

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

<https://cfelitetracker.vercel.app>

Unique solved — aberter0x3f

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

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

Filters: none

Count: 386

1.

2094A

[Trippi Troppi](#) · [Tutorial](#)

Quality: 56,306 global accepts · Rating: 800 · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings
[abarter0x3f's solution](#)

2.

1884A

[Simple Design](#) · [Tutorial](#)

Quality: 19,156 global accepts · Rating: 800 · first AC: 2023-10-22 · last AC: 2023-11-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math
[abarter0x3f's solution](#)

3.

1797A

[Li Hua and Maze](#) · [Tutorial](#)

Quality: 19,486 global accepts · Rating: 800 · first AC: 2023-09-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, implementation
[abarter0x3f's solution](#)

4.

1781A

[Parallel Projection](#) · [Tutorial](#)

Quality: 16,091 global accepts · Rating: 800 · first AC: 2023-01-21 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math
[abarter0x3f's solution](#)

5.

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,642 global accepts · Rating: 800 · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms
[abarter0x3f's solution](#)

6.

1748A

[The Ultimate Square](#) · [Tutorial](#)

Quality: 25,315 global accepts · Rating: 800 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: math
[abarter0x3f's solution](#)

7.

1747A

[Two Groups](#) · [Tutorial](#)

Quality: 26,486 global accepts · Rating: 800 · first AC: 2022-11-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[abarter0x3f's solution](#)

8.

1740B

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

Quality: 14,352 global accepts · Rating: 800 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, sortings
[abarter0x3f's solution](#)

9.

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,161 global accepts · Rating: 800 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory
[abarter0x3f's solution](#)

10.

1706A

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

Quality: 24,255 global accepts · Rating: 800 · first AC: 2022-07-19 · last AC: 2022-07-19 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, greedy, string suffix structures, strings

[aberter0x3f's solution](#)

11.

1701B

[Permutation](#) · [Tutorial](#)

Quality: 20,810 global accepts · Rating: 800 · first AC: 2022-07-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[aberter0x3f's solution](#)

12.

1701A

[Grass Field](#) · [Tutorial](#)

Quality: 27,542 global accepts · Rating: 800 · first AC: 2022-07-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[aberter0x3f's solution](#)

13.

1654B

[Prefix Removals](#) · [Tutorial](#)

Quality: 16,778 global accepts · Rating: 800 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: strings

[aberter0x3f's solution](#)

14.

1654A

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

Quality: 19,391 global accepts · Rating: 800 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[aberter0x3f's solution](#)

15.

1642A

[Hard Way](#) · [Tutorial](#)

Quality: 16,732 global accepts · Rating: 800 · first AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[aberter0x3f's solution](#)

16.

1589A

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

Rating: 800 · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: math

[aberter0x3f's solution](#)

17.

1574A

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

Quality: 23,066 global accepts · Rating: 800 · first AC: 2021-11-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[aberter0x3f's solution](#)

18.

1567A

[Domino Disaster](#) · [Tutorial](#)

Quality: 31,718 global accepts · Rating: 800 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[aberter0x3f's solution](#)

19.

1551B1

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

Quality: 31,327 global accepts · Rating: 800 · first AC: 2021-07-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[aberter0x3f's solution](#)

20.

1551A

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

Quality: 58,365 global accepts · Rating: 800 · first AC: 2021-07-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[aberter0x3f's solution](#)

21.

1520B

[Ordinary Numbers](#) · [Tutorial](#)

Quality: 49,637 global accepts · Rating: 800 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[aberter0x3f's solution](#)

22.

1520A

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

Quality: 58,466 global accepts · Rating: 800 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[aberter0x3f's solution](#)

23.

1519B

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

Quality: 33,399 global accepts · Rating: 800 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[aberter0x3f's solution](#)

24.

1519A

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

Quality: 30,561 global accepts · Rating: 800 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: math

[aberter0x3f's solution](#)

25.

1517A

[Sum of 2050](#) · [Tutorial](#)

Quality: 26,882 global accepts · Rating: 800 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[aberter0x3f's solution](#)

26.

1516A

[Tit for Tat](#) · [Tutorial](#)

Quality: 24,656 global accepts · Rating: 800 · first AC: 2021-04-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[aberter0x3f's solution](#)

27.

1514A

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

Quality: 25,368 global accepts · Rating: 800 · first AC: 2021-04-19 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[aberter0x3f's solution](#)

28.

1513A

[Array and Peaks](#) · [Tutorial](#)

Quality: 20,018 global accepts · Rating: 800 · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[aberter0x3f's solution](#)

29.

1506A

[Strange Table](#) · [Tutorial](#)

Quality: 32,438 global accepts · Rating: 800 · first AC: 2021-03-25 · C++17 (GCC 9-64) (first AC) · Tags: math

[aberter0x3f's solution](#)

30.

1493A

[Anti-knapsack](#) · [Tutorial](#)

Quality: 19,773 global accepts · Rating: 800 · first AC: 2021-03-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[aberter0x3f's solution](#)

31.

1490A

[Dense Array](#) · [Tutorial](#)

Quality: 32,975 global accepts · Rating: 800 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[aberter0x3f's solution](#)

32.

1459A

[Red-Blue Shuffle](#) · [Tutorial](#)

Quality: 17,659 global accepts · Rating: 800 · first AC: 2020-12-19 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[aberter0x3f's solution](#)

33.

1352A

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

Quality: 104,153 global accepts · Rating: 800 · first AC: 2020-12-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[aberter0x3f's solution](#)

34.

1461A

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

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

[aberter0x3f's solution](#)

35.

1457A

[Prison Break](#) · [Tutorial](#)

Rating: 800 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[aberter0x3f's solution](#)

36.

746A

[Compote](#) · [Tutorial](#)

Quality: 23,844 global accepts · Rating: 800 · first AC: 2020-11-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[aberter0x3f's solution](#)

37.

1445A

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

Quality: 20,364 global accepts · Rating: 800 · first AC: 2020-11-03 · last AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[aberter0x3f's solution](#)

38.

1436A

[Reorder](#) · [Tutorial](#)

Quality: 23,549 global accepts · Rating: 800 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: math

[aberter0x3f's solution](#)

39.

1405A

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

Quality: 21,908 global accepts · Rating: 800 · first AC: 2020-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[aberter0x3f's solution](#)

40.

1367B

[Even Array](#) · [Tutorial](#)

Quality: 63,956 global accepts · Rating: 800 · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[aberter0x3f's solution](#)

41.

1367A

[Short Substrings](#) · [Tutorial](#)

Quality: 67,714 global accepts · Rating: 800 · first AC: 2020-06-18 · last AC: 2020-06-27 · Clang++17 Diagnostics (first AC) · Tags: implementation, strings

[aberter0x3f's solution](#)

42.

1370A

[Maximum GCD](#) · [Tutorial](#)

Quality: 64,489 global accepts · Rating: 800 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number

theory

[aberter0x3f's solution](#)

43.

1883B

[Chemistry](#) · [Tutorial](#)

Quality: 59,714 global accepts · Rating: 900 · first AC: 2023-11-01 · C++17 (GCC 9-64) (first AC) · Tags: strings

[aberter0x3f's solution](#)

44.

1888A

[Chemistry](#) · [Tutorial](#)

Rating: 900 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: strings

[aberter0x3f's solution](#)

45.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,274 global accepts · Rating: 900 · first AC: 2023-02-26 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[aberter0x3f's solution](#)

46.

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,958 global accepts · Rating: 900 · first AC: 2022-11-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[aberter0x3f's solution](#)

47.

1642B

[Power Walking](#) · [Tutorial](#)

Quality: 18,246 global accepts · Rating: 900 · first AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[aberter0x3f's solution](#)

48.

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,493 global accepts · Rating: 900 · first AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: strings

[aberter0x3f's solution](#)

49.

1505A

[Is it rated - 2](#) · [Tutorial](#)

Quality: 16,090 global accepts · Rating: 900 · first AC: 2021-04-02 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation, interactive

[aberter0x3f's solution](#)

50.

1197A

[DIY Wooden Ladder](#) · [Tutorial](#)

Quality: 14,036 global accepts · Rating: 900 · first AC: 2021-03-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[aberter0x3f's solution](#)

51.

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[aberter0x3f's solution](#)

52.

1475B

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

Quality: 57,267 global accepts · Rating: 900 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math

[aberter0x3f's solution](#)

53.

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,849 global accepts · Rating: 900 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[aberter0x3f's solution](#)

54.

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,725 global accepts · Rating: 900 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[aberter0x3f's solution](#)

55.

1401A

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

Quality: 28,637 global accepts · Rating: 900 · first AC: 2020-08-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[aberter0x3f's solution](#)

56.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,304 global accepts · Rating: 1000 · first AC: 2022-01-07 · last AC: 2025-07-20 · C++17 (GCC 9-64) (first AC) · Tags: math
[aberter0x3f's solution](#)

57.

1883C

[Raspberries](#) · [Tutorial](#)

Quality: 50,203 global accepts · Rating: 1000 · first AC: 2023-11-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, math
[aberter0x3f's solution](#)

58.

1888B

[Raspberries](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[aberter0x3f's solution](#)

59.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,682 global accepts · Rating: 1000 · first AC: 2023-02-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, number theory
[aberter0x3f's solution](#)

60.

1781B

[Going to the Cinema](#) · [Tutorial](#)

Quality: 14,759 global accepts · Rating: 1000 · first AC: 2023-01-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings
[aberter0x3f's solution](#)

61.

1761B

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

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[aberter0x3f's solution](#)

62.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,947 global accepts · Rating: 1000 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy
[aberter0x3f's solution](#)

63.

1521A

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

Quality: 42,047 global accepts · Rating: 1000 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[aberter0x3f's solution](#)

- 64.**
1520C
[Not Adjacent Matrix](#) · [Tutorial](#)
Quality: 34,544 global accepts · Rating: 1000 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[aberter0x3f's solution](#)
- 65.**
1506C
[Double-ended Strings](#) · [Tutorial](#)
Quality: 35,643 global accepts · Rating: 1000 · first AC: 2021-03-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings
[aberter0x3f's solution](#)
- 66.**
1197B
[Pillars](#) · [Tutorial](#)
Quality: 14,510 global accepts · Rating: 1000 · first AC: 2021-03-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[aberter0x3f's solution](#)
- 67.**
1490B
[Balanced Remainders](#) · [Tutorial](#)
Quality: 27,901 global accepts · Rating: 1000 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math
[aberter0x3f's solution](#)
- 68.**
1485A
[Add and Divide](#) · [Tutorial](#)
Quality: 33,152 global accepts · Rating: 1000 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory
[aberter0x3f's solution](#)
- 69.**
1884B
[Haunted House](#) · [Tutorial](#)
Quality: 14,704 global accepts · Rating: 1100 · first AC: 2023-10-22 · last AC: 2023-11-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, two pointers
[aberter0x3f's solution](#)
- 70.**
1797B
[Li Hua and Pattern](#) · [Tutorial](#)
Quality: 24,621 global accepts · Rating: 1100 · first AC: 2023-09-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[aberter0x3f's solution](#)
- 71.**
1706B
[Making Towers](#) · [Tutorial](#)
Quality: 17,485 global accepts · Rating: 1100 · first AC: 2022-07-19 · last AC: 2022-07-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math
[aberter0x3f's solution](#)
- 72.**
1574B
[Combinatorics Homework](#) · [Tutorial](#)
Quality: 18,222 global accepts · Rating: 1100 · first AC: 2021-11-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, math
[aberter0x3f's solution](#)
- 73.**
1606B
[Update Files](#) · [Tutorial](#)
Quality: 19,511 global accepts · Rating: 1100 · first AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math
[aberter0x3f's solution](#)

- 74.**
1506B
[Partial Replacement](#) · [Tutorial](#)
Quality: 21,154 global accepts · Rating: 1100 · first AC: 2021-03-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[aberter0x3f's solution](#)
- 75.**
1490C
[Sum of Cubes](#) · [Tutorial](#)
Quality: 38,830 global accepts · Rating: 1100 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math
[aberter0x3f's solution](#)
- 76.**
1457B
[Repainting Street](#) · [Tutorial](#)
Rating: 1100 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[aberter0x3f's solution](#)
- 77.**
765B
[Code obfuscation](#) · [Tutorial](#)
Quality: 7,554 global accepts · Rating: 1100 · first AC: 2020-11-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings
[aberter0x3f's solution](#)
- 78.**
1401B
[Ternary Sequence](#) · [Tutorial](#)
Quality: 21,778 global accepts · Rating: 1100 · first AC: 2020-08-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[aberter0x3f's solution](#)
- 79.**
1747C
[Swap Game](#) · [Tutorial](#)
Quality: 23,538 global accepts · Rating: 1200 · first AC: 2022-11-04 · C++17 (GCC 9-64) (first AC) · Tags: games
[aberter0x3f's solution](#)
- 80.**
1641A
[Great Sequence](#) · [Tutorial](#)
Quality: 18,985 global accepts · Rating: 1200 · first AC: 2022-02-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings
[aberter0x3f's solution](#)
- 81.**
1642C
[Great Sequence](#) · [Tutorial](#)
Rating: 1200 · first AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[aberter0x3f's solution](#)
- 82.**
1520D
[Same Differences](#) · [Tutorial](#)
Quality: 64,498 global accepts · Rating: 1200 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, math
[aberter0x3f's solution](#)
- 83.**
1514B
[AND 0, Sum Big](#) · [Tutorial](#)
Quality: 34,947 global accepts · Rating: 1200 · first AC: 2021-04-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, math
[aberter0x3f's solution](#)
- 84.**
1490D
[Permutation Transformation](#) · [Tutorial](#)
Quality: 21,675 global accepts · Rating: 1200 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, implementation
[aberter0x3f's solution](#)

85.

1352C

[K-th Not Divisible by n](#) · [Tutorial](#)

Quality: 69,784 global accepts · Rating: 1200 · first AC: 2020-12-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math
[aberter0x3f's solution](#)

86.

1352B

[Same Parity Summands](#) · [Tutorial](#)

Quality: 44,831 global accepts · Rating: 1200 · first AC: 2020-12-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[aberter0x3f's solution](#)

87.

236B

[Easy Number Challenge](#) · [Tutorial](#)

Quality: 16,946 global accepts · Rating: 1300 · first AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: implementation, number theory
[aberter0x3f's solution](#)

88.

573A

[Bear and Poker](#) · [Tutorial](#)

Quality: 18,203 global accepts · Rating: 1300 · first AC: 2023-03-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, number theory
[aberter0x3f's solution](#)

89.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-11-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, ternary search
[aberter0x3f's solution](#)

90.

1602C

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

Rating: 1300 · first AC: 2021-10-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math, number theory
[aberter0x3f's solution](#)

91.

1521B

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

Quality: 22,931 global accepts · Rating: 1300 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[aberter0x3f's solution](#)

92.

1493B

[Planet Lapituletti](#) · [Tutorial](#)

Quality: 12,568 global accepts · Rating: 1300 · first AC: 2021-03-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[aberter0x3f's solution](#)

93.

1459B

[Move and Turn](#) · [Tutorial](#)

Quality: 20,887 global accepts · Rating: 1300 · first AC: 2020-12-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, math
[aberter0x3f's solution](#)

94.

1352D

[Alice, Bob and Candies](#) · [Tutorial](#)

Quality: 29,859 global accepts · Rating: 1300 · first AC: 2020-12-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[aberter0x3f's solution](#)

95.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,835 global accepts · Rating: 1300 · first AC: 2020-08-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math,

number theory, sortings

[aberter0x3f's solution](#)

96.

486B

[OR in Matrix](#) · [Tutorial](#)

Quality: 19,169 global accepts · Rating: 1300 · first AC: 2020-08-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, implementation

[aberter0x3f's solution](#)

97.

1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,107 global accepts · Rating: 1300 · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[aberter0x3f's solution](#)

98.

1883G1

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

Quality: 19,563 global accepts · Rating: 1400 · first AC: 2023-11-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, two pointers

[aberter0x3f's solution](#)

99.

1883F

[You Are So Beautiful](#) · [Tutorial](#)

Quality: 11,865 global accepts · Rating: 1400 · first AC: 2023-11-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[aberter0x3f's solution](#)

100.

1888D1

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

Rating: 1400 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[aberter0x3f's solution](#)

101.

1888C

[You Are So Beautiful](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[aberter0x3f's solution](#)

102.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,472 global accepts · Rating: 1400 · first AC: 2023-10-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy,

number theory, sortings

[aberter0x3f's solution](#)

103.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,731 global accepts · Rating: 1400 · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and

similar, graphs, greedy

[aberter0x3f's solution](#)

104.

1748B

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

Quality: 16,782 global accepts · Rating: 1400 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[aberter0x3f's solution](#)

105.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games,

greedy, sortings

[aberter0x3f's solution](#)

106.

1706C

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

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-07-19 · last AC: 2022-07-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, greedy, implementation

[aberter0x3f's solution](#)

107.

1701C

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

Quality: 23,844 global accepts · Rating: 1400 · first AC: 2022-07-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, two pointers

[aberter0x3f's solution](#)

108.

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · last AC: 2022-03-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[aberter0x3f's solution](#)

109.

1375C

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

Quality: 22,951 global accepts · Rating: 1400 · first AC: 2022-01-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[aberter0x3f's solution](#)

110.

1606C

[Banknotes](#) · [Tutorial](#)

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

[aberter0x3f's solution](#)

111.

1520E

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

Quality: 28,614 global accepts · Rating: 1400 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[aberter0x3f's solution](#)

112.

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,113 global accepts · Rating: 1400 · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

[aberter0x3f's solution](#)

113.

1506D

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

Quality: 25,543 global accepts · Rating: 1400 · first AC: 2021-03-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[aberter0x3f's solution](#)

114.

1490E

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

Quality: 20,995 global accepts · Rating: 1400 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy

[aberter0x3f's solution](#)

115.

1461B

[Find the Spruce](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1400 · first AC: 2020-12-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[aberter0x3f's solution](#)

116.

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,143 global accepts · Rating: 1400 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory
[aberter0x3f's solution](#)

117.

1924A

[Did We Get Everything Covered?](#) · [Tutorial](#)

Quality: 16,754 global accepts · Rating: 1500 · first AC: 2024-02-11 · last AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings
[aberter0x3f's solution](#)

118.

1439A1

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

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2022-11-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation
[aberter0x3f's solution](#)

119.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures
[aberter0x3f's solution](#)

120.

356A

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

Quality: 16,791 global accepts · Rating: 1500 · first AC: 2022-01-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu
[aberter0x3f's solution](#)

121.

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,538 global accepts · Rating: 1500 · first AC: 2021-04-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy
[aberter0x3f's solution](#)

122.

1506E

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

Quality: 14,196 global accepts · Rating: 1500 · first AC: 2021-03-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation
[aberter0x3f's solution](#)

123.

1486B

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

Quality: 20,485 global accepts · Rating: 1500 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, shortest paths, sortings
[aberter0x3f's solution](#)

124.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,020 global accepts · Rating: 1500 · first AC: 2020-12-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, two pointers
[aberter0x3f's solution](#)

125.

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1500 · first AC: 2020-12-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities
[aberter0x3f's solution](#)

126.

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,931 global accepts · Rating: 1600 · first AC: 2023-09-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive

[aberter0x3f's solution](#)

127.

573B

[Bear and Blocks](#) · [Tutorial](#)

Quality: 6,352 global accepts · Rating: 1600 · first AC: 2023-03-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, math

[aberter0x3f's solution](#)

128.

1781C

[Equal Frequencies](#) · [Tutorial](#)

Quality: 10,462 global accepts · Rating: 1600 · first AC: 2023-01-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[aberter0x3f's solution](#)

129.

1748C

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

Quality: 13,011 global accepts · Rating: 1600 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[aberter0x3f's solution](#)

130.

1567C

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

Quality: 13,156 global accepts · Rating: 1600 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[aberter0x3f's solution](#)

131.

1520F1

[Guess the K-th Zero \(Easy version\)](#) · [Tutorial](#)

Quality: 14,396 global accepts · Rating: 1600 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[aberter0x3f's solution](#)

132.

1519D

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

Quality: 17,633 global accepts · Rating: 1600 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, math, two pointers

[aberter0x3f's solution](#)

133.

1514C

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

Quality: 18,294 global accepts · Rating: 1600 · first AC: 2021-04-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, number theory

[aberter0x3f's solution](#)

134.

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,504 global accepts · Rating: 1600 · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, matrices

[aberter0x3f's solution](#)

135.

1459C

[Row GCD](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-12-19 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[aberter0x3f's solution](#)

136.

1352G

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

Quality: 24,809 global accepts · Rating: 1600 · first AC: 2020-12-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[aberter0x3f's solution](#)

137.

1884C

[Medium Design](#) · [Tutorial](#)

Quality: 7,350 global accepts · Rating: 1700 · first AC: 2023-10-22 · last AC: 2023-11-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings
[aberter0x3f's solution](#)

138.

582A

[GCD Table](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1700 · first AC: 2023-03-20 · last AC: 2023-03-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, number theory
[aberter0x3f's solution](#)

139.

1168A

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

Quality: 7,597 global accepts · Rating: 1700 · first AC: 2023-03-13 · last AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy
[aberter0x3f's solution](#)

140.

1706D1

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

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2022-07-19 · last AC: 2022-07-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory
[aberter0x3f's solution](#)

141.

1516C

[Baby Ehab Partitions Again](#) · [Tutorial](#)

Quality: 14,112 global accepts · Rating: 1700 · first AC: 2021-04-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, math
[aberter0x3f's solution](#)

142.

1781D

[Many Perfect Squares](#) · [Tutorial](#)

Quality: 6,305 global accepts · Rating: 1800 · first AC: 2023-01-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory
[aberter0x3f's solution](#)

143.

1782D

[Many Perfect Squares](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-01-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory
[aberter0x3f's solution](#)

144.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1800 · first AC: 2022-11-12 · last AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory
[aberter0x3f's solution](#)

145.

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,077 global accepts · Rating: 1800 · first AC: 2022-11-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees
[aberter0x3f's solution](#)

146.

721C

[Journey](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2022-01-23 · last AC: 2022-01-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs
[aberter0x3f's solution](#)

147.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1900 · first AC: 2023-11-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, graphs, shortest paths
[aberter0x3f's solution](#)

148.

1883G2

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

Quality: 6,743 global accepts · Rating: 1900 · first AC: 2023-11-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, two pointers
[aberter0x3f's solution](#)

149.

1888E

[Time Travel](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, graphs, implementation, shortest paths
[aberter0x3f's solution](#)

150.

1888D2

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

Rating: 1900 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math
[aberter0x3f's solution](#)

151.

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1900 · first AC: 2023-09-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees
[aberter0x3f's solution](#)

152.

582B

[Once Again...](#) · [Tutorial](#)

Quality: 3,643 global accepts · Rating: 1900 · first AC: 2023-03-20 · last AC: 2023-03-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, matrices
[aberter0x3f's solution](#)

153.

1168B

[Good Triple](#) · [Tutorial](#)

Quality: 3,811 global accepts · Rating: 1900 · first AC: 2023-03-13 · last AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, two pointers
[aberter0x3f's solution](#)

154.

1439A2

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

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2022-11-20 · last AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation
[aberter0x3f's solution](#)

155.

1153D

[Serval and Rooted Tree](#) · [Tutorial](#)

Quality: 5,542 global accepts · Rating: 1900 · first AC: 2022-11-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees
[aberter0x3f's solution](#)

156.

1747D

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

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2022-11-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

[aberter0x3f's solution](#)

157.

95C

[Volleyball](#) · [Tutorial](#)

Quality: 3,388 global accepts · Rating: 1900 · first AC: 2022-10-05 · C++17 (GCC 9-64) (first AC) · Tags: shortest paths

[aberter0x3f's solution](#)

158.

597C

[Subsequences](#) · [Tutorial](#)

Quality: 6,608 global accepts · Rating: 1900 · first AC: 2022-09-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[aberter0x3f's solution](#)

159.

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[aberter0x3f's solution](#)

160.

1679D

[Toss a Coin to Your Graph...](#) · [Tutorial](#)

Quality: 5,815 global accepts · Rating: 1900 · first AC: 2022-05-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[aberter0x3f's solution](#)

161.

510D

[Fox And Jumping](#) · [Tutorial](#)

Quality: 6,417 global accepts · Rating: 1900 · first AC: 2022-04-16 · last AC: 2022-04-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, math

[aberter0x3f's solution](#)

162.

222E

[Decoding Genome](#) · [Tutorial](#)

Quality: 3,571 global accepts · Rating: 1900 · first AC: 2022-03-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, matrices

[aberter0x3f's solution](#)

163.

1602D

[Frog Traveler](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-10-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[aberter0x3f's solution](#)

164.

1413C

[Perform Easily](#) · [Tutorial](#)

Quality: 6,267 global accepts · Rating: 1900 · first AC: 2020-11-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, implementation, sortings, two pointers

[aberter0x3f's solution](#)

165.

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,283 global accepts · Rating: 2000 · first AC: 2024-01-31 · last AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[aberter0x3f's solution](#)

166.

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,335 global accepts · Rating: 2000 · first AC: 2023-11-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[aberter0x3f's solution](#)

167.

786A

[Berzerk](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: 2000 · first AC: 2023-05-11 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games

[aberter0x3f's solution](#)

168.

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,425 global accepts · Rating: 2000 · first AC: 2022-11-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[aberter0x3f's solution](#)

169.

666B

[World Tour](#) · [Tutorial](#)

Quality: 2,391 global accepts · Rating: 2000 · first AC: 2022-11-08 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[aberter0x3f's solution](#)

170.

474E

[Pillars](#) · [Tutorial](#)

Quality: 4,182 global accepts · Rating: 2000 · first AC: 2022-09-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings, trees

[aberter0x3f's solution](#)

171.

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,049 global accepts · Rating: 2000 · first AC: 2022-09-27 · C++17 (GCC 9-64) (first AC) · Tags: *special, data structures

[aberter0x3f's solution](#)

172.

1454E

[Number of Simple Paths](#) · [Tutorial](#)

Quality: 6,623 global accepts · Rating: 2000 · first AC: 2022-05-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[aberter0x3f's solution](#)

173.

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,659 global accepts · Rating: 2000 · first AC: 2022-04-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[aberter0x3f's solution](#)

174.

1641B

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

Quality: 4,065 global accepts · Rating: 2000 · first AC: 2022-02-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[aberter0x3f's solution](#)

175.

1642D

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

Rating: 2000 · first AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[aberter0x3f's solution](#)

176.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 2000 · first AC: 2021-12-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees
[aberter0x3f's solution](#)

177.

1574D

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

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-11-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation
[aberter0x3f's solution](#)

178.

1415D

[XOR-gun](#) · [Tutorial](#)

Quality: 6,166 global accepts · Rating: 2000 · first AC: 2021-11-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms
[aberter0x3f's solution](#)

179.

1567D

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

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[aberter0x3f's solution](#)

180.

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,818 global accepts · Rating: 2000 · first AC: 2021-04-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings
[aberter0x3f's solution](#)

181.

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 2000 · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings
[aberter0x3f's solution](#)

182.

1575L

[Longest Array Deconstruction](#) · [Tutorial](#)

Quality: 1,708 global accepts · Rating: 2100 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, sortings
[aberter0x3f's solution](#)

183.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-02-12 · last AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, sortings
[aberter0x3f's solution](#)

184.

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,059 global accepts · Rating: 2100 · first AC: 2023-10-22 · last AC: 2023-11-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory
[aberter0x3f's solution](#)

185.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,923 global accepts · Rating: 2100 · first AC: 2023-09-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and

similar, trees

[aberter0x3f's solution](#)

186.

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-02-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[aberter0x3f's solution](#)

187.

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2022-11-12 · last AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[aberter0x3f's solution](#)

188.

276E

[Little Girl and Problem on Trees](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2100 · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, trees

[aberter0x3f's solution](#)

189.

1654D

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

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, math, number theory, trees

[aberter0x3f's solution](#)

190.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 2100 · first AC: 2022-02-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[aberter0x3f's solution](#)

191.

165D

[Beard Graph](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2100 · first AC: 2022-02-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, trees

[aberter0x3f's solution](#)

192.

1114E

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

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2023-06-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, number theory, probabilities

[aberter0x3f's solution](#)

193.

1155E

[Guess the Root](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 2200 · first AC: 2023-06-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, interactive, math

[aberter0x3f's solution](#)

194.

490F

[Treeland Tour](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2200 · first AC: 2023-05-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, trees

[aberter0x3f's solution](#)

195.

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,733 global accepts · Rating: 2200 · first AC: 2023-03-13 · last AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[aberter0x3f's solution](#)

196.

165E

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

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2023-02-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[aberter0x3f's solution](#)

197.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,470 global accepts · Rating: 2200 · first AC: 2023-02-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, sortings

[aberter0x3f's solution](#)

198.

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2022-11-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[aberter0x3f's solution](#)

199.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-11-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[aberter0x3f's solution](#)

200.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2022-09-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[aberter0x3f's solution](#)

201.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 2200 · first AC: 2022-04-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[aberter0x3f's solution](#)

202.

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,492 global accepts · Rating: 2200 · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graph matchings, math

[aberter0x3f's solution](#)

203.

954I

[Yet Another String Matching Problem](#) · [Tutorial](#)

Quality: 1,306 global accepts · Rating: 2200 · first AC: 2022-03-31 · C++17 (GCC 9-64) (first AC) · Tags: fft, math

[aberter0x3f's solution](#)

204.

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 2200 · first AC: 2022-03-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[aberter0x3f's solution](#)

205.

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2022-03-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory

[aberter0x3f's solution](#)

206.

1642E

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

Rating: 2200 · first AC: 2022-02-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, sortings

[aberter0x3f's solution](#)

207.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,617 global accepts · Rating: 2200 · first AC: 2022-02-17 · last AC: 2022-02-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[aberter0x3f's solution](#)

208.

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2022-02-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, geometry

[aberter0x3f's solution](#)

209.

1567E

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

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, math

[aberter0x3f's solution](#)

210.

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-09-17 · last AC: 2023-09-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[aberter0x3f's solution](#)

211.

1062E

[Company](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2300 · first AC: 2023-06-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[aberter0x3f's solution](#)

212.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,863 global accepts · Rating: 2300 · first AC: 2023-05-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[aberter0x3f's solution](#)

213.

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,535 global accepts · Rating: 2300 · first AC: 2023-02-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, sortings

[aberter0x3f's solution](#)

214.

1781E

[Rectangle Shrinking](#) · [Tutorial](#)

Quality: 1,433 global accepts · Rating: 2300 · first AC: 2023-01-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, greedy, implementation, two pointers

[aberter0x3f's solution](#)

215.

1782E

[Rectangle Shrinking](#) · [Tutorial](#)

Rating: 2300 · first AC: 2023-01-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[aberter0x3f's solution](#)

216.

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,516 global accepts · Rating: 2300 · first AC: 2022-11-20 · last AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[aberter0x3f's solution](#)

217.

1251E1

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

Quality: 2,588 global accepts · Rating: 2300 · first AC: 2022-11-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[aberter0x3f's solution](#)

218.

1748E

[Yet Another Array Counting Problem](#) · [Tutorial](#)

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2022-11-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[aberter0x3f's solution](#)

219.

1601C

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

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2022-09-28 · last AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[aberter0x3f's solution](#)

220.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,621 global accepts · Rating: 2300 · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, matrices

[aberter0x3f's solution](#)

221.

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,723 global accepts · Rating: 2300 · first AC: 2022-07-19 · last AC: 2022-07-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[aberter0x3f's solution](#)

222.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,757 global accepts · Rating: 2300 · first AC: 2022-04-27 · last AC: 2022-04-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, trees

[aberter0x3f's solution](#)

223.

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,364 global accepts · Rating: 2300 · first AC: 2022-03-31 · last AC: 2022-03-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, trees

[aberter0x3f's solution](#)

224.

1654E

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

Quality: 2,360 global accepts · Rating: 2300 · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, graphs, math

[aberter0x3f's solution](#)

225.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,024 global accepts · Rating: 2300 · first AC: 2022-02-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, shortest paths

[aberter0x3f's solution](#)

226.

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,605 global accepts · Rating: 2300 · first AC: 2022-02-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math
[aberter0x3f's solution](#)

227.

803G

[Periodic RMQ Problem](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2022-02-10 · last AC: 2022-02-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[aberter0x3f's solution](#)

228.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2400 · first AC: 2024-02-12 · last AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, matrices
[aberter0x3f's solution](#)

229.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2024-01-31 · last AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths
[aberter0x3f's solution](#)

230.

125E

[MST Company](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2024-01-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, graphs
[aberter0x3f's solution](#)

231.

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,023 global accepts · Rating: 2400 · first AC: 2023-09-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[aberter0x3f's solution](#)

232.

51E

[Pentagon](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2400 · first AC: 2023-08-23 · last AC: 2023-08-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, matrices
[aberter0x3f's solution](#)

233.

1837F

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

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-05-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation
[aberter0x3f's solution](#)

234.

835E

[The penguin's game](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2023-05-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive
[aberter0x3f's solution](#)

235.

582C

[Superior Periodic Subarrays](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 2400 · first AC: 2023-03-20 · last AC: 2023-03-20 · C++17 (GCC 9-64) (first AC) · Tags: number theory
[aberter0x3f's solution](#)

236.

1732D2

[Balance \(Hard version\) · Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, number theory

[aberter0x3f's solution](#)

237.

865C

[Gotta Go Fast · Tutorial](#)

Quality: 939 global accepts · Rating: 2400 · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp

[aberter0x3f's solution](#)

238.

1251E2

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

Quality: 2,952 global accepts · Rating: 2400 · first AC: 2022-11-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy

[aberter0x3f's solution](#)

239.

1750E

[Bracket Cost · Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[aberter0x3f's solution](#)

240.

1679E

[Typical Party in Dorm · Tutorial](#)

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2022-06-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, strings

[aberter0x3f's solution](#)

241.

446C

[DZY Loves Fibonacci Numbers · Tutorial](#)

Quality: 3,934 global accepts · Rating: 2400 · first AC: 2022-04-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory

[aberter0x3f's solution](#)

242.

258E

[Little Elephant and Tree · Tutorial](#)

Quality: 1,319 global accepts · Rating: 2400 · first AC: 2022-03-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[aberter0x3f's solution](#)

243.

1436E

[Complicated Computations · Tutorial](#)

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2022-03-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, two pointers

[aberter0x3f's solution](#)

244.

1093E

[Intersection of Permutations · Tutorial](#)

Quality: 1,861 global accepts · Rating: 2400 · first AC: 2022-03-02 · last AC: 2022-03-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[aberter0x3f's solution](#)

245.

916E

[Jamie and Tree · Tutorial](#)

Quality: 2,106 global accepts · Rating: 2400 · first AC: 2022-02-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[aberter0x3f's solution](#)

246.

266D

[BerDonalds · Tutorial](#)

Quality: 991 global accepts · Rating: 2400 · first AC: 2022-01-29 · C++17 (GCC 9-64) (first AC) · Tags: graphs, math, shortest paths
[aberter0x3f's solution](#)

247.

1606D

[Red-Blue Matrix](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings
[aberter0x3f's solution](#)

248.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy
[aberter0x3f's solution](#)

249.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2023-11-14 · C++17 (GCC 9-64) (first AC) · Tags: dp
[aberter0x3f's solution](#)

250.

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2023-09-22 · last AC: 2023-09-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, math
[aberter0x3f's solution](#)

251.

1716E

[Swap and Maximum Block](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2023-09-09 · last AC: 2023-09-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp
[aberter0x3f's solution](#)

252.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,996 global accepts · Rating: 2500 · first AC: 2023-06-04 · last AC: 2023-06-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths
[aberter0x3f's solution](#)

253.

407C

[Curious Array](#) · [Tutorial](#)

Quality: 1,193 global accepts · Rating: 2500 · first AC: 2023-02-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, implementation, math
[aberter0x3f's solution](#)

254.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,692 global accepts · Rating: 2500 · first AC: 2023-02-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, greedy, math
[aberter0x3f's solution](#)

255.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp
[aberter0x3f's solution](#)

256.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2022-04-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures

[aberter0x3f's solution](#)

257.

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2500 · first AC: 2022-04-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[aberter0x3f's solution](#)

258.

1661E

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

Quality: 1,122 global accepts · Rating: 2500 · first AC: 2022-04-13 · last AC: 2022-04-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, dsu, math, trees

[aberter0x3f's solution](#)

259.

837G

[Functions On The Segments](#) · [Tutorial](#)

Quality: 902 global accepts · Rating: 2500 · first AC: 2022-04-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[aberter0x3f's solution](#)

260.

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2600 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, trees

[aberter0x3f's solution](#)

261.

809C

[Find a car](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 2600 · first AC: 2024-01-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[aberter0x3f's solution](#)

262.

542E

[Playing on Graph](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2600 · first AC: 2023-11-14 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[aberter0x3f's solution](#)

263.

1223F

[Stack Exterminable Arrays](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2023-10-23 · last AC: 2023-10-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[aberter0x3f's solution](#)

264.

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2023-09-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[aberter0x3f's solution](#)

265.

235E

[Number Challenge](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2600 · first AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[aberter0x3f's solution](#)

266.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2023-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, games

[aberter0x3f's solution](#)

267.

241E

[Flights](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 2600 · first AC: 2023-02-22 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[aberter0x3f's solution](#)

268.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2023-02-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[aberter0x3f's solution](#)

269.

1657F

[Words on Tree](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, trees

[aberter0x3f's solution](#)

270.

811E

[Vladik and Entertaining Flags](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2600 · first AC: 2022-04-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs

[aberter0x3f's solution](#)

271.

1446D1

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

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2022-03-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[aberter0x3f's solution](#)

272.

653F

[Paper task](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2600 · first AC: 2022-03-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures, strings

[aberter0x3f's solution](#)

273.

1073G

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

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2022-03-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures

[aberter0x3f's solution](#)

274.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2600 · first AC: 2022-02-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures

[aberter0x3f's solution](#)

275.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,961 global accepts · Rating: 2700 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[aberter0x3f's solution](#)

276.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: math, matrices

[aberter0x3f's solution](#)

277.

1408G

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

Quality: 1,302 global accepts · Rating: 2700 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[aberter0x3f's solution](#)

278.

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[aberter0x3f's solution](#)

279.

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2023-09-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[aberter0x3f's solution](#)

280.

1453F

[Even Harder](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2700 · first AC: 2023-06-30 · last AC: 2023-07-06 · C++17 (GCC 9-64) (first AC) · Tags: dp

[aberter0x3f's solution](#)

281.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,319 global accepts · Rating: 2700 · first AC: 2023-02-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[aberter0x3f's solution](#)

282.

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2700 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures, strings

[aberter0x3f's solution](#)

283.

1179D

[Fedor Runs for President](#) · [Tutorial](#)

Quality: 1,036 global accepts · Rating: 2700 · first AC: 2022-07-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, trees

[aberter0x3f's solution](#)

284.

70E

[Information Reform](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: 2700 · first AC: 2022-04-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, trees

[aberter0x3f's solution](#)

285.

1634F

[Fibonacci Additions](#) · [Tutorial](#)

Quality: 1,904 global accepts · Rating: 2700 · first AC: 2022-04-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[aberter0x3f's solution](#)

286.

961F

[k-substrings](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2700 · first AC: 2022-04-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, hashing, string suffix structures

[aberter0x3f's solution](#)

287.

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2022-04-05 · last AC: 2022-04-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, hashing

[aberter0x3f's solution](#)

288.

241B

[Friends](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2700 · first AC: 2022-02-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, math

[aberter0x3f's solution](#)

289.

985G

[Team Players](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2022-01-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics

[aberter0x3f's solution](#)

290.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 2700 · first AC: 2021-10-20 · last AC: 2021-10-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[aberter0x3f's solution](#)

291.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 2700 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[aberter0x3f's solution](#)

292.

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[aberter0x3f's solution](#)

293.

280D

[k-Maximum Subsequence Sum](#) · [Tutorial](#)

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, flows, graphs, implementation

[aberter0x3f's solution](#)

294.

850F

[Rainbow Balls](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: math

[aberter0x3f's solution](#)

295.

908G

[New Year and Original Order](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2023-11-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[aberter0x3f's solution](#)

296.

652F

[Ants on a Circle](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2800 · first AC: 2023-08-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[aberter0x3f's solution](#)

297.

1615F

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

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2023-07-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[aberter0x3f's solution](#)

298.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,037 global accepts · Rating: 2800 · first AC: 2023-05-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[aberter0x3f's solution](#)

299.

1039D

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

Quality: 2,310 global accepts · Rating: 2800 · first AC: 2023-02-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, trees

[aberter0x3f's solution](#)

300.

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,648 global accepts · Rating: 2800 · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, probabilities

[aberter0x3f's solution](#)

301.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2022-05-11 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs

[aberter0x3f's solution](#)

302.

19D

[Points](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2800 · first AC: 2022-03-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[aberter0x3f's solution](#)

303.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2800 · first AC: 2022-03-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures, strings, trees

[aberter0x3f's solution](#)

304.

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2022-02-21 · last AC: 2022-02-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[aberter0x3f's solution](#)

305.

1928F

[Digital Patterns](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2900 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[aberter0x3f's solution](#)

306.

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2024-02-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, number theory, probabilities

[aberter0x3f's solution](#)

307.

1221G

[Graph And Numbers](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2900 · first AC: 2023-10-17 · last AC: 2023-10-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, meet-in-the-middle

[aberter0x3f's solution](#)

308.

938G

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

Quality: 1,090 global accepts · Rating: 2900 · first AC: 2023-02-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dsu, graphs
[aberter0x3f's solution](#)

309.

103E

[Buying Sets](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2900 · first AC: 2023-02-11 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings
[aberter0x3f's solution](#)

310.

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,614 global accepts · Rating: 2900 · first AC: 2023-01-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees
[aberter0x3f's solution](#)

311.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2900 · first AC: 2022-11-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, probabilities
[aberter0x3f's solution](#)

312.

1372E

[Omkar and Last Floor](#) · [Tutorial](#)

Quality: 1,433 global accepts · Rating: 2900 · first AC: 2022-08-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, two pointers
[aberter0x3f's solution](#)

313.

1610F

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

Quality: 707 global accepts · Rating: 3000 · first AC: 2024-07-10 · last AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[aberter0x3f's solution](#)

314.

771E

[Bear and Rectangle Strips](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 3000 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[aberter0x3f's solution](#)

315.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 3000 · first AC: 2024-02-17 · last AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer
[aberter0x3f's solution](#)

316.

1175G

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

Quality: 707 global accepts · Rating: 3000 · first AC: 2024-02-02 · last AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, two pointers
[aberter0x3f's solution](#)

317.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,629 global accepts · Rating: 3000 · first AC: 2024-01-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings
[aberter0x3f's solution](#)

318.

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2023-11-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[aberter0x3f's solution](#)

319.

319E

[Ping-Pong](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3000 · first AC: 2022-04-04 · last AC: 2023-07-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[aberter0x3f's solution](#)

320.

696E

[...Wait for it...](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 3000 · first AC: 2022-11-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, trees

[aberter0x3f's solution](#)

321.

914F

[Substrings in a String](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2022-03-29 · last AC: 2022-10-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[aberter0x3f's solution](#)

322.

504E

[Misha and LCP on Tree](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 3000 · first AC: 2022-05-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, hashing, string suffix structures, trees

[aberter0x3f's solution](#)

323.

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2022-04-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, strings

[aberter0x3f's solution](#)

324.

1446D2

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

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2022-03-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, two pointers

[aberter0x3f's solution](#)

325.

1651F

[Tower Defense](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 3000 · first AC: 2022-03-11 · last AC: 2022-03-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures

[aberter0x3f's solution](#)

326.

1930G

[Prefix Max Set Counting](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3100 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees

[aberter0x3f's solution](#)

327.

1924E

[Paper Cutting Again](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 3100 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, probabilities

[aberter0x3f's solution](#)

328.

809E

[Surprise me!](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 3100 · first AC: 2024-01-10 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, math, number theory, trees

[aberter0x3f's solution](#)

329.

1628E

[Groceries in Meteor Town](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2023-06-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dsu, trees

[aberter0x3f's solution](#)

330.

633H

[Fibonacci-ish II](#) · [Tutorial](#)

Quality: 696 global accepts · Rating: 3100 · first AC: 2022-09-27 · last AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[aberter0x3f's solution](#)

331.

896E

[Welcome home, Chtholly](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2022-04-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu

[aberter0x3f's solution](#)

332.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2022-03-14 · last AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[aberter0x3f's solution](#)

333.

453E

[Little Pony and Lord Tirek](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 3100 · first AC: 2022-02-22 · last AC: 2022-02-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[aberter0x3f's solution](#)

334.

1830F

[The Third Grace](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 3200 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[aberter0x3f's solution](#)

335.

1349D

[Slime and Biscuits](#) · [Tutorial](#)

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: math, probabilities

[aberter0x3f's solution](#)

336.

1025G

[Company Acquisitions](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 3200 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[aberter0x3f's solution](#)

337.

1666K

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

Quality: 357 global accepts · Rating: 3200 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: flows

[aberter0x3f's solution](#)

338.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2023-06-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[aberter0x3f's solution](#)

339.

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 3200 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[aberter0x3f's solution](#)

340.

590E

[Birthday](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3200 · first AC: 2022-03-25 · C++17 (GCC 9-64) (first AC) · Tags: graph matchings, strings
[aberter0x3f's solution](#)

341.

1787H

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

Quality: 337 global accepts · Rating: 3300 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, geometry
[aberter0x3f's solution](#)

342.

983D

[Arkady and Rectangles](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 3300 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[aberter0x3f's solution](#)

343.

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2023-02-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures
[aberter0x3f's solution](#)

344.

700E

[Cool Slogans](#) · [Tutorial](#)

Quality: 1,390 global accepts · Rating: 3300 · first AC: 2023-02-11 · C++17 (GCC 9-64) (first AC) · Tags: string suffix structures, strings
[aberter0x3f's solution](#)

345.

1063F

[String Journey](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3300 · first AC: 2023-02-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, string suffix structures
[aberter0x3f's solution](#)

346.

1340F

[Nastya and CBS](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 3300 · first AC: 2021-12-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing
[aberter0x3f's solution](#)

347.

843D

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

Quality: 1,197 global accepts · Rating: 3400 · first AC: 2022-07-21 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths
[aberter0x3f's solution](#)

348.

1924F

[Anti-Proxy Attendance](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3500 · first AC: 2024-06-20 · last AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, interactive, ternary search
[aberter0x3f's solution](#)

349.

1229F

[Mateusz and Escape Room](#) · [Tutorial](#)

Rating: 3500 · first AC: 2023-10-30 · last AC: 2023-10-30 · C++17 (GCC 9-64) (first AC) · Tags: dp

[aberter0x3f's solution](#)

350.

104017K

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

Rating: — · first AC: 2023-03-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[aberter0x3f's solution](#)

351.

102822G

[Game of Cards](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[aberter0x3f's solution](#)

352.

102822J

[Joy of Handcraft](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[aberter0x3f's solution](#)

353.

102822K

[Knowledge is Power](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[aberter0x3f's solution](#)

354.

102822D

[Defuse the Bombs](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[aberter0x3f's solution](#)

355.

102822L

[Lottery](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[aberter0x3f's solution](#)

356.

102891E

[Entanglement](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[aberter0x3f's solution](#)

357.

102891F

[Alarm Clocks](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[aberter0x3f's solution](#)

358.

102891A

[Apples and Oranges](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[aberter0x3f's solution](#)

359.

102891D

[Towers](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[aberter0x3f's solution](#)

360.

102821I

[Inventory](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[aberter0x3f's solution](#)

361.

102821J

[Jump on Axis](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[aberter0x3f's solution](#)

362.

102821B

[Bin Packing](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[aberter0x3f's solution](#)

363.

102821H

[Hack a Contest](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[aberter0x3f's solution](#)

364.

103934A

[The army of Thutmose III](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[aberter0x3f's solution](#)

365.

104030K

[Keyboard Queries](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[aberter0x3f's solution](#)

366.

103987H

[Chipmunk Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[aberter0x3f's solution](#)

367.

103987K

[Easy Homework](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[aberter0x3f's solution](#)

368.

103987G

[Awson Loves Chipmunks](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[aberter0x3f's solution](#)

369.

103987F

[Do Not Play Nim](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[aberter0x3f's solution](#)

370.

103987D

[Hard Tasks](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[aberter0x3f's solution](#)

371.

103987I

[Awson is God](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[aberter0x3f's solution](#)

372.

103987C

[Make it in a Line](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[aberter0x3f's solution](#)

373.

103987B

[Rule 110](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[aberter0x3f's solution](#)

374.

103987A

[Calculus](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[aberter0x3f's solution](#)

375.

1192B

[Dynamic Diameter](#) · [Tutorial](#)

Quality: 1,560 global accepts · Rating: — · first AC: 2022-05-13 · last AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: *special, data structures, dfs and similar, divide and conquer, trees

[aberter0x3f's solution](#)

376.

103604J

[Shelters](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[aberter0x3f's solution](#)

377.

103604E

[Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[aberter0x3f's solution](#)

378.

103104A

[CRC Test](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[aberter0x3f's solution](#)

379.

103104F

[Battery](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[aberter0x3f's solution](#)

380.

103427H

[Line Graph Matching](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[aberter0x3f's solution](#)

381.

103427M

[String Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[aberter0x3f's solution](#)

382.

103427L

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

Rating: — · first AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[aberter0x3f's solution](#)

383.

103427J

[Luggage Lock](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[aberter0x3f's solution](#)

384.

103427B

[Bitwise Exclusive-OR Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[aberter0x3f's solution](#)

385.

103427F

[Encoded Strings I](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[aberter0x3f's solution](#)

386.

103427E

[Edward Gaming, the Champion](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[aberter0x3f's solution](#)