  
[lbw 's solution](#)

**1348.**

1682F

[MCMF?](#) · [Tutorial](#)

Quality: 393 global accepts · Rating: 2700 · first AC: 2022-10-14 · last AC: 2022-10-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, flows, graphs, greedy, sortings, two pointers

[lbw 's solution](#)

**1349.**

1720E

[Misha and Paintings](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2700 · first AC: 2022-10-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[lbw 's solution](#)

**1350.**

933C

[A Colourful Prospect](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2700 · first AC: 2022-10-08 · last AC: 2022-10-08 · C++17 (GCC 9-64) (first AC) · Tags: geometry, graphs

[lbw 's solution](#)

**1351.**

575A

[Fibonotci](#) · [Tutorial](#)

Quality: 863 global accepts · Rating: 2700 · first AC: 2022-09-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, matrices

[lbw 's solution](#)

**1352.**

1388E

[Uncle Bogdan and Projections](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2700 · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry, sortings

[lbw 's solution](#)

**1353.**

1634F

[Fibonacci Additions](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2700 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[lbw 's solution](#)

**1354.**

1542E2

[Abnormal Permutation Pairs \(hard version\)](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2022-08-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[lbw 's solution](#)

**1355.**

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2022-07-26 · last AC: 2022-07-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[lbw 's solution](#)

**1356.**

1671F

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

Quality: 428 global accepts · Rating: 2700 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[lbw 's solution](#)

**1357.**

1034C

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

Quality: 993 global accepts · Rating: 2700 · first AC: 2022-04-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, number theory, trees

[lbw 's solution](#)

**1358.**

1137E

[Train Car Selection](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2700 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy  
[lbw 's solution](#)

**1359.**

1179D

[Fedor Runs for President](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, trees  
[lbw 's solution](#)

**1360.**

1627F

[Not Splitting](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2700 · first AC: 2022-04-07 · C++14 (GCC 6-32) (first AC) · Tags: geometry, graphs, greedy, implementation, shortest paths  
[lbw 's solution](#)

**1361.**

1205D

[Almost All](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2700 · first AC: 2022-03-31 · last AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees  
[lbw 's solution](#)

**1362.**

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2700 · first AC: 2022-01-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory  
[lbw 's solution](#)

**1363.**

605E

[Intergalaxy Trips](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2022-01-20 · C++14 (GCC 6-32) (first AC) · Tags: probabilities, shortest paths  
[lbw 's solution](#)

**1364.**

1540C1

[Converging Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 2700 · first AC: 2021-12-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, math  
[lbw 's solution](#)

**1365.**

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2021-12-18 · last AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices  
[lbw 's solution](#)

**1366.**

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math  
[lbw 's solution](#)

**1367.**

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,959 global accepts · Rating: 2700 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math  
[lbw 's solution](#)

**1368.**

864F

[Cities Excursions](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 2700 · first AC: 2021-05-18 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[lbw 's solution](#)

### 1369.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2021-03-30 · C++17 (GCC 9-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[lbw 's solution](#)

### 1370.

2182G

[Short Garland](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2800 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

[lbw 's solution](#)

### 1371.

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[lbw 's solution](#)

### 1372.

2157G

[Isaac's Queries](#) · [Tutorial](#)

Quality: 411 global accepts · Rating: 2800 · first AC: 2025-12-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, divide and conquer, dp, greedy, interactive, math, pro...

[lbw 's solution](#)

### 1373.

2150E2

[Hidden Single \(Version 2\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive, math, probabilities

[lbw 's solution](#)

### 1374.

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 2800 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy

[lbw 's solution](#)

### 1375.

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[lbw 's solution](#)

### 1376.

2069F

[Graph Inclusion](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2025-03-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs

[lbw 's solution](#)

### 1377.

1477D

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

Quality: 787 global accepts · Rating: 2800 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[lbw 's solution](#)

**1378.**

2048G

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

Quality: 742 global accepts · Rating: 2800 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math  
[lbw 's solution](#)

**1379.**

2034F2

[Khayyam's Royal Decree \(Hard Version\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings  
[lbw 's solution](#)

**1380.**

2039F1

[Shohag Loves Counting \(Easy Version\)](#) · [Tutorial](#)

Quality: 506 global accepts · Rating: 2800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory  
[lbw 's solution](#)

**1381.**

600F

[Edge coloring of bipartite graph](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2800 · first AC: 2024-05-04 · last AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: graphs  
[lbw 's solution](#)

**1382.**

1993F2

[Dyn-scripted Robot \(Hard Version\)](#) · [Tutorial](#)

Quality: 543 global accepts · Rating: 2800 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, math, number theory  
[lbw 's solution](#)

**1383.**

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers  
[lbw 's solution](#)

**1384.**

1625E2

[Cats on the Upgrade \(hard version\)](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2800 · first AC: 2022-11-22 · last AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees  
[lbw 's solution](#)

**1385.**

1749F

[Distance to the Path](#) · [Tutorial](#)

Quality: 612 global accepts · Rating: 2800 · first AC: 2022-10-22 · last AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees  
[lbw 's solution](#)

**1386.**

1919F2

[Wine Factory \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-06 · last AC: 2024-02-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, flows, greedy, matrices  
[lbw 's solution](#)

**1387.**

983E

[NN country](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2800 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, trees  
[lbw 's solution](#)

**1388.**

1776D

[Teamwork](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2023-12-06 · last AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[lbw 's solution](#)

**1389.**

1884E

[Hard Design](#) · [Tutorial](#)

Quality: 390 global accepts · Rating: 2800 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[lbw 's solution](#)

**1390.**

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2023-10-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, sortings, trees

[lbw 's solution](#)

**1391.**

1842G

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

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2023-10-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[lbw 's solution](#)

**1392.**

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 979 global accepts · Rating: 2800 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[lbw 's solution](#)

**1393.**

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees

[lbw 's solution](#)

**1394.**

1844F2

[Min Cost Permutation \(Hard Version\)](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2800 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math, sortings

[lbw 's solution](#)

**1395.**

1852D

[Miriany and Matchstick](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2800 · first AC: 2023-07-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[lbw 's solution](#)

**1396.**

1819D

[Misha and Apples](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 2800 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, two pointers

[lbw 's solution](#)

**1397.**

1152F1

[Neko Rules the Catniverse \(Small Version\)](#) · [Tutorial](#)

Quality: 756 global accepts · Rating: 2800 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, matrices

[lbw 's solution](#)

**1398.**

575I

[Robots protection](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2800 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[lbw 's solution](#)

**1399.**

575E

[Spectator Riots](#) · [Tutorial](#)

Quality: 301 global accepts · Rating: 2800 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[lbw 's solution](#)

**1400.**

1721F

[Matching Reduction](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2800 · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, flows, graph matchings, graphs, interactive

[lbw 's solution](#)

**1401.**

1725I

[Imitating the Key Tree](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 2800 · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dsu, trees

[lbw 's solution](#)

**1402.**

1592F2

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

Quality: 972 global accepts · Rating: 2800 · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy

[lbw 's solution](#)

**1403.**

1732E

[Location](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2800 · first AC: 2022-11-13 · last AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math, number theory

[lbw 's solution](#)

**1404.**

1455F

[String and Operations](#) · [Tutorial](#)

Quality: 519 global accepts · Rating: 2800 · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[lbw 's solution](#)

**1405.**

1698F

[Equal Reversal](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2800 · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation, math

[lbw 's solution](#)

**1406.**

1383E

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

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2022-11-11 · last AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp

[lbw 's solution](#)

**1407.**

1375G

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

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[lbw 's solution](#)

**1408.**

1545C

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

Quality: 767 global accepts · Rating: 2800 · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs

[lbw 's solution](#)

**1409.**

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

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**1410.**

1626F

[A Random Code Problem](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2800 · first AC: 2022-11-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[lbw 's solution](#)

**1411.**

1214H

[Tiles Placement](#) · [Tutorial](#)

Quality: 461 global accepts · Rating: 2800 · first AC: 2022-11-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[lbw 's solution](#)

**1412.**

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2022-10-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math

[lbw 's solution](#)

**1413.**

1746F

[Kazaee](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2022-10-16 · last AC: 2022-10-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, probabilities

[lbw 's solution](#)

**1414.**

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2022-09-26 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees

[lbw 's solution](#)

**1415.**

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2022-09-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[lbw 's solution](#)

**1416.**

516D

[Brazil and Morning Exercise](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2022-09-22 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers

[lbw 's solution](#)

**1417.**

639E

[Bear and Paradox](#) · [Tutorial](#)

Quality: 617 global accepts · Rating: 2800 · first AC: 2022-09-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings

[lbw 's solution](#)

**1418.**

1393E1

[Twilight and Ancient Scroll \(easier version\)](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 2800 · first AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings

[lbw 's solution](#)

**1419.**

1316F

[Battalion Strength](#) · [Tutorial](#)

Quality: 894 global accepts · Rating: 2800 · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, probabilities

[lbw 's solution](#)

**1420.**

1609F

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

Quality: 960 global accepts · Rating: 2800 · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers

[lbw 's solution](#)

**1421.**

1654F

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

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[lbw 's solution](#)

**1422.**

1606F

[Tree Queries](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2800 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees

[lbw 's solution](#)

**1423.**

1684G

[Euclid Guess](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2022-07-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory

[lbw 's solution](#)

**1424.**

1672F2

[Checker for Array Shuffling](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 2800 · first AC: 2022-07-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[lbw 's solution](#)

**1425.**

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2022-07-22 · last AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths

[lbw 's solution](#)

**1426.**

1685D1

[Permutation Weight \(Easy Version\)](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[lbw 's solution](#)

**1427.**

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide

and conquer, dp, greedy

[lbw 's solution](#)

**1428.**

1697F

[Too Many Constraints](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 2800 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, graphs, implementation

[lbw 's solution](#)

**1429.**

1620F

[Bipartite Array](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[lbw 's solution](#)

**1430.**

1612F

[Armor and Weapons](#) · [Tutorial](#)

Quality: 694 global accepts · Rating: 2800 · first AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, shortest paths

[lbw 's solution](#)

**1431.**

986E

[Prince's Problem](#) · [Tutorial](#)

Quality: 898 global accepts · Rating: 2800 · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory, trees

[lbw 's solution](#)

**1432.**

1098D

[Eels](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2022-04-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[lbw 's solution](#)

**1433.**

1142D

[Foreigner](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2800 · first AC: 2022-04-16 · C++20 (GCC 11-64) (first AC) · Tags: dp

[lbw 's solution](#)

**1434.**

1394D

[Boboniu and Jianghu](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2022-03-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings, trees

[lbw 's solution](#)

**1435.**

1615F

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

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[lbw 's solution](#)

**1436.**

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,605 global accepts · Rating: 2800 · first AC: 2022-02-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures, strings, trees

[lbw 's solution](#)

**1437.**

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2022-01-02 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs

[lbw 's solution](#)

**1438.**

850F

[Rainbow Balls](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2021-12-22 · C++14 (GCC 6-32) (first AC) · Tags: math

[lbw 's solution](#)

**1439.**

1039D

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

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[lbw 's solution](#)

**1440.**

601E

[A Museum Robbery](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2800 · first AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[lbw 's solution](#)

**1441.**

280D

[k-Maximum Subsequence Sum](#) · [Tutorial](#)

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2021-12-12 · last AC: 2021-12-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, flows, graphs, implementation

[lbw 's solution](#)

**1442.**

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2800 · first AC: 2021-12-10 · last AC: 2021-12-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[lbw 's solution](#)

**1443.**

1322D

[Reality Show](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[lbw 's solution](#)

**1444.**

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 2800 · first AC: 2021-08-27 · last AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[lbw 's solution](#)

**1445.**

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2021-07-25 · last AC: 2021-07-25 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[lbw 's solution](#)

**1446.**

2207F

[Hanabi](#) · [Tutorial](#)

Quality: 269 global accepts · Rating: 2900 · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, dsu, flows, graph matchings, graphs, greedy

[lbw 's solution](#)

**1447.**

2164F2

[Chain Prefix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 2900 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dfs and similar, dp, graphs, math, trees

[lbw 's solution](#)

**1448.**

2152G

[Query Jungle](#) · [Tutorial](#)

Quality: 713 global accepts · Rating: 2900 · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, matrices, trees

[lbw 's solution](#)

**1449.**

1916F

[Group Division](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2900 · first AC: 2024-06-27 · last AC: 2025-02-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[lbw 's solution](#)

**1450.**

2059E2

[Stop Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2900 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, hashing, strings

[lbw 's solution](#)

**1451.**

1172D

[Nauuo and Portals](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[lbw 's solution](#)

**1452.**

2020F

[Count Leaves](#) · [Tutorial](#)

Quality: 266 global accepts · Rating: 2900 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[lbw 's solution](#)

**1453.**

2018F1

[Speedbreaker Counting \(Easy Version\)](#) · [Tutorial](#)

Quality: 329 global accepts · Rating: 2900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[lbw 's solution](#)

**1454.**

1444D

[Rectangular Polyline](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, geometry

[lbw 's solution](#)

**1455.**

1995E2

[Let Me Teach You a Lesson \(Hard Version\)](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 2900 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices, two pointers

[lbw 's solution](#)

**1456.**

1747E

[List Generation](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2900 · first AC: 2022-11-05 · last AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[lbw 's solution](#)

**1457.**

1928F

[Digital Patterns](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2900 · first AC: 2024-02-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[lbw 's solution](#)

**1458.**

1266F

[Almost Same Distance](#) · [Tutorial](#)

Quality: 377 global accepts · Rating: 2900 · first AC: 2024-01-06 · last AC: 2024-01-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[lbw 's solution](#)

**1459.**

725F

[Family Photos](#) · [Tutorial](#)

Quality: 724 global accepts · Rating: 2900 · first AC: 2023-12-07 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy

[lbw 's solution](#)

**1460.**

1806F2

[GCD Master \(hard version\)](#) · [Tutorial](#)

Quality: 468 global accepts · Rating: 2900 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[lbw 's solution](#)

**1461.**

1806F1

[GCD Master \(easy version\)](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2900 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory, sortings

[lbw 's solution](#)

**1462.**

1835D

[Doctor's Brown Hypothesis](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2900 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[lbw 's solution](#)

**1463.**

1796F

[Strange Triples](#) · [Tutorial](#)

Quality: 221 global accepts · Rating: 2900 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[lbw 's solution](#)

**1464.**

708D

[Incorrect Flow](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2900 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: flows

[lbw 's solution](#)

**1465.**

704C

[Black Widow](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 2900 · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, implementation, math

[lbw 's solution](#)

**1466.**

685C

[Optimal Point](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2900 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[lbw 's solution](#)

**1467.**

643F

[Bears and Juice](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2900 · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, meet-in-the-middle

[lbw 's solution](#)

**1468.**

643D

[Bearish Fanpages](#) · [Tutorial](#)

Quality: 340 global accepts · Rating: 2900 · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[lbw 's solution](#)

**1469.**

611G

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

Quality: 464 global accepts · Rating: 2900 · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: geometry, two pointers

[lbw 's solution](#)

**1470.**

536D

[Tavas in Kansas](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2900 · first AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, games

[lbw 's solution](#)

**1471.**

1644F

[Basis](#) · [Tutorial](#)

Quality: 429 global accepts · Rating: 2900 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math, number theory

[lbw 's solution](#)

**1472.**

1646F

[Playing Around the Table](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2900 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[lbw 's solution](#)

**1473.**

1698G

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

Quality: 384 global accepts · Rating: 2900 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math, matrices, meet-in-the-middle, number theory

[lbw 's solution](#)

**1474.**

1553H

[XOR and Distance](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, trees

[lbw 's solution](#)

**1475.**

1654G

[Snowy Mountain](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2022-11-16 · last AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths, trees

[lbw 's solution](#)

**1476.**

1735F

[Pebbles and Beads](#) · [Tutorial](#)

Quality: 254 global accepts · Rating: 2900 · first AC: 2022-11-15 · last AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry

[lbw 's solution](#)

**1477.**

1372E

[Omkar and Last Floor](#) · [Tutorial](#)

Quality: 1,433 global accepts · Rating: 2900 · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, two pointers

[lbw 's solution](#)

**1478.**

1705F

[Mark and the Online Exam](#) · [Tutorial](#)

Quality: 695 global accepts · Rating: 2900 · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, probabilities

[lbw 's solution](#)

**1479.**

1713F

[Lost Array](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2900 · first AC: 2022-11-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[lbw 's solution](#)

**1480.**

1392G

[Omkar and Pies](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2900 · first AC: 2022-10-30 · last AC: 2022-10-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, math, shortest paths

[lbw 's solution](#)

**1481.**

1055F

[Tree and XOR](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: strings, trees

[lbw 's solution](#)

**1482.**

1450H1

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

Quality: 513 global accepts · Rating: 2900 · first AC: 2022-10-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math

[lbw 's solution](#)

**1483.**

1428G1

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

Quality: 644 global accepts · Rating: 2900 · first AC: 2022-10-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[lbw 's solution](#)

**1484.**

933D

[A Creative Cutout](#) · [Tutorial](#)

Quality: 389 global accepts · Rating: 2900 · first AC: 2022-10-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, math

[lbw 's solution](#)

**1485.**

512D

[Fox And Travelling](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2900 · first AC: 2022-09-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees

[lbw 's solution](#)

**1486.**

505E

[Mr. Kitayuta vs. Bamboos](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2900 · first AC: 2022-09-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[lbw 's solution](#)

**1487.**

1616F

[Tricolor Triangles](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2900 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, math, matrices

[lbw 's solution](#)

**1488.**

1605F

[PalindORme](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2900 · first AC: 2022-08-20 · last AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[lbw 's solution](#)

**1489.**

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2022-07-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force,

data structures, probabilities, trees

[lbw 's solution](#)

**1490.**

1528E

[Mashtali and Hagh Trees](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2900 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, trees

[lbw 's solution](#)

**1491.**

1622F

[Quadratic Set](#) · [Tutorial](#)

Quality: 866 global accepts · Rating: 2900 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, hashing, math, number theory

[lbw 's solution](#)

**1492.**

1667D

[Edge Elimination](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2900 · first AC: 2022-07-20 · last AC: 2022-07-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[lbw 's solution](#)

**1493.**

1677E

[Tokitsukaze and Beautiful Subsegments](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2900 · first AC: 2022-07-19 · last AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[lbw 's solution](#)

**1494.**

1687D

[Cute number](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math

[lbw 's solution](#)

**1495.**

997D

[Cycles in product](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2900 · first AC: 2022-04-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, trees

[lbw 's solution](#)

**1496.**

1083C

[Max Mex](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2900 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[lbw 's solution](#)

**1497.**

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2022-01-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[lbw 's solution](#)

**1498.**

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[lbw 's solution](#)

**1499.**

585E

[Present for Vitalik the Philatelist](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2900 · first AC: 2022-01-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[lbw 's solution](#)

**1500.**

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,611 global accepts · Rating: 2900 · first AC: 2021-12-17 · last AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[lbw 's solution](#)

**1501.**

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2900 · first AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees

[lbw 's solution](#)

**1502.**

938G

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

Quality: 1,090 global accepts · Rating: 2900 · first AC: 2021-12-15 · last AC: 2021-12-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dsu, graphs

[lbw 's solution](#)

**1503.**

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2021-07-25 · GNU C++11 (first AC) · Tags: greedy, number theory, probabilities

[lbw 's solution](#)

**1504.**

724E

[Goods transportation](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2900 · first AC: 2021-07-18 · GNU C++11 (first AC) · Tags: dp, flows, greedy

[lbw 's solution](#)

**1505.**

1264D2

[Beautiful Bracket Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2021-06-28 · GNU C++11 (first AC) · Tags: combinatorics, probabilities

[lbw 's solution](#)

**1506.**

802M3

[April Fools' Problem \(hard\)](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: binary search, data structures, flows

[lbw 's solution](#)

**1507.**

2156F2

[Strange Operation \(Hard Version\)](#) · [Tutorial](#)

Quality: 243 global accepts · Rating: 3000 · first AC: 2025-12-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, trees

[lbw 's solution](#)

**1508.**

2158F2

[Distinct GCDs \(Hard Version\)](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 3000 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math, number theory

[lbw 's solution](#)

**1509.**

2129E

[Induced Subgraph Queries](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3000 · first AC: 2025-08-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, sortings

[lbw 's solution](#)

**1510.**

2075F

[Beautiful Sequence Returns](#) · [Tutorial](#)

Quality: 521 global accepts · Rating: 3000 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[lbw 's solution](#)

**1511.**

2070F

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

Quality: 369 global accepts · Rating: 3000 · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, fft

[lbw 's solution](#)

**1512.**

1236F

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

Quality: 213 global accepts · Rating: 3000 · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, math, probabilities

[lbw 's solution](#)

**1513.**

1474F

[1 2 3 4 ...](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 3000 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, matrices

[lbw 's solution](#)

**1514.**

1181E2

[A Story of One Country \(Hard\)](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 3000 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, sortings

[lbw 's solution](#)

**1515.**

1428G2

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

Quality: 727 global accepts · Rating: 3000 · first AC: 2022-10-10 · last AC: 2024-09-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[lbw 's solution](#)

**1516.**

1299D

[Around the World](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3000 · first AC: 2023-01-22 · last AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, graphs, math, trees

[lbw 's solution](#)

**1517.**

1763F

[Edge Queries](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 3000 · first AC: 2023-12-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[lbw 's solution](#)

**1518.**

1787G

[Colorful Tree Again](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3000 · first AC: 2023-03-04 · last AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, trees

[lbw 's solution](#)

**1519.**

1842H

[Tenzing and Random Real Numbers](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 3000 · first AC: 2023-10-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities

[lbw 's solution](#)

**1520.**

1854E

[Game Bundles](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3000 · first AC: 2023-10-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math

[lbw 's solution](#)

**1521.**

1854D

[Michael and Hotel](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2023-10-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, trees

[lbw 's solution](#)

**1522.**

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[lbw 's solution](#)

**1523.**

1545D

[AquaMoon and Wrong Coordinate](#) · [Tutorial](#)

Quality: 606 global accepts · Rating: 3000 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math

[lbw 's solution](#)

**1524.**

1152F2

[Neko Rules the Catniverse \(Large Version\)](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 3000 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, matrices

[lbw 's solution](#)

**1525.**

1361E

[James and the Chase](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2023-02-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, probabilities, trees

[lbw 's solution](#)

**1526.**

666D

[Chain Reaction](#) · [Tutorial](#)

Quality: 311 global accepts · Rating: 3000 · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry

[lbw 's solution](#)

**1527.**

582E

[Boolean Function](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 3000 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, expression parsing

[lbw 's solution](#)

**1528.**

1779G

[The Game of the Century](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 3000 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[lbw 's solution](#)

**1529.**

568E

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

Quality: 632 global accepts · Rating: 3000 · first AC: 2022-12-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[lbw 's solution](#)

**1530.**

1659F

[Tree and Permutation Game](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 3000 · first AC: 2022-11-23 · last AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, games, graphs, trees

[lbw 's solution](#)

**1531.**

1637G

[Birthday](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 3000 · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[lbw 's solution](#)

**1532.**

1748F

[Circular Xor Reversal](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 3000 · first AC: 2022-11-14 · last AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[lbw 's solution](#)

**1533.**

1743G

[Antifibonacci Cut](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3000 · first AC: 2022-11-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, data structures, dp, hashing, math

[lbw 's solution](#)

**1534.**

1707D

[Partial Virtual Trees](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3000 · first AC: 2022-11-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[lbw 's solution](#)

**1535.**

1392H

[ZS Shuffles Cards](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2022-10-30 · last AC: 2022-10-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[lbw 's solution](#)

**1536.**

566C

[Logistical Questions](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3000 · first AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, trees

[lbw 's solution](#)

**1537.**

559E

[Gerald and Path](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 3000 · first AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, sortings

[lbw 's solution](#)

**1538.**

506E

[Mr. Kitayuta's Gift](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 3000 · first AC: 2022-09-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, matrices, strings

[lbw 's solution](#)

**1539.**

627E

[Orchestra](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3000 · first AC: 2022-09-21 · C++17 (GCC 9-64) (first AC) · Tags: two pointers

[lbw 's solution](#)

**1540.**

504E

[Misha and LCP on Tree](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 3000 · first AC: 2022-09-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, hashing, string suffix structures, trees

[lbw 's solution](#)

**1541.**

891E

[Lust](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 3000 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, matrices

[lbw 's solution](#)

**1542.**

1603D

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

Quality: 884 global accepts · Rating: 3000 · first AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, number theory

[lbw 's solution](#)

**1543.**

1667E

[Centroid Probabilities](#) · [Tutorial](#)

Quality: 811 global accepts · Rating: 3000 · first AC: 2022-07-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[lbw 's solution](#)

**1544.**

1007C

[Guess two numbers](#) · [Tutorial](#)

Quality: 527 global accepts · Rating: 3000 · first AC: 2022-04-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[lbw 's solution](#)

**1545.**

1149D

[Abandoning Roads](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 3000 · first AC: 2022-04-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, graphs, greedy

[lbw 's solution](#)

**1546.**

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2021-12-18 · last AC: 2022-03-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[lbw 's solution](#)

**1547.**

1534F2

[Falling Sand \(Hard Version\)](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 3000 · first AC: 2022-03-14 · last AC: 2022-03-14 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy

[lbw 's solution](#)

**1548.**

1508D

[Swap Pass](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 3000 · first AC: 2022-03-10 · last AC: 2022-03-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, sortings

[lbw 's solution](#)

**1549.**

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2022-02-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, strings

[lbw 's solution](#)

**1550.**

1320E

[Treeland and Viruses](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 3000 · first AC: 2021-12-20 · last AC: 2021-12-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, shortest paths, trees

[lbw 's solution](#)

**1551.**

603E

[Pastoral Oddities](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 3000 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[lbw 's solution](#)

**1552.**

364E

[Empty Rectangles](#) · [Tutorial](#)

Quality: 627 global accepts · Rating: 3000 · first AC: 2021-12-17 · last AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, two pointers

[lbw 's solution](#)

**1553.**

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,628 global accepts · Rating: 3000 · first AC: 2021-12-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[lbw 's solution](#)

**1554.**

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[lbw 's solution](#)

**1555.**

1446D2

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

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, two pointers

[lbw 's solution](#)

**1556.**

914F

[Substrings in a String](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2021-11-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[lbw 's solution](#)

**1557.**

2138E2

[Determinant Construction \(Hard Version\)](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: 3100 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, matrices, number theory

[lbw 's solution](#)

**1558.**

2138E1

[Determinant Construction \(Easy Version\)](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3100 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, matrices, number theory

[lbw 's solution](#)

**1559.**

2048H

[Kevin and Strange Operation](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 3100 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[lbw 's solution](#)

**1560.**

1463F

[Max Correct Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 3100 · first AC: 2023-03-01 · last AC: 2024-10-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math

[lbw 's solution](#)

### 1561.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2021-12-18 · last AC: 2024-10-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, greedy

[lbw 's solution](#)

### 1562.

1439D

[INOI Final Contests](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft

[lbw 's solution](#)

### 1563.

2006E

[Iris's Full Binary Tree](#) · [Tutorial](#)

Quality: 318 global accepts · Rating: 3100 · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[lbw 's solution](#)

### 1564.

1967E1

[Again Counting Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3100 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[lbw 's solution](#)

### 1565.

1951G

[Clacking Balls](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 3100 · first AC: 2024-04-21 · last AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[lbw 's solution](#)

### 1566.

1805F2

[Survival of the Weakest \(hard version\)](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 3100 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings, two pointers

[lbw 's solution](#)

### 1567.

1815E

[Bosco and Particle](#) · [Tutorial](#)

Quality: 419 global accepts · Rating: 3100 · first AC: 2023-10-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, strings

[lbw 's solution](#)

### 1568.

1864G

[Magic Square](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 3100 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, implementation

[lbw 's solution](#)

### 1569.

666E

[Forensic Examination](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures

[lbw 's solution](#)

### 1570.

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[lbw 's solution](#)

**1571.**

1770F

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

Quality: 945 global accepts · Rating: 3100 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[lbw 's solution](#)

**1572.**

453E

[Little Pony and Lord Tirek](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 3100 · first AC: 2021-12-11 · last AC: 2023-03-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[lbw 's solution](#)

**1573.**

704D

[Captain America](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3100 · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: flows, greedy

[lbw 's solution](#)

**1574.**

679E

[Bear and Bad Powers of 42](#) · [Tutorial](#)

Quality: 820 global accepts · Rating: 3100 · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[lbw 's solution](#)

**1575.**

626G

[Raffles](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 3100 · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[lbw 's solution](#)

**1576.**

587D

[Duff in Mafia](#) · [Tutorial](#)

Quality: 873 global accepts · Rating: 3100 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, binary search

[lbw 's solution](#)

**1577.**

571D

[Campus](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 3100 · first AC: 2022-12-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, trees

[lbw 's solution](#)

**1578.**

538G

[Berserk Robot](#) · [Tutorial](#)

Quality: 577 global accepts · Rating: 3100 · first AC: 2022-09-29 · last AC: 2022-12-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, sortings

[lbw 's solution](#)

**1579.**

891D

[Sloth](#) · [Tutorial](#)

Quality: 236 global accepts · Rating: 3100 · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graph matchings, trees

[lbw 's solution](#)

**1580.**

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[lbw 's solution](#)

**1581.**

521E

[Cycling City](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: 3100 · first AC: 2022-09-26 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs  
[lbw 's solution](#)

**1582.**

516E

[Brazil and His Happy Friends](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3100 · first AC: 2022-09-24 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory  
[lbw 's solution](#)

**1583.**

1067D

[Computer Game](#) · [Tutorial](#)

Quality: 491 global accepts · Rating: 3100 · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, probabilities  
[lbw 's solution](#)

**1584.**

1168E

[Xor Permutations](#) · [Tutorial](#)

Quality: 428 global accepts · Rating: 3100 · first AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[lbw 's solution](#)

**1585.**

1647F

[Madoka and Laziness](#) · [Tutorial](#)

Quality: 543 global accepts · Rating: 3100 · first AC: 2022-04-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy  
[lbw 's solution](#)

**1586.**

1190E

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

Quality: 262 global accepts · Rating: 3100 · first AC: 2022-04-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy  
[lbw 's solution](#)

**1587.**

1349F1

[Slime and Sequences \(Easy Version\)](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 3100 · first AC: 2021-08-31 · last AC: 2022-03-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, fft, math  
[lbw 's solution](#)

**1588.**

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2021-01-11 · last AC: 2022-01-20 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, fft, number theory  
[lbw 's solution](#)

**1589.**

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2021-07-17 · GNU C++11 (first AC) · Tags: dp, implementation  
[lbw 's solution](#)

**1590.**

896E

[Welcome home, Chtholly](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2021-03-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu  
[lbw 's solution](#)

**1591.**

2157H

[Keygen 3](#) · [Tutorial](#)

Quality: 116 global accepts · Rating: 3200 · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, math

[lbw 's solution](#)

**1592.**

1223G

[Wooden Raft](#) · [Tutorial](#)

Quality: 276 global accepts · Rating: 3200 · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, number theory

[lbw 's solution](#)

**1593.**

1446F

[Line Distance](#) · [Tutorial](#)

Quality: 376 global accepts · Rating: 3200 · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, geometry

[lbw 's solution](#)

**1594.**

1408I

[Bitwise Magic](#) · [Tutorial](#)

Quality: 200 global accepts · Rating: 3200 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[lbw 's solution](#)

**1595.**

1416E

[Split](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 3200 · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[lbw 's solution](#)

**1596.**

2004G

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

Quality: 420 global accepts · Rating: 3200 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices

[lbw 's solution](#)

**1597.**

1648E

[Air Reform](#) · [Tutorial](#)

Quality: 510 global accepts · Rating: 3200 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs, implementation, trees

[lbw 's solution](#)

**1598.**

1336D

[Yui and Mahjong Set](#) · [Tutorial](#)

Quality: 529 global accepts · Rating: 3200 · first AC: 2024-03-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive

[lbw 's solution](#)

**1599.**

1704H1

[Game of AI \(easy version\)](#) · [Tutorial](#)

Quality: 238 global accepts · Rating: 3200 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, fft, math

[lbw 's solution](#)

**1600.**

1799H

[Tree Cutting](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3200 · first AC: 2023-11-01 · last AC: 2023-11-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp

[lbw 's solution](#)

**1601.**

1819E

[Roads in E City](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3200 · first AC: 2023-10-12 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math, probabilities, trees

[lbw 's solution](#)

**1602.**

1830F

[The Third Grace](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 3200 · first AC: 2023-10-01 · last AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[lbw 's solution](#)

**1603.**

1864H

[Asterism Stream](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3200 · first AC: 2023-09-24 · last AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, matrices

[lbw 's solution](#)

**1604.**

1326F2

[Wise Men \(Hard Version\)](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 3200 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math

[lbw 's solution](#)

**1605.**

1656H

[Equal LCM Subsets](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 3200 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory

[lbw 's solution](#)

**1606.**

643G

[Choosing Ads](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 3200 · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[lbw 's solution](#)

**1607.**

611H

[New Year and Forgotten Tree](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 3200 · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graphs

[lbw 's solution](#)

**1608.**

590E

[Birthday](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3200 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: graph matchings, strings

[lbw 's solution](#)

**1609.**

585F

[Digits of Number Pi](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 3200 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, strings

[lbw 's solution](#)

**1610.**

578F

[Mirror Box](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 3200 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: matrices, trees

[lbw 's solution](#)

**1611.**

538H

[Summer Dichotomy](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 3200 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, data structures, dfs and similar, greedy

[lbw 's solution](#)

**1612.**

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 3200 · first AC: 2022-12-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy  
[lbw 's solution](#)

### 1613.

571E

[Geometric Progressions](#) · [Tutorial](#)

Quality: 295 global accepts · Rating: 3200 · first AC: 2022-12-24 · C++20 (GCC 11-64) (first AC) · Tags: math  
[lbw 's solution](#)

### 1614.

566E

[Restoring Map](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3200 · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, trees  
[lbw 's solution](#)

### 1615.

1672G

[Cross Xor](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3200 · first AC: 2022-11-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math, matrices  
[lbw 's solution](#)

### 1616.

1091G

[New Year and the Factorisation Collaboration](#) · [Tutorial](#)

Quality: 227 global accepts · Rating: 3200 · first AC: 2022-11-03 · PyPy 3 (first AC) · Tags: interactive, math, number theory  
[lbw 's solution](#)

### 1617.

1214G

[Feeling Good](#) · [Tutorial](#)

Quality: 330 global accepts · Rating: 3200 · first AC: 2022-11-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures  
[lbw 's solution](#)

### 1618.

1209G2

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

Quality: 528 global accepts · Rating: 3200 · first AC: 2022-11-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures  
[lbw 's solution](#)

### 1619.

1427F

[Boring Card Game](#) · [Tutorial](#)

Quality: 402 global accepts · Rating: 3200 · first AC: 2022-10-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, trees  
[lbw 's solution](#)

### 1620.

933E

[A Preponderant Reunion](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3200 · first AC: 2022-10-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp  
[lbw 's solution](#)

### 1621.

1517F

[Reunion](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 3200 · first AC: 2022-10-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, trees  
[lbw 's solution](#)

### 1622.

553E

[Kyoya and Train](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 3200 · first AC: 2022-09-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, fft, graphs, math, probabilities  
[lbw 's solution](#)

### 1623.

613E

[Puzzle Lover](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3200 · first AC: 2022-09-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, hashing, strings

[lbw 's solution](#)

### 1624.

1393E2

[Twilight and Ancient Scroll \(harder version\)](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 3200 · first AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings, two pointers

[lbw 's solution](#)

### 1625.

1037H

[Security](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 3200 · first AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures

[lbw 's solution](#)

### 1626.

1598G

[The Sum of Good Numbers](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3200 · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: hashing, math, string suffix structures, strings

[lbw 's solution](#)

### 1627.

1034E

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

Quality: 750 global accepts · Rating: 3200 · first AC: 2022-04-26 · last AC: 2022-04-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math

[lbw 's solution](#)

### 1628.

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 839 global accepts · Rating: 3200 · first AC: 2022-04-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation

[lbw 's solution](#)

### 1629.

750G

[New Year and Binary Tree Paths](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 3200 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[lbw 's solution](#)

### 1630.

1242E

[Planar Perimeter](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3200 · first AC: 2022-03-29 · last AC: 2022-03-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[lbw 's solution](#)

### 1631.

1523G

[Try Booking](#) · [Tutorial](#)

Quality: 520 global accepts · Rating: 3200 · first AC: 2022-03-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[lbw 's solution](#)

### 1632.

755G

[PolandBall and Many Other Balls](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2022-01-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory

[lbw 's solution](#)

### 1633.

2207G

[Toothless](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: 3300 · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar,

dsu

[lbw 's solution](#)

**1634.**

2154F2

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

Quality: 175 global accepts · Rating: 3300 · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[lbw 's solution](#)

**1635.**

2135E1

[Beyond the Palindrome \(Easy Version\)](#) · [Tutorial](#)

Quality: 247 global accepts · Rating: 3300 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[lbw 's solution](#)

**1636.**

1477E

[Nezzar and Tournaments](#) · [Tutorial](#)

Quality: 179 global accepts · Rating: 3300 · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[lbw 's solution](#)

**1637.**

1450H2

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

Quality: 277 global accepts · Rating: 3300 · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math

[lbw 's solution](#)

**1638.**

1427G

[One Billion Shades of Grey](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3300 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[lbw 's solution](#)

**1639.**

1416F

[Showing Off](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 3300 · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, greedy, implementation

[lbw 's solution](#)

**1640.**

1583H

[Omkar and Tours](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 3300 · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, sortings, trees

[lbw 's solution](#)

**1641.**

868G

[El Toll Caves](#) · [Tutorial](#)

Quality: 171 global accepts · Rating: 3300 · first AC: 2024-07-13 · C++14 (GCC 6-32) (first AC) · Tags: math

[lbw 's solution](#)

**1642.**

1209H

[Moving Walkways](#) · [Tutorial](#)

Quality: 230 global accepts · Rating: 3300 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[lbw 's solution](#)

**1643.**

1368H1

[Breadboard Capacity \(easy version\)](#) · [Tutorial](#)

Quality: 456 global accepts · Rating: 3300 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows, greedy

[lbw 's solution](#)

**1644.**

1266G

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

Quality: 139 global accepts · Rating: 3300 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: string suffix structures

[lbw 's solution](#)

**1645.**

1270H

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

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[lbw 's solution](#)

**1646.**

1284G

[Seollal](#) · [Tutorial](#)

Quality: 228 global accepts · Rating: 3300 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: graphs

[lbw 's solution](#)

**1647.**

1408H

[Rainbow Triples](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 3300 · first AC: 2023-12-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, flows, greedy

[lbw 's solution](#)

**1648.**

1787H

[Codeforces Scoreboard](#) · [Tutorial](#)

Quality: 337 global accepts · Rating: 3300 · first AC: 2023-12-06 · last AC: 2023-12-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, geometry

[lbw 's solution](#)

**1649.**

1764G3

[Doremy's Perfect DS Class \(Hard Version\)](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3300 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[lbw 's solution](#)

**1650.**

704E

[Iron Man](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 3300 · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry, trees

[lbw 's solution](#)

**1651.**

700E

[Cool Slogans](#) · [Tutorial](#)

Quality: 1,390 global accepts · Rating: 3300 · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: string suffix structures, strings

[lbw 's solution](#)

**1652.**

696F

[...Dary!](#) · [Tutorial](#)

Quality: 136 global accepts · Rating: 3300 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, two pointers

[lbw 's solution](#)

**1653.**

671E

[Organizing a Race](#) · [Tutorial](#)

Quality: 492 global accepts · Rating: 3300 · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[lbw 's solution](#)

**1654.**

607E

[Cross Sum](#) · [Tutorial](#)

Quality: 291 global accepts · Rating: 3300 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry

[lbw 's solution](#)

**1655.**

582D

[Number of Binominal Coefficients](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3300 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[lbw 's solution](#)

**1656.**

1750G

[Doping](#) · [Tutorial](#)

Quality: 352 global accepts · Rating: 3300 · first AC: 2022-11-09 · last AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[lbw 's solution](#)

**1657.**

1726G

[A Certain Magical Party](#) · [Tutorial](#)

Quality: 365 global accepts · Rating: 3300 · first AC: 2022-11-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, greedy, sortings

[lbw 's solution](#)

**1658.**

1753E

[N Machines](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2022-11-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy

[lbw 's solution](#)

**1659.**

1517G

[Starry Night Camping](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 3300 · first AC: 2022-10-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graphs

[lbw 's solution](#)

**1660.**

1063F

[String Journey](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3300 · first AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, string suffix structures

[lbw 's solution](#)

**1661.**

986F

[Oppa Funcan Style Remastered](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 3300 · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: graphs, math, number theory, shortest paths

[lbw 's solution](#)

**1662.**

1083F

[The Fair Nut and Amusing Xor](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3300 · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[lbw 's solution](#)

**1663.**

1172F

[Nauuo and Bug](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 3300 · first AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[lbw 's solution](#)

**1664.**

1641E

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

Quality: 290 global accepts · Rating: 3300 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, fft, math

[lbw 's solution](#)

**1665.**

1307F

[Cow and Vacation](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 3300 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, trees

[lbw 's solution](#)

**1666.**

1523F

[Favorite Game](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 3300 · first AC: 2022-03-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[lbw 's solution](#)

**1667.**

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[lbw 's solution](#)

**1668.**

1340F

[Nastya and CBS](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 3300 · first AC: 2021-11-28 · last AC: 2021-11-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing

[lbw 's solution](#)

**1669.**

1137F

[Matches Are Not a Child's Play](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3400 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[lbw 's solution](#)

**1670.**

1190F

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

Quality: 108 global accepts · Rating: 3400 · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: number theory, probabilities

[lbw 's solution](#)

**1671.**

1936E

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

Quality: 147 global accepts · Rating: 3400 · first AC: 2024-03-21 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, fft, math

[lbw 's solution](#)

**1672.**

1693E

[Outermost Maximums](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 3400 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[lbw 's solution](#)

**1673.**

1787I

[Treasure Hunt](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 3400 · first AC: 2023-11-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, two pointers

[lbw 's solution](#)

**1674.**

1817E

[Half-sum](#) · [Tutorial](#)

Quality: 321 global accepts · Rating: 3400 · first AC: 2023-10-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, greedy

[lbw 's solution](#)

**1675.**

1827E

[Bus Routes](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3400 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms,

dfs and similar, greedy, trees

[lbw 's solution](#)

**1676.**

1852E

[Rivalries](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3400 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[lbw 's solution](#)

**1677.**

1844H

[Multiple of Three Cycles](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3400 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, dsu, math

[lbw 's solution](#)

**1678.**

1007E

[Mini Metro](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 3400 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: dp

[lbw 's solution](#)

**1679.**

1684H

[Hard Cut](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3400 · first AC: 2022-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, math

[lbw 's solution](#)

**1680.**

1630F

[Making It Bipartite](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 3400 · first AC: 2022-04-25 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs, number theory

[lbw 's solution](#)

**1681.**

2157I

[Hyper Smawk Bros](#) · [Tutorial](#)

Quality: 171 global accepts · Rating: 3500 · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[lbw 's solution](#)

**1682.**

2039H2

[Cool Swap Walk \(Hard Version\)](#) · [Tutorial](#)

Quality: 91 global accepts · Rating: 3500 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[lbw 's solution](#)

**1683.**

2039H1

[Cool Swap Walk \(Easy Version\)](#) · [Tutorial](#)

Quality: 102 global accepts · Rating: 3500 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[lbw 's solution](#)

**1684.**

2035H

[Peak Productivity Forces](#) · [Tutorial](#)

Quality: 98 global accepts · Rating: 3500 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[lbw 's solution](#)

**1685.**

2034G2

[Simurgh's Watch \(Hard Version\)](#) · [Tutorial](#)

Quality: 78 global accepts · Rating: 3500 · first AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[lbw 's solution](#)

## 1686.

1817F

[Entangled Substrings](#) · [Tutorial](#)

Quality: 330 global accepts · Rating: 3500 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: string suffix structures, strings

[lbw 's solution](#)

## 1687.

1477F

[Nezzar and Chocolate Bars](#) · [Tutorial](#)

Quality: 163 global accepts · Rating: 3500 · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, fft, math, probabilities

[lbw 's solution](#)

## 1688.

1464F

[My Beautiful Madness](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3500 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[lbw 's solution](#)

## 1689.

1456E

[XOR-ranges](#) · [Tutorial](#)

Quality: 383 global accepts · Rating: 3500 · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

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1439E

[Cheat and Win](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 3500 · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, games, trees

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## 1691.

1434E

[A Convex Game](#) · [Tutorial](#)

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## 1692.

1098F

[AbÖgVæ7F](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3500 · first AC: 2022-04-21 · last AC: 2024-07-12 · C++20 (GCC 11-64) (first AC) · Tags: string suffix structures, strings

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## 1693.

1967E2

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1292E

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## 1695.

1874F

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**1696.**

1336E2

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Quality: 482 global accepts · Rating: 3500 · first AC: 2023-01-26 · last AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, math

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**1697.**

1779H

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Quality: 170 global accepts · Rating: 3500 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, meet-in-the-middle

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**1698.**

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 3500 · first AC: 2022-10-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs

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**1699.**

1704G

[Mio and Lucky Array](#) · [Tutorial](#)

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**1700.**

1685D2

[Permutation Weight \(Hard Version\)](#) · [Tutorial](#)

Quality: 132 global accepts · Rating: 3500 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

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**1701.**

1687F

[Koishi's Unconscious Permutation](#) · [Tutorial](#)

Quality: 109 global accepts · Rating: 3500 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: fft, math

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**1702.**

1687E

[Become Big For Me](#) · [Tutorial](#)

Quality: 310 global accepts · Rating: 3500 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, number theory

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**1703.**

1637H

[Minimize Inversions Number](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: 3500 · first AC: 2022-04-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, sortings

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**1704.**

1083D

[The Fair Nut's getting crazy](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3500 · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

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**1705.**

1158F

[Density of subarrays](#) · [Tutorial](#)

Quality: 504 global accepts · Rating: 3500 · first AC: 2022-04-13 · last AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

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**1706.**

1523H

[Hopping Around the Array](#) · [Tutorial](#)

Quality: 445 global accepts · Rating: 3500 · first AC: 2022-03-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

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**1707.**

1270I

[Xor on Figures](#) · [Tutorial](#)

Quality: 317 global accepts · Rating: 3500 · first AC: 2022-01-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, fft, math

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**1708.**

1588F

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Quality: 354 global accepts · Rating: 3500 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, graphs, two pointers

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**1709.**

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[Saito K\[fu ri](#)

Rating: — · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1710.**

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**1711.**

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**1712.**

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**1713.**

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