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Unique solved — adamant

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

Sort: Problem rating · easier first

Filters: none

Count: 1,495

1.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,071 global accepts · Rating: 800 · first AC: 2024-04-27 · last AC: 2026-01-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[adamant's solution](#)

2.

2182B

[New Year Cake](#) · [Tutorial](#)

Quality: 23,450 global accepts · Rating: 800 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force

[adamant's solution](#)

3.

2182A

[New Year String](#) · [Tutorial](#)

Quality: 25,343 global accepts · Rating: 800 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[adamant's solution](#)

4.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,747 global accepts · Rating: 800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[adamant's solution](#)

5.

2158A

[Suspension](#) · [Tutorial](#)

Quality: 23,399 global accepts · Rating: 800 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[adamant's solution](#)

6.

2170A

[Maximum Neighborhood](#) · [Tutorial](#)

Quality: 19,956 global accepts · Rating: 800 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, math

[adamant's solution](#)

7.

2152A

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

Quality: 22,321 global accepts · Rating: 800 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[adamant's solution](#)

8.

2157A

[Dungeon Equilibrium](#) · [Tutorial](#)

Quality: 16,508 global accepts · Rating: 800 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

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9.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,842 global accepts · Rating: 800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, sortings
[adamant's solution](#)

10.

2161A

[Round Trip](#) · [Tutorial](#)

Quality: 15,720 global accepts · Rating: 800 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, implementation, math
[adamant's solution](#)

11.

2147A

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

Quality: 18,647 global accepts · Rating: 800 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[adamant's solution](#)

12.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,660 global accepts · Rating: 800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math
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13.

2061A

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

Quality: 22,356 global accepts · Rating: 800 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[adamant's solution](#)

14.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,512 global accepts · Rating: 800 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
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15.

2053A

[Tender Carpenter](#) · [Tutorial](#)

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16.

2048A

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17.

2034A

[King Keykhosrow's Mystery](#) · [Tutorial](#)

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[adamant's solution](#)

18.

2039A

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Quality: 18,125 global accepts · Rating: 800 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory
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19.

2029A

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Quality: 14,164 global accepts · Rating: 800 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

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20.

2035A

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Quality: 17,847 global accepts · Rating: 800 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[adamant's solution](#)

21.

2002A

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

Quality: 21,315 global accepts · Rating: 800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[adamant's solution](#)

22.

1991A

[Maximize the Last Element](#) · [Tutorial](#)

Quality: 24,426 global accepts · Rating: 800 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

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23.

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,286 global accepts · Rating: 800 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[adamant's solution](#)

24.

1987A

[Upload More RAM](#) · [Tutorial](#)

Quality: 28,993 global accepts · Rating: 800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[adamant's solution](#)

25.

1984A

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Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

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26.

1975A

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

Quality: 20,715 global accepts · Rating: 800 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[adamant's solution](#)

27.

1810B

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28.

1810A

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

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29.

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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30.

1787A

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31.

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings
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32.

1763A

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

Quality: 17,000 global accepts · Rating: 800 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[adamant's solution](#)

33.

1774A

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

Quality: 23,532 global accepts · Rating: 800 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
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34.

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,456 global accepts · Rating: 800 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy
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35.

1761A

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36.

1750B

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

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37.

1750A

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38.

1746B

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39.

1746A

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Quality: 21,066 global accepts · Rating: 800 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
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40.

1738A

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41.

1704A

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42.

1696A

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43.

1695A

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44.

1691A

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45.

1672B

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Quality: 16,468 global accepts · Rating: 800 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation
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46.

1672A

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47.

1656A

[Good Pairs](#) · [Tutorial](#)

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48.

1654B

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49.

1654A

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Quality: 19,391 global accepts · Rating: 800 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings
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50.

1637A

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51.

1621A

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52.

1616A

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53.

1615A

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Quality: 21,579 global accepts · Rating: 800 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
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54.

1556A

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55.

1552A

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Quality: 25,341 global accepts · Rating: 800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: sortings, strings
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56.

1553A

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Quality: 34,271 global accepts · Rating: 800 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
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57.

1530B

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58.

1530A

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59.

1534A

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60.

1523A

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Quality: 14,059 global accepts · Rating: 800 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation
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61.

1515A

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Quality: 21,134 global accepts · Rating: 800 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
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62.

1491A

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63.

1450A

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Quality: 18,487 global accepts · Rating: 800 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings
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64.

1428A

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Quality: 17,006 global accepts · Rating: 800 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: math
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65.

1408A

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Quality: 12,786 global accepts · Rating: 800 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
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66.

1305A

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

Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings
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67.

1307A

[Cow and Haybales](#) · [Tutorial](#)

Quality: 15,627 global accepts · Rating: 800 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
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68.

658A

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

Quality: 7,697 global accepts · Rating: 800 · first AC: 2020-01-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[adamant's solution](#)

69.

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[adamant's solution](#)

70.

1209A

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

Quality: 12,841 global accepts · Rating: 800 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
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71.

1178A

[Prime Minister](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 800 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy
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72.

1148A

[Another One Bites The Dust](#) · [Tutorial](#)

Quality: 15,547 global accepts · Rating: 800 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy
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73.

1097A

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

Quality: 43,814 global accepts · Rating: 800 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
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74.

1091A

[New Year and the Christmas Ornament](#) · [Tutorial](#)

Quality: 18,565 global accepts · Rating: 800 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: brute force, implementation, math
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75.

1081A

[Definite Game](#) · [Tutorial](#)

Quality: 13,279 global accepts · Rating: 800 · first AC: 2018-12-16 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[adamant's solution](#)

76.

1056A

[Determine Line](#) · [Tutorial](#)

Quality: 7,308 global accepts · Rating: 800 · first AC: 2018-11-25 · GNU C++11 (first AC) · Tags: implementation
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77.

1043A

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Quality: 11,280 global accepts · Rating: 800 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
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78.

1054A

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Quality: 9,591 global accepts · Rating: 800 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation
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79.

1060A

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80.

1028A

[Find Square](#) · [Tutorial](#)

Quality: 11,522 global accepts · Rating: 800 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation
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81.

1017A

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82.

932A

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Quality: 10,892 global accepts · Rating: 800 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
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83.

919A

[Supermarket](#) · [Tutorial](#)

Quality: 16,957 global accepts · Rating: 800 · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
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84.

912A

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Quality: 14,384 global accepts · Rating: 800 · first AC: 2018-01-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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85.

908A

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Quality: 15,842 global accepts · Rating: 800 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

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86.

855A

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Quality: 27,352 global accepts · Rating: 800 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

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87.

859A

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Quality: 8,620 global accepts · Rating: 800 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

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88.

794A

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Quality: 7,777 global accepts · Rating: 800 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

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89.

769A

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90.

750A

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Quality: 92,571 global accepts · Rating: 800 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, math

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91.

618A

[Slime Combining](#) · [Tutorial](#)

Quality: 8,807 global accepts · Rating: 800 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: implementation

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92.

513A

[Game](#) · [Tutorial](#)

Quality: 21,849 global accepts · Rating: 800 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: constructive algorithms, math

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93.

490A

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Quality: 71,039 global accepts · Rating: 800 · first AC: 2014-11-23 · GNU C++0x (first AC) · Tags: greedy, implementation, sortings

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94.

472A

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95.

432A

[Choosing Teams](#) · [Tutorial](#)

Quality: 69,515 global accepts · Rating: 800 · first AC: 2014-05-15 · GNU C++0x (first AC) · Tags: greedy, implementation, sortings
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96.

427A

[Police Recruits](#) · [Tutorial](#)

Quality: 97,251 global accepts · Rating: 800 · first AC: 2014-05-03 · GNU C++0x (first AC) · Tags: implementation
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97.

411A

[Password Check](#) · [Tutorial](#)

Quality: 8,103 global accepts · Rating: 800 · first AC: 2014-04-15 · GNU C++0x (first AC) · Tags: *special, implementation
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98.

306A

[Candies](#) · [Tutorial](#)

Quality: 8,175 global accepts · Rating: 800 · first AC: 2013-05-12 · last AC: 2013-05-12 · GNU C++ (first AC) · Tags: implementation
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99.

291A

[Spyke Talks](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 800 · first AC: 2013-04-13 · GNU C++ (first AC) · Tags: *special, implementation, sortings
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100.

294A

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

Quality: 28,398 global accepts · Rating: 800 · first AC: 2013-04-07 · GNU C++ (first AC) · Tags: implementation, math
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101.

282A

[Bit++](#) · [Tutorial](#)

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102.

281A

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Quality: 271,062 global accepts · Rating: 800 · first AC: 2013-03-10 · last AC: 2013-03-12 · GNU C++ (first AC) · Tags: implementation, strings
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103.

278A

[Circle Line](#) · [Tutorial](#)

Quality: 12,824 global accepts · Rating: 800 · first AC: 2013-02-28 · GNU C++ (first AC) · Tags: implementation
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104.

271A

[Beautiful Year](#) · [Tutorial](#)

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[adamant's solution](#)

105.

266B

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

Quality: 166,120 global accepts · Rating: 800 · first AC: 2013-01-22 · GNU C++ (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths
[adamant's solution](#)

106.

266A

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

Quality: 244,640 global accepts · Rating: 800 · first AC: 2013-01-22 · GNU C++ (first AC) · Tags: implementation

[adamant's solution](#)

107.

255A

[Greg's Workout](#) · [Tutorial](#)

Quality: 31,202 global accepts · Rating: 800 · first AC: 2012-12-16 · GNU C++ (first AC) · Tags: implementation

[adamant's solution](#)

108.

248A

[Cupboards](#) · [Tutorial](#)

Quality: 25,062 global accepts · Rating: 800 · first AC: 2012-11-25 · GNU C++ (first AC) · Tags: implementation

[adamant's solution](#)

109.

202A

[LLPS](#) · [Tutorial](#)

Quality: 19,758 global accepts · Rating: 800 · first AC: 2012-10-24 · GNU C++ (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, strings

[adamant's solution](#)

110.

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,119 global accepts · Rating: 800 · first AC: 2012-10-21 · GNU C++ (first AC) · Tags: brute force, implementation, strings

[adamant's solution](#)

111.

233A

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

Quality: 49,155 global accepts · Rating: 800 · first AC: 2012-10-11 · GNU C++ (first AC) · Tags: implementation, math

[adamant's solution](#)

112.

231A

[Team](#) · [Tutorial](#)

Quality: 430,389 global accepts · Rating: 800 · first AC: 2012-10-07 · GNU C++ (first AC) · Tags: brute force, greedy

[adamant's solution](#)

113.

228A

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

Quality: 139,845 global accepts · Rating: 800 · first AC: 2012-09-27 · GNU C++ (first AC) · Tags: implementation

[adamant's solution](#)

114.

157A

[Game Outcome](#) · [Tutorial](#)

Quality: 8,614 global accepts · Rating: 800 · first AC: 2012-07-31 · GNU C++ (first AC) · Tags: brute force

[adamant's solution](#)

115.

214A

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

Quality: 42,927 global accepts · Rating: 800 · first AC: 2012-07-30 · GNU C++ (first AC) · Tags: brute force

[adamant's solution](#)

116.

177A2

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

Quality: 8,566 global accepts · Rating: 800 · first AC: 2012-04-21 · GNU C++ (first AC) · Tags: implementation

[adamant's solution](#)

117.

177A1

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

Quality: 11,502 global accepts · Rating: 800 · first AC: 2012-04-21 · GNU C++ (first AC) · Tags: implementation

[adamant's solution](#)

118.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,590 global accepts · Rating: 900 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings

[adamant's solution](#)

119.

2169A

[Alice and Bob](#) · [Tutorial](#)

Quality: 19,062 global accepts · Rating: 900 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[adamant's solution](#)

120.

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,906 global accepts · Rating: 900 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[adamant's solution](#)

121.

2048B

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

Quality: 20,651 global accepts · Rating: 900 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[adamant's solution](#)

122.

2035B

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

Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[adamant's solution](#)

123.

1779B

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

Quality: 25,067 global accepts · Rating: 900 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[adamant's solution](#)

124.

1764B

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

Quality: 17,932 global accepts · Rating: 900 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[adamant's solution](#)

125.

1737A

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

Quality: 10,852 global accepts · Rating: 900 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[adamant's solution](#)

126.

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,567 global accepts · Rating: 900 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[adamant's solution](#)

127.

1696B

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

Quality: 36,339 global accepts · Rating: 900 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[adamant's solution](#)

128.

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,022 global accepts · Rating: 900 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[adamant's solution](#)

129.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,028 global accepts · Rating: 900 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: math

[adamant's solution](#)

130.

1055A

[Metro](#) · [Tutorial](#)

Quality: 13,449 global accepts · Rating: 900 · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[adamant's solution](#)

131.

1025A

[Doggo Recoloring](#) · [Tutorial](#)

Quality: 16,527 global accepts · Rating: 900 · first AC: 2018-08-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[adamant's solution](#)

132.

981A

[Antipalindrome](#) · [Tutorial](#)

Quality: 10,330 global accepts · Rating: 900 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[adamant's solution](#)

133.

975A

[Aramic script](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 900 · first AC: 2018-05-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[adamant's solution](#)

134.

914A

[Perfect Squares](#) · [Tutorial](#)

Quality: 15,725 global accepts · Rating: 900 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[adamant's solution](#)

135.

913A

[Modular Exponentiation](#) · [Tutorial](#)

Quality: 24,181 global accepts · Rating: 900 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[adamant's solution](#)

136.

868A

[Bark to Unlock](#) · [Tutorial](#)

Quality: 9,955 global accepts · Rating: 900 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[adamant's solution](#)

137.

793A

[Oleg and shares](#) · [Tutorial](#)

Quality: 8,019 global accepts · Rating: 900 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[adamant's solution](#)

138.

765A

[Neverending competitions](#) · [Tutorial](#)

Quality: 9,560 global accepts · Rating: 900 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[adamant's solution](#)

139.

653A

[Bear and Three Balls](#) · [Tutorial](#)

Quality: 9,182 global accepts · Rating: 900 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings

[adamant's solution](#)

140.

611A

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

Quality: 12,180 global accepts · Rating: 900 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: implementation

[adamant's solution](#)

141.

549A

[Face Detection](#) · [Tutorial](#)

Quality: 10,157 global accepts · Rating: 900 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: implementation, strings

[adamant's solution](#)

142.

460A

[Vasya and Socks](#) · [Tutorial](#)

Quality: 52,029 global accepts · Rating: 900 · first AC: 2014-08-22 · GNU C++0x (first AC) · Tags: brute force, implementation, math

[adamant's solution](#)

143.

424A

[Squats](#) · [Tutorial](#)

Quality: 9,188 global accepts · Rating: 900 · first AC: 2014-04-25 · GNU C++0x (first AC) · Tags: implementation

[adamant's solution](#)

144.

412B

[Network Configuration](#) · [Tutorial](#)

Quality: 6,357 global accepts · Rating: 900 · first AC: 2014-04-19 · GNU C++0x (first AC) · Tags: greedy, sortings

[adamant's solution](#)

145.

412A

[Poster](#) · [Tutorial](#)

Quality: 4,965 global accepts · Rating: 900 · first AC: 2014-04-19 · GNU C++0x (first AC) · Tags: greedy, implementation

[adamant's solution](#)

146.

376A

[Lever](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 900 · first AC: 2013-12-24 · GNU C++0x (first AC) · Tags: implementation, math

[adamant's solution](#)

147.

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,139 global accepts · Rating: 900 · first AC: 2013-06-14 · GNU C++ (first AC) · Tags: math

[adamant's solution](#)

148.

276A

[Lunch Rush](#) · [Tutorial](#)

Quality: 30,069 global accepts · Rating: 900 · first AC: 2013-02-24 · GNU C++ (first AC) · Tags: implementation

[adamant's solution](#)

149.

275A

[Lights Out](#) · [Tutorial](#)

Quality: 36,476 global accepts · Rating: 900 · first AC: 2013-02-20 · GNU C++ (first AC) · Tags: implementation

[adamant's solution](#)

150.

246A

[Buggy Sorting](#) · [Tutorial](#)

Quality: 10,228 global accepts · Rating: 900 · first AC: 2012-11-21 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, sortings

[adamant's solution](#)

151.

244A

[Dividing Orange](#) · [Tutorial](#)

Quality: 8,566 global accepts · Rating: 900 · first AC: 2012-11-16 · GNU C++ (first AC) · Tags: implementation

[adamant's solution](#)

152.

215A

[Bicycle Chain](#) · [Tutorial](#)

Quality: 16,160 global accepts · Rating: 900 · first AC: 2012-08-06 · GNU C++ (first AC) · Tags: brute force, implementation

[adamant's solution](#)

153.

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,081 global accepts · Rating: 900 · first AC: 2012-07-31 · GNU C++ (first AC) · Tags: strings

[adamant's solution](#)

154.

205A

[Little Elephant and Rozdil](#) · [Tutorial](#)

Quality: 25,230 global accepts · Rating: 900 · first AC: 2012-07-11 · GNU C++ (first AC) · Tags: brute force, implementation

[adamant's solution](#)

155.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,269 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[adamant's solution](#)

156.

2147B

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

Quality: 16,987 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[adamant's solution](#)

157.

2057B

[Gorilla and the Exam](#) · [Tutorial](#)

Quality: 23,279 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[adamant's solution](#)

158.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,765 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, two pointers

[adamant's solution](#)

159.

2039B

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

Quality: 17,298 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[adamant's solution](#)

160.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,993 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games
[adamant's solution](#)

161.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,914 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[adamant's solution](#)

162.

1975B

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

Quality: 21,075 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings
[adamant's solution](#)

163.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,624 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[adamant's solution](#)

164.

1785A

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

Rating: 1000 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[adamant's solution](#)

165.

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[adamant's solution](#)

166.

1770A

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

Quality: 25,247 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[adamant's solution](#)

167.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,932 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation
[adamant's solution](#)

168.

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy
[adamant's solution](#)

169.

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,326 global accepts · Rating: 1000 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers
[adamant's solution](#)

170.

1515B

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

Quality: 27,075 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, number theory

[adamant's solution](#)

171.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,040 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy

[adamant's solution](#)

172.

1054B

[Appending Mex](#) · [Tutorial](#)

Quality: 7,070 global accepts · Rating: 1000 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[adamant's solution](#)

173.

1033A

[King Escape](#) · [Tutorial](#)

Quality: 16,059 global accepts · Rating: 1000 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation

[adamant's solution](#)

174.

1023B

[Pair of Toys](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1000 · first AC: 2018-08-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[adamant's solution](#)

175.

981B

[Businessmen Problems](#) · [Tutorial](#)

Quality: 8,046 global accepts · Rating: 1000 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[adamant's solution](#)

176.

920A

[Water The Garden](#) · [Tutorial](#)

Quality: 8,196 global accepts · Rating: 1000 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[adamant's solution](#)

177.

859B

[Lazy Security Guard](#) · [Tutorial](#)

Quality: 7,904 global accepts · Rating: 1000 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math

[adamant's solution](#)

178.

804A

[Find Amir](#) · [Tutorial](#)

Quality: 16,509 global accepts · Rating: 1000 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[adamant's solution](#)

179.

757A

[Gotta Catch Em' All!](#) · [Tutorial](#)

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[adamant's solution](#)

180.

725A

[Jumping Ball](#) · [Tutorial](#)

Quality: 7,484 global accepts · Rating: 1000 · first AC: 2016-10-22 · GNU C++11 (first AC) · Tags: implementation

[adamant's solution](#)

181.

724A

[Checking the Calendar](#) · [Tutorial](#)

Quality: 7,556 global accepts · Rating: 1000 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: implementation

[adamant's solution](#)

182.

641A

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

Quality: 6,322 global accepts · Rating: 1000 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: implementation

[adamant's solution](#)

183.

637A

[Voting for Photos](#) · [Tutorial](#)

Quality: 5,838 global accepts · Rating: 1000 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: *special, constructive algorithms, implementation

[adamant's solution](#)

184.

626A

[Robot Sequence](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1000 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: brute force, implementation

[adamant's solution](#)

185.

500A

[New Year Transportation](#) · [Tutorial](#)

Quality: 62,713 global accepts · Rating: 1000 · first AC: 2014-12-30 · GNU C++0x (first AC) · Tags: dfs and similar, graphs, implementation

[adamant's solution](#)

186.

452A

[Eevee](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1000 · first AC: 2014-07-27 · GNU C++0x (first AC) · Tags: brute force, implementation, strings

[adamant's solution](#)

187.

420A

[Start Up](#) · [Tutorial](#)

Quality: 7,034 global accepts · Rating: 1000 · first AC: 2014-04-22 · GNU C++0x (first AC) · Tags: implementation

[adamant's solution](#)

188.

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,275 global accepts · Rating: 1000 · first AC: 2013-12-30 · GNU C++0x (first AC) · Tags: implementation

[adamant's solution](#)

189.

371A

[K-Periodic Array](#) · [Tutorial](#)

Quality: 6,657 global accepts · Rating: 1000 · first AC: 2013-12-08 · GNU C++0x (first AC) · Tags: greedy, implementation, math

[adamant's solution](#)

190.

336A

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

Quality: 10,682 global accepts · Rating: 1000 · first AC: 2013-08-10 · last AC: 2013-08-10 · GNU C++ (first AC) · Tags: implementation, math

[adamant's solution](#)

191.

334A

[Candy Bags](#) · [Tutorial](#)

Quality: 20,024 global accepts · Rating: 1000 · first AC: 2013-07-27 · GNU C++ (first AC) · Tags: implementation

[adamant's solution](#)

192.

272A

[Dima and Friends](#) · [Tutorial](#)

Quality: 27,680 global accepts · Rating: 1000 · first AC: 2013-02-13 · GNU C++ (first AC) · Tags: implementation, math

[adamant's solution](#)

193.

259A

[Little Elephant and Chess](#) · [Tutorial](#)

Quality: 10,034 global accepts · Rating: 1000 · first AC: 2012-12-22 · GNU C++ (first AC) · Tags: brute force, strings

[adamant's solution](#)

194.

250A

[Paper Work](#) · [Tutorial](#)

Quality: 4,805 global accepts · Rating: 1000 · first AC: 2012-11-26 · GNU C++ (first AC) · Tags: greedy

[adamant's solution](#)

195.

237A

[Free Cash](#) · [Tutorial](#)

Quality: 29,524 global accepts · Rating: 1000 · first AC: 2012-10-25 · GNU C++ (first AC) · Tags: implementation

[adamant's solution](#)

196.

234B

[Reading](#) · [Tutorial](#)

Quality: 7,696 global accepts · Rating: 1000 · first AC: 2012-10-16 · GNU C++ (first AC) · Tags: sortings

[adamant's solution](#)

197.

230A

[Dragons](#) · [Tutorial](#)

Quality: 97,516 global accepts · Rating: 1000 · first AC: 2012-10-01 · GNU C++ (first AC) · Tags: greedy, sortings

[adamant's solution](#)

198.

221A

[Little Elephant and Function](#) · [Tutorial](#)

Quality: 16,805 global accepts · Rating: 1000 · first AC: 2012-08-31 · GNU C++ (first AC) · Tags: implementation, math

[adamant's solution](#)

199.

219A

[k-String](#) · [Tutorial](#)

Quality: 32,332 global accepts · Rating: 1000 · first AC: 2012-08-27 · GNU C++ (first AC) · Tags: implementation, strings

[adamant's solution](#)

200.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,314 global accepts · Rating: 1000 · first AC: 2012-08-01 · GNU C++ (first AC) · Tags: math

[adamant's solution](#)

201.

157B

[Trace](#) · [Tutorial](#)

Quality: 14,188 global accepts · Rating: 1000 · first AC: 2012-07-31 · GNU C++ (first AC) · Tags: geometry, sortings

[adamant's solution](#)

202.

195A

[Let's Watch Football](#) · [Tutorial](#)

Quality: 10,131 global accepts · Rating: 1000 · first AC: 2012-06-10 · GNU C++ (first AC) · Tags: binary search, brute force, math

[adamant's solution](#)

203.

177B1

[Rectangular Game](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1000 · first AC: 2012-04-21 · GNU C++ (first AC) · Tags: number theory

[adamant's solution](#)

204.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 17,003 global accepts · Rating: 1100 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[adamant's solution](#)

205.

2169B

[Drifting Away](#) · [Tutorial](#)

Quality: 16,111 global accepts · Rating: 1100 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[adamant's solution](#)

206.

2061B

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

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry

[adamant's solution](#)

207.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,743 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, strings

[adamant's solution](#)

208.

1991B

[AND Reconstruction](#) · [Tutorial](#)

Quality: 18,905 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[adamant's solution](#)

209.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[adamant's solution](#)

210.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,956 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[adamant's solution](#)

211.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,825 global accepts · Rating: 1100 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings, two pointers

[adamant's solution](#)

212.

1787B

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

Quality: 14,893 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[adamant's solution](#)

213.

1726B

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

Quality: 16,856 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[adamant's solution](#)

214.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,037 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[adamant's solution](#)

215.

1656B

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

Quality: 26,814 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, two pointers

[adamant's solution](#)

216.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,458 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[adamant's solution](#)

217.

1616B

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

Quality: 20,710 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[adamant's solution](#)

218.

1534B

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

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[adamant's solution](#)

219.

1523B

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

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

[adamant's solution](#)

220.

1001A

[Generate plus state or minus state](#) · [Tutorial](#)

Quality: 1,040 global accepts · Rating: 1100 · first AC: 2021-05-29 · last AC: 2021-05-29 · Q# (first AC) · Tags: *special

[adamant's solution](#)

221.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings

[adamant's solution](#)

222.

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,479 global accepts · Rating: 1100 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[adamant's solution](#)

223.

1033B

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

Quality: 11,959 global accepts · Rating: 1100 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[adamant's solution](#)

224.

1060B

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

Quality: 9,498 global accepts · Rating: 1100 · first AC: 2018-10-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[adamant's solution](#)

225.

975B

[Mancala](#) · [Tutorial](#)

Quality: 7,110 global accepts · Rating: 1100 · first AC: 2018-05-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[adamant's solution](#)

226.

919B

[Perfect Number](#) · [Tutorial](#)

Quality: 31,613 global accepts · Rating: 1100 · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, implementation, number theory

[adamant's solution](#)

227.

799A

[Carrot Cakes](#) · [Tutorial](#)

Quality: 21,454 global accepts · Rating: 1100 · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[adamant's solution](#)

228.

765B

[Code obfuscation](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1100 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[adamant's solution](#)

229.

690A1

[Collective Mindsets \(easy\)](#) · [Tutorial](#)

Quality: 3,094 global accepts · Rating: 1100 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[adamant's solution](#)

230.

633A

[Ebony and Ivory](#) · [Tutorial](#)

Quality: 14,695 global accepts · Rating: 1100 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[adamant's solution](#)

231.

618B

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

Quality: 8,326 global accepts · Rating: 1100 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: constructive algorithms

[adamant's solution](#)

232.

522B

[Photo to Remember](#) · [Tutorial](#)

Quality: 9,524 global accepts · Rating: 1100 · first AC: 2015-03-07 · GNU C++ (first AC) · Tags: *special, data structures, dp, implementation

[adamant's solution](#)

233.

488A

[Giga Tower](#) · [Tutorial](#)

Quality: 14,943 global accepts · Rating: 1100 · first AC: 2014-11-23 · GNU C++0x (first AC) · Tags: brute force

[adamant's solution](#)

234.

475A

[Bayan Bus](#) · [Tutorial](#)

Quality: 4,931 global accepts · Rating: 1100 · first AC: 2014-10-05 · GNU C++0x (first AC) · Tags: implementation

[adamant's solution](#)

235.

355A

[Vasya and Digital Root](#) · [Tutorial](#)

Quality: 9,839 global accepts · Rating: 1100 · first AC: 2014-08-11 · GNU C++0x (first AC) · Tags: constructive algorithms, implementation
[adamant's solution](#)

236.

456A

[Laptops](#) · [Tutorial](#)

Quality: 56,800 global accepts · Rating: 1100 · first AC: 2014-08-10 · GNU C++0x (first AC) · Tags: sortings
[adamant's solution](#)

237.

427B

[Prison Transfer](#) · [Tutorial](#)

Quality: 15,513 global accepts · Rating: 1100 · first AC: 2014-05-03 · GNU C++0x (first AC) · Tags: data structures, implementation
[adamant's solution](#)

238.

331C1

[The Great Julya Calendar](#) · [Tutorial](#)

Quality: 7,086 global accepts · Rating: 1100 · first AC: 2013-07-17 · GNU C++ (first AC) · Tags: dp
[adamant's solution](#)

239.

316A1

[Special Task](#) · [Tutorial](#)

Quality: 2,888 global accepts · Rating: 1100 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: greedy
[adamant's solution](#)

240.

259C

[Little Elephant and Bits](#) · [Tutorial](#)

Rating: 1100 · first AC: 2012-12-22 · last AC: 2013-03-12 · GNU C++ (first AC) · Tags: greedy, strings
[adamant's solution](#)

241.

259B

[Little Elephant and Magic Square](#) · [Tutorial](#)

Quality: 14,697 global accepts · Rating: 1100 · first AC: 2012-12-22 · GNU C++ (first AC) · Tags: brute force, implementation
[adamant's solution](#)

242.

253A

[Boys and Girls](#) · [Tutorial](#)

Quality: 12,151 global accepts · Rating: 1100 · first AC: 2012-12-08 · GNU C++ (first AC) · Tags: greedy
[adamant's solution](#)

243.

252A

[Little Xor](#) · [Tutorial](#)

Quality: 5,866 global accepts · Rating: 1100 · first AC: 2012-12-06 · GNU C++ (first AC) · Tags: brute force, implementation
[adamant's solution](#)

244.

242B

[Big Segment](#) · [Tutorial](#)

Quality: 17,359 global accepts · Rating: 1100 · first AC: 2012-11-11 · GNU C++ (first AC) · Tags: implementation, sortings
[adamant's solution](#)

245.

242A

[Heads or Tails](#) · [Tutorial](#)

Quality: 6,794 global accepts · Rating: 1100 · first AC: 2012-11-11 · GNU C++ (first AC) · Tags: brute force, implementation
[adamant's solution](#)

246.

227B

[Effective Approach](#) · [Tutorial](#)

Quality: 32,441 global accepts · Rating: 1100 · first AC: 2012-09-24 · GNU C++ (first AC) · Tags: implementation

[adamant's solution](#)

247.

225A

[Dice Tower](#) · [Tutorial](#)

Quality: 14,247 global accepts · Rating: 1100 · first AC: 2012-09-19 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[adamant's solution](#)

248.

224A

[Parallelepiped](#) · [Tutorial](#)

Quality: 30,293 global accepts · Rating: 1100 · first AC: 2012-09-16 · GNU C++ (first AC) · Tags: brute force, geometry, math

[adamant's solution](#)

249.

218B

[Airport](#) · [Tutorial](#)

Quality: 18,378 global accepts · Rating: 1100 · first AC: 2012-08-18 · GNU C++ (first AC) · Tags: implementation

[adamant's solution](#)

250.

218A

[Mountain Scenery](#) · [Tutorial](#)

Quality: 10,533 global accepts · Rating: 1100 · first AC: 2012-08-18 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation

[adamant's solution](#)

251.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,142 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy

[adamant's solution](#)

252.

2182C

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

Quality: 15,527 global accepts · Rating: 1200 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp

[adamant's solution](#)

253.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,706 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[adamant's solution](#)

254.

2158B

[Split](#) · [Tutorial](#)

Quality: 13,952 global accepts · Rating: 1200 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[adamant's solution](#)

255.

2170B

[Addition on a Segment](#) · [Tutorial](#)

Quality: 14,296 global accepts · Rating: 1200 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[adamant's solution](#)

256.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,562 global accepts · Rating: 1200 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[adamant's solution](#)

257.

2135A

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

Quality: 18,361 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[adamant's solution](#)

258.

2053B

[Outstanding Impressionist](#) · [Tutorial](#)

Quality: 16,981 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy

[adamant's solution](#)

259.

2048C

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

Quality: 15,146 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[adamant's solution](#)

260.

2039C1

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

Quality: 13,521 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory

[adamant's solution](#)

261.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math

[adamant's solution](#)

262.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,769 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[adamant's solution](#)

263.

1975C

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

Quality: 17,167 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[adamant's solution](#)

264.

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings

[adamant's solution](#)

265.

1738B

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

Quality: 18,796 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[adamant's solution](#)

266.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,804 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings
[adamant's solution](#)

267.

1656C

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

Quality: 21,006 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings
[adamant's solution](#)

268.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,985 global accepts · Rating: 1200 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings
[adamant's solution](#)

269.

1637C

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

Quality: 18,746 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[adamant's solution](#)

270.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,806 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy
[adamant's solution](#)

271.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,578 global accepts · Rating: 1200 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings
[adamant's solution](#)

272.

1001H

[Oracle for \$f\(x\)\$ = parity of the number of 1s in \$x\$](#) · [Tutorial](#)

Quality: 546 global accepts · Rating: 1200 · first AC: 2021-05-29 · Q# (first AC) · Tags: *special
[adamant's solution](#)

273.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
[adamant's solution](#)

274.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: graphs, implementation
[adamant's solution](#)

275.

1305B

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

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers
[adamant's solution](#)

276.

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,338 global accepts · Rating: 1200 · first AC: 2020-01-26 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[adamant's solution](#)

277.

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,198 global accepts · Rating: 1200 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[adamant's solution](#)

278.

1097B

[Petr and a Combination Lock](#) · [Tutorial](#)

Quality: 35,965 global accepts · Rating: 1200 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[adamant's solution](#)

279.

1091B

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

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[adamant's solution](#)

280.

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[adamant's solution](#)

281.

1028B

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

Quality: 10,242 global accepts · Rating: 1200 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[adamant's solution](#)

282.

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2018-08-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[adamant's solution](#)

283.

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[adamant's solution](#)

284.

960A

[Check the string](#) · [Tutorial](#)

Quality: 8,787 global accepts · Rating: 1200 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[adamant's solution](#)

285.

928A

[Login Verification](#) · [Tutorial](#)

Quality: 3,594 global accepts · Rating: 1200 · first AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: *special, strings

[adamant's solution](#)

286.

920B

[Tea Queue](#) · [Tutorial](#)

Quality: 8,116 global accepts · Rating: 1200 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[adamant's solution](#)

287.

914B

[Conan and Agasa play a Card Game](#) · [Tutorial](#)

Quality: 9,066 global accepts · Rating: 1200 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation

[adamant's solution](#)

288.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,466 global accepts · Rating: 1200 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees

[adamant's solution](#)

289.

908B

[New Year and Buggy Bot](#) · [Tutorial](#)

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[adamant's solution](#)

290.

875A

[Classroom Watch](#) · [Tutorial](#)

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[adamant's solution](#)

291.

794B

[Cutting Carrot](#) · [Tutorial](#)

Quality: 7,270 global accepts · Rating: 1200 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[adamant's solution](#)

292.

769B

[News About Credit](#) · [Tutorial](#)

Quality: 3,443 global accepts · Rating: 1200 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: *special, greedy, two pointers

[adamant's solution](#)

293.

765C

[Table Tennis Game 2](#) · [Tutorial](#)

Quality: 7,430 global accepts · Rating: 1200 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[adamant's solution](#)

294.

725B

[Food on the Plane](#) · [Tutorial](#)

Quality: 5,321 global accepts · Rating: 1200 · first AC: 2016-10-22 · GNU C++11 (first AC) · Tags: implementation, math

[adamant's solution](#)

295.

722B

[Verse Pattern](#) · [Tutorial](#)

Quality: 6,766 global accepts · Rating: 1200 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: implementation, strings

[adamant's solution](#)

296.

717C

[Potions Homework](#) · [Tutorial](#)

Quality: 4,286 global accepts · Rating: 1200 · first AC: 2016-09-11 · GNU C++11 (first AC) · Tags: implementation, sortings

[adamant's solution](#)

297.

708A

[Letters Cyclic Shift](#) · [Tutorial](#)

Quality: 9,800 global accepts · Rating: 1200 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[adamant's solution](#)

298.

690D1

[The Wall \(easy\)](#) · [Tutorial](#)

Quality: 2,904 global accepts · Rating: 1200 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[adamant's solution](#)

299.

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,353 global accepts · Rating: 1200 · first AC: 2016-05-30 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[adamant's solution](#)

300.

101A

[Homework](#) · [Tutorial](#)

Quality: 4,370 global accepts · Rating: 1200 · first AC: 2016-05-30 · last AC: 2016-05-30 · GNU C++11 (first AC) · Tags: greedy

[adamant's solution](#)

301.

639A

[Bear and Displayed Friends](#) · [Tutorial](#)

Quality: 6,415 global accepts · Rating: 1200 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: implementation

[adamant's solution](#)

302.

655B

[Mischievous Mess Makers](#) · [Tutorial](#)

Rating: 1200 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: greedy, math

[adamant's solution](#)

303.

655A

[Amity Assessment](#) · [Tutorial](#)

Rating: 1200 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: brute force, implementation

[adamant's solution](#)

304.

637B

[Chat Order](#) · [Tutorial](#)

Quality: 22,867 global accepts · Rating: 1200 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: *special, binary search, constructive algorithms, data structures, sortings

[adamant's solution](#)

305.

523A

[Rotate, Flip and Zoom](#) · [Tutorial](#)

Quality: 2,856 global accepts · Rating: 1200 · first AC: 2015-03-14 · GNU C++0x (first AC) · Tags: *special, implementation

[adamant's solution](#)

306.

522A

[Reposts](#) · [Tutorial](#)

Quality: 18,830 global accepts · Rating: 1200 · first AC: 2015-03-07 · GNU C++0x (first AC) · Tags: *special, dfs and similar, dp, graphs, trees

[adamant's solution](#)

307.

482A

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

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2014-10-24 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy

[adamant's solution](#)

308.

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,035 global accepts · Rating: 1200 · first AC: 2014-09-12 · GNU C++0x (first AC) · Tags: implementation

[adamant's solution](#)

309.

461A

[Appleman and Toastman](#) · [Tutorial](#)

Quality: 16,433 global accepts · Rating: 1200 · first AC: 2014-08-26 · GNU C++0x (first AC) · Tags: greedy, sortings

[adamant's solution](#)

310.

459A

[Pashmak and Garden](#) · [Tutorial](#)

Quality: 36,411 global accepts · Rating: 1200 · first AC: 2014-08-15 · last AC: 2014-08-26 · GNU C++0x (first AC) · Tags: implementation

[adamant's solution](#)

311.

456B

[Fedya and Maths](#) · [Tutorial](#)

Quality: 18,573 global accepts · Rating: 1200 · first AC: 2014-08-10 · GNU C++0x (first AC) · Tags: math, number theory

[adamant's solution](#)

312.

432B

[Football Kit](#) · [Tutorial](#)

Quality: 12,260 global accepts · Rating: 1200 · first AC: 2014-05-15 · GNU C++0x (first AC) · Tags: brute force, greedy, implementation

[adamant's solution](#)

313.

424B

[Megacity](#) · [Tutorial](#)

Quality: 8,467 global accepts · Rating: 1200 · first AC: 2014-04-25 · last AC: 2014-04-25 · GNU C++0x (first AC) · Tags: binary search, greedy, implementation, sortings

[adamant's solution](#)

314.

413A

[Data Recovery](#) · [Tutorial](#)

Quality: 2,967 global accepts · Rating: 1200 · first AC: 2014-04-20 · GNU C++0x (first AC) · Tags: implementation

[adamant's solution](#)

315.

412C

[Pattern](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1200 · first AC: 2014-04-19 · GNU C++0x (first AC) · Tags: implementation, strings

[adamant's solution](#)

316.

379B

[New Year Present](#) · [Tutorial](#)

Quality: 7,613 global accepts · Rating: 1200 · first AC: 2013-12-30 · GNU C++0x (first AC) · Tags: constructive algorithms, implementation

[adamant's solution](#)

317.

304A

[Pythagorean Theorem II](#) · [Tutorial](#)

Quality: 12,039 global accepts · Rating: 1200 · first AC: 2013-05-12 · last AC: 2013-05-14 · GNU C++ (first AC) · Tags: brute force, math

[adamant's solution](#)

318.

264A

[Escape from Stones](#) · [Tutorial](#)

Quality: 11,816 global accepts · Rating: 1200 · first AC: 2013-01-20 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, implementation, two pointers

[adamant's solution](#)

319.

255B

[Code Parsing](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1200 · first AC: 2012-12-16 · GNU C++ (first AC) · Tags: implementation

[adamant's solution](#)

320.

254A

[Cards with Numbers](#) · [Tutorial](#)

Quality: 7,737 global accepts · Rating: 1200 · first AC: 2012-12-09 · GNU C++ (first AC) · Tags: constructive algorithms, sortings
[adamant's solution](#)

321.

239A

[Two Bags of Potatoes](#) · [Tutorial](#)

Quality: 20,610 global accepts · Rating: 1200 · first AC: 2012-11-04 · GNU C++ (first AC) · Tags: greedy, implementation, math
[adamant's solution](#)

322.

234A

[Lefthanders and Righthanders](#) · [Tutorial](#)

Quality: 4,679 global accepts · Rating: 1200 · first AC: 2012-10-16 · GNU C++ (first AC) · Tags: implementation
[adamant's solution](#)

323.

222A

[Shooshuns and Sequence](#) · [Tutorial](#)

Quality: 11,765 global accepts · Rating: 1200 · first AC: 2012-09-10 · GNU C++ (first AC) · Tags: brute force, implementation
[adamant's solution](#)

324.

216A

[Tiling with Hexagons](#) · [Tutorial](#)

Quality: 5,270 global accepts · Rating: 1200 · first AC: 2012-08-16 · GNU C++ (first AC) · Tags: implementation, math
[adamant's solution](#)

325.

208D

[Prizes, Prizes, more Prizes](#) · [Tutorial](#)

Quality: 8,049 global accepts · Rating: 1200 · first AC: 2012-07-23 · GNU C++ (first AC) · Tags: implementation
[adamant's solution](#)

326.

203A

[Two Problems](#) · [Tutorial](#)

Quality: 4,424 global accepts · Rating: 1200 · first AC: 2012-07-03 · GNU C++ (first AC) · Tags: brute force, implementation
[adamant's solution](#)

327.

177D1

[Encrypting Messages](#) · [Tutorial](#)

Quality: 2,732 global accepts · Rating: 1200 · first AC: 2012-04-21 · GNU C++ (first AC) · Tags: brute force
[adamant's solution](#)

328.

177B2

[Rectangular Game](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 1200 · first AC: 2012-04-21 · GNU C++ (first AC) · Tags: number theory
[adamant's solution](#)

329.

2201A1

[Lost Civilization \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,067 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures
[adamant's solution](#)

330.

2170C

[Quotient and Remainder](#) · [Tutorial](#)

Quality: 11,250 global accepts · Rating: 1300 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, two pointers
[adamant's solution](#)

331.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,708 global accepts · Rating: 1300 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, implementation

[adamant's solution](#)

332.

2152B

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

Quality: 12,859 global accepts · Rating: 1300 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[adamant's solution](#)

333.

2169C

[Range Operation](#) · [Tutorial](#)

Quality: 12,681 global accepts · Rating: 1300 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math, two pointers

[adamant's solution](#)

334.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,130 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[adamant's solution](#)

335.

2127B

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

Quality: 13,499 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[adamant's solution](#)

336.

2129A

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

Quality: 16,663 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[adamant's solution](#)

337.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,711 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[adamant's solution](#)

338.

1984C1

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

Quality: 20,155 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[adamant's solution](#)

339.

1815A

[Ian and Array Sorting](#) · [Tutorial](#)

Quality: 15,975 global accepts · Rating: 1300 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[adamant's solution](#)

340.

1810C

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

Quality: 16,552 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[adamant's solution](#)

341.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy
[adamant's solution](#)

342.

1737B

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

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math
[adamant's solution](#)

343.

1726C

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

Quality: 13,399 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, greedy
[adamant's solution](#)

344.

1693A

[Directional Increase](#) · [Tutorial](#)

Quality: 17,440 global accepts · Rating: 1300 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[adamant's solution](#)

345.

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
[adamant's solution](#)

346.

1615B

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

Quality: 17,917 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math
[adamant's solution](#)

347.

1603A

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

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
[adamant's solution](#)

348.

1556B

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

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[adamant's solution](#)

349.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,482 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, hashing, implementation, strings
[adamant's solution](#)

350.

1534C

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

Quality: 13,820 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, graphs, math
[adamant's solution](#)

351.

1001F

[Distinguish multi-qubit basis states](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 1300 · first AC: 2021-05-29 · last AC: 2021-05-29 · Q# (first AC) · Tags: *special

[adamant's solution](#)

352.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,724 global accepts · Rating: 1300 · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[adamant's solution](#)

353.

1322A

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

Quality: 12,888 global accepts · Rating: 1300 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[adamant's solution](#)

354.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[adamant's solution](#)

355.

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[adamant's solution](#)

356.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,229 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[adamant's solution](#)

357.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,688 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[adamant's solution](#)

358.

1055B

[Alice and Hairdresser](#) · [Tutorial](#)

Quality: 5,542 global accepts · Rating: 1300 · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: dsu, implementation

[adamant's solution](#)

359.

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[adamant's solution](#)

360.

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,878 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[adamant's solution](#)

361.

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[adamant's solution](#)

362.

1007A

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

Quality: 13,069 global accepts · Rating: 1300 · first AC: 2018-07-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math,

sortings, two pointers

[adamant's solution](#)

363.

924A

[Mystical Mosaic](#) · [Tutorial](#)

Quality: 5,216 global accepts · Rating: 1300 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[adamant's solution](#)

364.

929B

[AÄBDBC 2 D 0CÄ>C`QD\\$5](#)

Quality: 2,087 global accepts · Rating: 1300 · first AC: 2018-03-02 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

[adamant's solution](#)

365.

932B

[Recursive Queries](#) · [Tutorial](#)

Quality: 9,262 global accepts · Rating: 1300 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar

[adamant's solution](#)

366.

919C

[Seat Arrangements](#) · [Tutorial](#)

Quality: 9,430 global accepts · Rating: 1300 · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[adamant's solution](#)

367.

912B

[New Year's Eve](#) · [Tutorial](#)

Quality: 13,839 global accepts · Rating: 1300 · first AC: 2018-01-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, number theory

[adamant's solution](#)

368.

871A

[Maximum splitting](#) · [Tutorial](#)

Rating: 1300 · first AC: 2017-10-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory

[adamant's solution](#)

369.

840A

[Leha and Function](#) · [Tutorial](#)

Quality: 7,471 global accepts · Rating: 1300 · first AC: 2017-08-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math, number theory, sortings

[adamant's solution](#)

370.

750B

[New Year and North Pole](#) · [Tutorial](#)

Quality: 9,721 global accepts · Rating: 1300 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation

[adamant's solution](#)

371.

722A

[Broken Clock](#) · [Tutorial](#)

Quality: 6,961 global accepts · Rating: 1300 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: brute force, implementation

[adamant's solution](#)

372.

690C1

[Brain Network \(easy\)](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 1300 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[adamant's solution](#)

373.

690F1

[Tree of Life \(easy\)](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 1300 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[adamant's solution](#)

374.

653B

[Bear and Compressing](#) · [Tutorial](#)

Quality: 5,335 global accepts · Rating: 1300 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dp, strings

[adamant's solution](#)

375.

634A

[Island Puzzle](#) · [Tutorial](#)

Quality: 3,454 global accepts · Rating: 1300 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[adamant's solution](#)

376.

633B

[A Trivial Problem](#) · [Tutorial](#)

Quality: 7,239 global accepts · Rating: 1300 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[adamant's solution](#)

377.

626B

[Cards](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1300 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, math

[adamant's solution](#)

378.

611B

[New Year and Old Property](#) · [Tutorial](#)

Quality: 11,066 global accepts · Rating: 1300 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: bitmasks, brute force, implementation

[adamant's solution](#)

379.

573A

[Bear and Poker](#) · [Tutorial](#)

Quality: 18,203 global accepts · Rating: 1300 · first AC: 2015-08-29 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[adamant's solution](#)

380.

526A

[King of Thieves](#) · [Tutorial](#)

Quality: 5,008 global accepts · Rating: 1300 · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: brute force, implementation

[adamant's solution](#)

381.

472B

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

Quality: 7,647 global accepts · Rating: 1300 · first AC: 2014-09-28 · GNU C++0x (first AC) · Tags: —

[adamant's solution](#)

382.

459B

[Pashmak and Flowers](#) · [Tutorial](#)

Quality: 47,503 global accepts · Rating: 1300 · first AC: 2014-08-15 · GNU C++0x (first AC) · Tags: combinatorics, implementation, sortings

[adamant's solution](#)

383.

429A

[Xor-tree](#) · [Tutorial](#)

Quality: 12,267 global accepts · Rating: 1300 · first AC: 2014-05-11 · GNU C++0x (first AC) · Tags: dfs and similar, trees

[adamant's solution](#)

384.

413B

[Spyke Chatting](#) · [Tutorial](#)

Quality: 1,844 global accepts · Rating: 1300 · first AC: 2014-04-20 · GNU C++0x (first AC) · Tags: implementation

[adamant's solution](#)

385.

376B

[I.O.U.](#) · [Tutorial](#)

Quality: 6,945 global accepts · Rating: 1300 · first AC: 2013-12-24 · GNU C++0x (first AC) · Tags: implementation

[adamant's solution](#)

386.

371B

[Fox Dividing Cheese](#) · [Tutorial](#)

Quality: 12,536 global accepts · Rating: 1300 · first AC: 2013-12-08 · GNU C++0x (first AC) · Tags: math, number theory

[adamant's solution](#)

387.

318B

[Strings of Power](#) · [Tutorial](#)

Quality: 8,302 global accepts · Rating: 1300 · first AC: 2013-06-14 · last AC: 2013-08-09 · GNU C++ (first AC) · Tags: implementation, strings, two pointers

[adamant's solution](#)

388.

332A

[Down the Hatch!](#) · [Tutorial](#)

Quality: 3,725 global accepts · Rating: 1300 · first AC: 2013-07-24 · GNU C++ (first AC) · Tags: implementation

[adamant's solution](#)

389.

304C

[Lucky Permutation Triple](#) · [Tutorial](#)

Rating: 1300 · first AC: 2013-05-12 · last AC: 2013-05-14 · GNU C++ (first AC) · Tags: constructive algorithms

[adamant's solution](#)

390.

303A

[Lucky Permutation Triple](#) · [Tutorial](#)

Quality: 8,572 global accepts · Rating: 1300 · first AC: 2013-05-12 · last AC: 2013-05-14 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math

[adamant's solution](#)

391.

288A

[Polo the Penguin and Strings](#) · [Tutorial](#)

Quality: 6,754 global accepts · Rating: 1300 · first AC: 2013-04-02 · GNU C++ (first AC) · Tags: greedy

[adamant's solution](#)

392.

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,892 global accepts · Rating: 1300 · first AC: 2013-03-13 · last AC: 2013-03-13 · GNU C++ (first AC) · Tags: brute force, dp

[adamant's solution](#)

393.

276B

[Little Girl and Game](#) · [Tutorial](#)

Quality: 32,112 global accepts · Rating: 1300 · first AC: 2013-02-24 · GNU C++ (first AC) · Tags: games, greedy

[adamant's solution](#)

394.

271B

[Prime Matrix](#) · [Tutorial](#)

Quality: 15,463 global accepts · Rating: 1300 · first AC: 2013-02-11 · GNU C++ (first AC) · Tags: binary search, brute force, math, number

theory

[adamant's solution](#)

395.

252C

[Points on Line](#) · [Tutorial](#)

Quality: 1300 · first AC: 2012-12-06 · GNU C++ (first AC) · Tags: binary search, combinatorics, two pointers

[adamant's solution](#)

396.

246B

[Increase and Decrease](#) · [Tutorial](#)

Quality: 12,273 global accepts · Rating: 1300 · first AC: 2012-11-21 · GNU C++ (first AC) · Tags: greedy, math

[adamant's solution](#)

397.

234C

[Weather](#) · [Tutorial](#)

Quality: 5,949 global accepts · Rating: 1300 · first AC: 2012-10-16 · GNU C++ (first AC) · Tags: dp, implementation

[adamant's solution](#)

398.

227A

[Where do I Turn?](#) · [Tutorial](#)

Quality: 4,585 global accepts · Rating: 1300 · first AC: 2012-09-24 · GNU C++ (first AC) · Tags: geometry

[adamant's solution](#)

399.

221B

[Little Elephant and Numbers](#) · [Tutorial](#)

Quality: 4,909 global accepts · Rating: 1300 · first AC: 2012-08-31 · GNU C++ (first AC) · Tags: implementation

[adamant's solution](#)

400.

221C

[Little Elephant and Problem](#) · [Tutorial](#)

Rating: 1300 · first AC: 2012-08-31 · GNU C++ (first AC) · Tags: sortings

[adamant's solution](#)

401.

215B

[Olympic Medal](#) · [Tutorial](#)

Quality: 5,977 global accepts · Rating: 1300 · first AC: 2012-08-06 · GNU C++ (first AC) · Tags: greedy, math

[adamant's solution](#)

402.

203B

[Game on Paper](#) · [Tutorial](#)

Quality: 2,787 global accepts · Rating: 1300 · first AC: 2012-07-03 · GNU C++ (first AC) · Tags: brute force, implementation

[adamant's solution](#)

403.

195B

[After Training](#) · [Tutorial](#)

Quality: 5,512 global accepts · Rating: 1300 · first AC: 2012-06-10 · GNU C++ (first AC) · Tags: data structures, implementation, math

[adamant's solution](#)

404.

2190B1

[Sub-RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,685 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[adamant's solution](#)

405.

2158C

[Annoying Game](#) · [Tutorial](#)

Quality: 11,072 global accepts · Rating: 1400 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, greedy
[adamant's solution](#)

406.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 1400 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math
[adamant's solution](#)

407.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,264 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[adamant's solution](#)

408.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings
[adamant's solution](#)

409.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,404 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings
[adamant's solution](#)

410.

2034C

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

Quality: 9,142 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation
[adamant's solution](#)

411.

2035C

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

Quality: 11,532 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math
[adamant's solution](#)

412.

1967B1

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

Quality: 16,060 global accepts · Rating: 1400 · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[adamant's solution](#)

413.

1967A

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

Quality: 14,942 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings
[adamant's solution](#)

414.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,708 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings
[adamant's solution](#)

415.

1830A

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

Quality: 20,327 global accepts · Rating: 1400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[adamant's solution](#)

416.

1824A

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

Quality: 12,526 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[adamant's solution](#)

417.

1764C

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

Quality: 10,447 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy

[adamant's solution](#)

418.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,731 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[adamant's solution](#)

419.

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

[adamant's solution](#)

420.

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

[adamant's solution](#)

421.

1691C

[Sum of Substrings](#) · [Tutorial](#)

Quality: 17,225 global accepts · Rating: 1400 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[adamant's solution](#)

422.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[adamant's solution](#)

423.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy

[adamant's solution](#)

424.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2021-06-25 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[adamant's solution](#)

425.

1001G

[Oracle for \$f\(x\) = k\$ -th element of \$x\$](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 1400 · first AC: 2021-05-29 · Q# (first AC) · Tags: *special

[adamant's solution](#)

426.

1001D

[Distinguish plus state and minus state](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 1400 · first AC: 2021-05-29 · Q# (first AC) · Tags: *special

[adamant's solution](#)

427.

1001C

[Generate GHZ state](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 1400 · first AC: 2021-05-29 · last AC: 2021-05-29 · Q# (first AC) · Tags: *special

[adamant's solution](#)

428.

1001B

[Generate Bell state](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 1400 · first AC: 2021-05-29 · Q# (first AC) · Tags: *special

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429.

1515C

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

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[adamant's solution](#)

430.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[adamant's solution](#)

431.

518B

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Quality: 8,387 global accepts · Rating: 1400 · first AC: 2020-01-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[adamant's solution](#)

432.

1284B

[New Year and Ascent Sequence](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

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433.

1214A

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Quality: 9,492 global accepts · Rating: 1400 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

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434.

1190A

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435.

1110B

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436.

1103A

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[adamant's solution](#)

437.

1097C

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Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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438.

1091C

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439.

995B

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440.

981C

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Quality: 6,857 global accepts · Rating: 1400 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, trees

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441.

975C

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Quality: 11,052 global accepts · Rating: 1400 · first AC: 2018-05-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search

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442.

929A

[AöCöC B C\\$5C'>D 8Cö5CD>C](#)

Quality: 2,557 global accepts · Rating: 1400 · first AC: 2018-03-02 · C++14 (GCC 6-32) (first AC) · Tags: *special, greedy, implementation

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443.

928B

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Quality: 2,648 global accepts · Rating: 1400 · first AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: *special, dp

[adamant's solution](#)

444.

920C

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445.

868B

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446.

866A

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Rating: 1400 · first AC: 2017-09-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[adamant's solution](#)

447.

843A

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Quality: 5,960 global accepts · Rating: 1400 · first AC: 2017-08-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, implementation, math, sortings

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448.

799B

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Quality: 10,178 global accepts · Rating: 1400 · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[adamant's solution](#)

449.

804B

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Quality: 10,163 global accepts · Rating: 1400 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, implementation, math

[adamant's solution](#)

450.

757B

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[adamant's solution](#)

451.

713A

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Quality: 8,865 global accepts · Rating: 1400 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: data structures, implementation

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452.

698A

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[adamant's solution](#)

453.

679A

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[adamant's solution](#)

454.

641B

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Quality: 4,390 global accepts · Rating: 1400 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: implementation

[adamant's solution](#)

455.

637C

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456.

650A

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Quality: 16,641 global accepts · Rating: 1400 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: data structures, geometry, math

[adamant's solution](#)

457.

538A

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458.

538B

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459.

526B

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Quality: 4,712 global accepts · Rating: 1400 · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, implementation

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460.

525B

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461.

523C

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462.

516A

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463.

513B1

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464.

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465.

472C

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466.

436B

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467.

413C

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468.

418A

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469.

416A

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Quality: 10,067 global accepts · Rating: 1400 · first AC: 2014-04-13 · GNU C++0x (first AC) · Tags: greedy, implementation, two pointers
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470.

414B

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471.

379C

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472.

335A

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473.

334B

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474.

331A1

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475.

316A2

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476.

290A

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477.

290D

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478.

279A

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479.

272B

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480.

279B

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Quality: 72,464 global accepts · Rating: 1400 · first AC: 2013-03-05 · GNU C++ (first AC) · Tags: binary search, brute force, implementation, two pointers
[adamant's solution](#)

481.

278C

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[adamant's solution](#)

482.

253B

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Quality: 12,376 global accepts · Rating: 1400 · first AC: 2012-12-09 · GNU C++ (first AC) · Tags: binary search, dp, sortings, two pointers
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483.

248B

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484.

233B

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485.

228B

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486.

203C

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[adamant's solution](#)

487.

205B

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Quality: 6,477 global accepts · Rating: 1400 · first AC: 2012-07-11 · GNU C++ (first AC) · Tags: brute force, greedy
[adamant's solution](#)

488.

175B

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[adamant's solution](#)

489.

2169D1

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490.

2147C

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[adamant's solution](#)

491.

2115A

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492.

2057C

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493.

2053C

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494.

1804C

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495.

1710A

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[adamant's solution](#)

496.

1630A

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Quality: 16,153 global accepts · Rating: 1500 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

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497.

1621B

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Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

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498.

1616C

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[adamant's solution](#)

499.

1552B

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500.

1545A

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501.

1515D

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502.

1444A

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503.

1408C

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504.

1416A

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505.

1307C

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506.

812C

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507.

1253C

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508.

761C

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[adamant's solution](#)

509.

1209C

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510.

1208B

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511.

1178D

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512.

1158A

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513.

1179A

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514.

1110C

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515.

1081C

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[adamant's solution](#)

516.

1081B

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[adamant's solution](#)

517.

1043C

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Quality: 7,224 global accepts · Rating: 1500 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

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518.

1054C

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Quality: 4,489 global accepts · Rating: 1500 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[adamant's solution](#)

519.

1012A

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Quality: 6,689 global accepts · Rating: 1500 · first AC: 2018-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, sortings

[adamant's solution](#)

520.

1010A

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Quality: 9,004 global accepts · Rating: 1500 · first AC: 2018-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

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521.

960B

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522.

930A

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Quality: 8,388 global accepts · Rating: 1500 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

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523.

908C

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524.

891A

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525.

875B

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526.

868C

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527.

855B

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528.

860A

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529.

859C

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530.

853A

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531.

809A

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532.

771B

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Quality: 7,183 global accepts · Rating: 1500 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

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533.

771A

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Quality: 17,734 global accepts · Rating: 1500 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

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534.

744A

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535.

724B

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536.

696A

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Quality: 6,460 global accepts · Rating: 1500 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, trees

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537.

690C2

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Quality: 5,012 global accepts · Rating: 1500 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

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538.

687A

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539.

643A

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Quality: 4,818 global accepts · Rating: 1500 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: implementation

[adamant's solution](#)

540.

611C

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541.

329B

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Quality: 7,497 global accepts · Rating: 1500 · first AC: 2015-11-03 · GNU C++11 (first AC) · Tags: dfs and similar, shortest paths
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542.

329A

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543.

588C

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Rating: 1500 · first AC: 2015-10-15 · GNU C++11 (first AC) · Tags: —
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544.

587A

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Quality: 8,327 global accepts · Rating: 1500 · first AC: 2015-10-15 · GNU C++11 (first AC) · Tags: greedy
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545.

566F

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Quality: 4,301 global accepts · Rating: 1500 · first AC: 2015-07-30 · GNU C++11 (first AC) · Tags: dp, math, number theory
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546.

527C

[Glass Carving](#) · [Tutorial](#)

Quality: 7,534 global accepts · Rating: 1500 · first AC: 2015-03-17 · GNU C++0x (first AC) · Tags: binary search, data structures, implementation
[adamant's solution](#)

547.

528A

[Glass Carving](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-03-17 · GNU C++0x (first AC) · Tags: data structures, implementation
[adamant's solution](#)

548.

523B

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Quality: 994 global accepts · Rating: 1500 · first AC: 2015-03-14 · GNU C++0x (first AC) · Tags: *special, implementation
[adamant's solution](#)

549.

504A

[Misha and Forest](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-01-12 · GNU C++0x (first AC) · Tags: constructive algorithms, data structures, graphs, greedy
[adamant's solution](#)

550.

497A

[Removing Columns](#) · [Tutorial](#)

Rating: 1500 · first AC: 2014-12-17 · GNU C++0x (first AC) · Tags: greedy
[adamant's solution](#)

551.

494A

[Treasure](#) · [Tutorial](#)

Quality: 6,549 global accepts · Rating: 1500 · first AC: 2014-12-13 · GNU C++0x (first AC) · Tags: greedy
[adamant's solution](#)

552.

490B

[Queue](#) · [Tutorial](#)

Quality: 6,424 global accepts · Rating: 1500 · first AC: 2014-11-23 · GNU C++0x (first AC) · Tags: dsu, implementation

[adamant's solution](#)

553.

468A

[24 Game](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1500 · first AC: 2014-09-20 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy, math

[adamant's solution](#)

554.

455A

[Boredom](#) · [Tutorial](#)

Quality: 72,000 global accepts · Rating: 1500 · first AC: 2014-08-08 · GNU C++0x (first AC) · Tags: dp

[adamant's solution](#)

555.

436A

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Quality: 3,788 global accepts · Rating: 1500 · first AC: 2014-06-13 · GNU C++0x (first AC) · Tags: greedy

[adamant's solution](#)

556.

425A

[Sereja and Swaps](#) · [Tutorial](#)

Quality: 4,168 global accepts · Rating: 1500 · first AC: 2014-04-27 · GNU C++0x (first AC) · Tags: brute force, sortings

[adamant's solution](#)

557.

414A

[Mashmokh and Numbers](#) · [Tutorial](#)

Quality: 10,565 global accepts · Rating: 1500 · first AC: 2014-04-06 · GNU C++0x (first AC) · Tags: constructive algorithms, number theory

[adamant's solution](#)

558.

403A

[Searching for Graph](#) · [Tutorial](#)

Rating: 1500 · first AC: 2014-03-16 · GNU C++0x (first AC) · Tags: constructive algorithms, graphs

[adamant's solution](#)

559.

367A

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

Quality: 4,546 global accepts · Rating: 1500 · first AC: 2013-11-26 · GNU C++0x (first AC) · Tags: data structures, implementation

[adamant's solution](#)

560.

356A

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

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[adamant's solution](#)

561.

354A

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,658 global accepts · Rating: 1500 · first AC: 2013-10-13 · GNU C++0x (first AC) · Tags: brute force, greedy, math

[adamant's solution](#)

562.

345A

[Expecting Trouble](#) · [Tutorial](#)

Quality: 532 global accepts · Rating: 1500 · first AC: 2013-09-13 · Ada (first AC) · Tags: *special, probabilities

[adamant's solution](#)

563.

342B

[Xenia and Spies](#) · [Tutorial](#)

Quality: 4,207 global accepts · Rating: 1500 · first AC: 2013-09-07 · GNU C++ (first AC) · Tags: brute force, greedy, implementation
[adamant's solution](#)

564.

332B

[Maximum Absurdity](#) · [Tutorial](#)

Quality: 8,711 global accepts · Rating: 1500 · first AC: 2013-07-24 · GNU C++ (first AC) · Tags: data structures, dp, implementation
[adamant's solution](#)

565.

331A2

[Oh Sweet Beaverette](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 1500 · first AC: 2013-07-17 · GNU C++ (first AC) · Tags: data structures, sortings
[adamant's solution](#)

566.

325A

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

Quality: 2,301 global accepts · Rating: 1500 · first AC: 2013-07-13 · GNU C++ (first AC) · Tags: implementation
[adamant's solution](#)

567.

288B

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Quality: 3,212 global accepts · Rating: 1500 · first AC: 2013-04-02 · GNU C++ (first AC) · Tags: combinatorics
[adamant's solution](#)

568.

290B

[QR code](#) · [Tutorial](#)

Quality: 2,618 global accepts · Rating: 1500 · first AC: 2013-04-01 · GNU C++ (first AC) · Tags: *special, implementation
[adamant's solution](#)

569.

282C

[XOR and OR](#) · [Tutorial](#)

Quality: 10,183 global accepts · Rating: 1500 · first AC: 2013-03-13 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math
[adamant's solution](#)

570.

282B

[Painting Eggs](#) · [Tutorial](#)

Quality: 13,971 global accepts · Rating: 1500 · first AC: 2013-03-13 · GNU C++ (first AC) · Tags: greedy, math
[adamant's solution](#)

571.

272C

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Quality: 7,201 global accepts · Rating: 1500 · first AC: 2013-02-13 · last AC: 2013-03-12 · GNU C++ (first AC) · Tags: data structures, implementation
[adamant's solution](#)

572.

278B

[New Problem](#) · [Tutorial](#)

Quality: 3,639 global accepts · Rating: 1500 · first AC: 2013-02-28 · GNU C++ (first AC) · Tags: brute force, strings
[adamant's solution](#)

573.

276C

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Quality: 39,563 global accepts · Rating: 1500 · first AC: 2013-02-24 · GNU C++ (first AC) · Tags: data structures, greedy, implementation, sortings

[adamant's solution](#)

574.

271C

[Secret](#) · [Tutorial](#)

Quality: 3,136 global accepts · Rating: 1500 · first AC: 2013-02-11 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[adamant's solution](#)

575.

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,023 global accepts · Rating: 1500 · first AC: 2013-01-20 · GNU C++ (first AC) · Tags: dp, number theory

[adamant's solution](#)

576.

254B

[Jury Size](#) · [Tutorial](#)

Quality: 2,269 global accepts · Rating: 1500 · first AC: 2012-12-09 · GNU C++ (first AC) · Tags: brute force, implementation

[adamant's solution](#)

577.

250B

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Quality: 2,240 global accepts · Rating: 1500 · first AC: 2012-11-26 · GNU C++ (first AC) · Tags: implementation, strings

[adamant's solution](#)

578.

239B

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Quality: 1,474 global accepts · Rating: 1500 · first AC: 2012-11-04 · GNU C++ (first AC) · Tags: brute force, implementation

[adamant's solution](#)

579.

2A

[Winner](#) · [Tutorial](#)

Quality: 31,233 global accepts · Rating: 1500 · first AC: 2012-08-04 · GNU C++ (first AC) · Tags: hashing, implementation

[adamant's solution](#)

580.

177D2

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Quality: 2,682 global accepts · Rating: 1500 · first AC: 2012-04-21 · GNU C++ (first AC) · Tags: data structures

[adamant's solution](#)

581.

2182D

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

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[adamant's solution](#)

582.

2157D

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

Quality: 6,019 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[adamant's solution](#)

583.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,286 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[adamant's solution](#)

584.

2061D

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

Quality: 10,786 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures
[adamant's solution](#)

585.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,965 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, combinatorics, dp
[adamant's solution](#)

586.

2048D

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

Quality: 8,312 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers
[adamant's solution](#)

587.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
[adamant's solution](#)

588.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,543 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers
[adamant's solution](#)

589.

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math
[adamant's solution](#)

590.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,395 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[adamant's solution](#)

591.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,226 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers
[adamant's solution](#)

592.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,448 global accepts · Rating: 1600 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation
[adamant's solution](#)

593.

1687A

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

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[adamant's solution](#)

594.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy, math
[adamant's solution](#)

595.

1603B

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Quality: 15,077 global accepts · Rating: 1600 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[adamant's solution](#)

596.

1530D

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Quality: 10,098 global accepts · Rating: 1600 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math
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597.

1523C

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Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, trees
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598.

1001E

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Quality: 568 global accepts · Rating: 1600 · first AC: 2021-05-29 · Q# (first AC) · Tags: *special
[adamant's solution](#)

599.

1528A

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Quality: 18,993 global accepts · Rating: 1600 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees
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600.

1305C

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Quality: 18,787 global accepts · Rating: 1600 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory
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601.

1290A

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Quality: 8,901 global accepts · Rating: 1600 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation
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602.

980B

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Quality: 4,924 global accepts · Rating: 1600 · first AC: 2020-01-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[adamant's solution](#)

603.

322B

[Ciel and Flowers](#) · [Tutorial](#)

Quality: 13,203 global accepts · Rating: 1600 · first AC: 2020-01-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[adamant's solution](#)

604.

1284C

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Quality: 8,741 global accepts · Rating: 1600 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[adamant's solution](#)

605.

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,990 global accepts · Rating: 1600 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings
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606.

1188A1

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Quality: 8,935 global accepts · Rating: 1600 · first AC: 2019-07-15 · C++17 (GCC 7-32) (first AC) · Tags: trees
[adamant's solution](#)

607.

1148B

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Quality: 7,941 global accepts · Rating: 1600 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, two pointers
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608.

1137B

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Quality: 7,013 global accepts · Rating: 1600 · first AC: 2019-03-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, strings
[adamant's solution](#)

609.

1137A

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Quality: 4,677 global accepts · Rating: 1600 · first AC: 2019-03-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
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610.

1098A

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Quality: 9,547 global accepts · Rating: 1600 · first AC: 2019-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
[adamant's solution](#)

611.

1056D

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Quality: 6,722 global accepts · Rating: 1600 · first AC: 2018-11-25 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, sortings, trees
[adamant's solution](#)

612.

1056B

[Divide Candies](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 1600 · first AC: 2018-11-25 · GNU C++11 (first AC) · Tags: math, number theory
[adamant's solution](#)

613.

1033C

[Permutation Game](#) · [Tutorial](#)

Quality: 6,217 global accepts · Rating: 1600 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games
[adamant's solution](#)

614.

1060C

[Maximum Subrectangle](#) · [Tutorial](#)

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2018-10-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[adamant's solution](#)

615.

1028C

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Quality: 5,052 global accepts · Rating: 1600 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, sortings

[adamant's solution](#)

616.

1025C

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Quality: 6,491 global accepts · Rating: 1600 · first AC: 2018-08-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[adamant's solution](#)

617.

1025B

[Weakened Common Divisor](#) · [Tutorial](#)

Quality: 8,509 global accepts · Rating: 1600 · first AC: 2018-08-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, number theory

[adamant's solution](#)

618.

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[adamant's solution](#)

619.

993A

[Two Squares](#) · [Tutorial](#)

Quality: 4,461 global accepts · Rating: 1600 · first AC: 2018-06-16 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation

[adamant's solution](#)

620.

986A

[Fair](#) · [Tutorial](#)

Quality: 8,335 global accepts · Rating: 1600 · first AC: 2018-05-29 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, number theory, shortest paths

[adamant's solution](#)

621.

925A

[Stairs and Elevators](#) · [Tutorial](#)

Quality: 3,872 global accepts · Rating: 1600 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[adamant's solution](#)

622.

924B

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Quality: 5,618 global accepts · Rating: 1600 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, two pointers

[adamant's solution](#)

623.

923B

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Quality: 7,750 global accepts · Rating: 1600 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[adamant's solution](#)

624.

930B

[Game with String](#) · [Tutorial](#)

Quality: 3,114 global accepts · Rating: 1600 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, probabilities, strings

[adamant's solution](#)

625.

297B

[Fish Weight](#) · [Tutorial](#)

Quality: 3,766 global accepts · Rating: 1600 · first AC: 2018-02-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[adamant's solution](#)

626.

932C

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

Quality: 4,239 global accepts · Rating: 1600 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms
[adamant's solution](#)

627.

741B

[Arpa's weak amphitheater and Mehrdad's valuable Hoses](#) · [Tutorial](#)

Quality: 5,902 global accepts · Rating: 1600 · first AC: 2018-02-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu
[adamant's solution](#)

628.

741A

[Arpa's loud Owf and Mehrdad's evil plan](#) · [Tutorial](#)

Quality: 5,696 global accepts · Rating: 1600 · first AC: 2018-02-05 · last AC: 2018-02-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math
[adamant's solution](#)

629.

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy
[adamant's solution](#)

630.

878A

[Short Program](#) · [Tutorial](#)

Quality: 5,992 global accepts · Rating: 1600 · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms
[adamant's solution](#)

631.

860B

[Polycarp's phone book](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-09-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, implementation, strings
[adamant's solution](#)

632.

848A

[From Y to Y](#) · [Tutorial](#)

Quality: 5,346 global accepts · Rating: 1600 · first AC: 2017-09-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[adamant's solution](#)

633.

830B

[Cards Sorting](#) · [Tutorial](#)

Quality: 3,055 global accepts · Rating: 1600 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings
[adamant's solution](#)

634.

793B

[Igor and his way to work](#) · [Tutorial](#)

Quality: 4,829 global accepts · Rating: 1600 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths
[adamant's solution](#)

635.

759B

[Travel Card](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, two pointers

[adamant's solution](#)

636.

750C

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

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[adamant's solution](#)

637.

736B

[Taxes](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-11-27 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[adamant's solution](#)

638.

736A

[Tennis Championship](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-11-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dp, math

[adamant's solution](#)

639.

725C

[Hidden Word](#) · [Tutorial](#)

Quality: 2,885 global accepts · Rating: 1600 · first AC: 2016-10-22 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, strings

[adamant's solution](#)

640.

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,473 global accepts · Rating: 1600 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: data structures, dsu

[adamant's solution](#)

641.

715A

[Plus and Square Root](#) · [Tutorial](#)

Quality: 5,866 global accepts · Rating: 1600 · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[adamant's solution](#)

642.

704A

[Thor](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2016-08-07 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[adamant's solution](#)

643.

406A

[Unusual Product](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-05-30 · GNU C++11 (first AC) · Tags: implementation, math

[adamant's solution](#)

644.

643B

[Bear and Two Paths](#) · [Tutorial](#)

Quality: 3,397 global accepts · Rating: 1600 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[adamant's solution](#)

645.

639B

[Bear and Forgotten Tree 3](#) · [Tutorial](#)

Quality: 6,997 global accepts · Rating: 1600 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, trees

[adamant's solution](#)

646.

655C

[Enduring Exodus](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: binary search, two pointers

[adamant's solution](#)

647.

637D

[Running with Obstacles](#) · [Tutorial](#)

Quality: 2,126 global accepts · Rating: 1600 · first AC: 2016-03-14 · GNU C++11 (first AC) · Tags: *special, data structures, dp, greedy

[adamant's solution](#)

648.

626C

[Block Towers](#) · [Tutorial](#)

Quality: 4,616 global accepts · Rating: 1600 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory

[adamant's solution](#)

649.

603A

[Alternative Thinking](#) · [Tutorial](#)

Quality: 8,252 global accepts · Rating: 1600 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: dp, greedy, math

[adamant's solution](#)

650.

573B

[Bear and Blocks](#) · [Tutorial](#)

Quality: 6,352 global accepts · Rating: 1600 · first AC: 2015-08-29 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, math

[adamant's solution](#)

651.

568A

[Primes or Palindromes?](#) · [Tutorial](#)

Quality: 5,404 global accepts · Rating: 1600 · first AC: 2015-08-10 · GNU C++11 (first AC) · Tags: brute force, implementation, math, number theory

[adamant's solution](#)

652.

538C

[Tourist's Notes](#) · [Tutorial](#)

Quality: 6,140 global accepts · Rating: 1600 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, implementation, math

[adamant's solution](#)

653.

523D

[Statistics of Recompressing Videos](#) · [Tutorial](#)

Quality: 2,559 global accepts · Rating: 1600 · first AC: 2015-03-14 · GNU C++0x (first AC) · Tags: *special, data structures, implementation

[adamant's solution](#)

654.

500C

[New Year Book Reading](#) · [Tutorial](#)

Quality: 6,032 global accepts · Rating: 1600 · first AC: 2014-12-30 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy, implementation, math

[adamant's solution](#)

655.

500B

[New Year Permutation](#) · [Tutorial](#)

Quality: 9,601 global accepts · Rating: 1600 · first AC: 2014-12-30 · GNU C++0x (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings

[adamant's solution](#)

656.

477A

[Dreamoon and Sums](#) · [Tutorial](#)

Rating: 1600 · first AC: 2014-10-12 · GNU C++0x (first AC) · Tags: math

[adamant's solution](#)

657.

453A

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

Quality: 12,444 global accepts · Rating: 1600 · first AC: 2014-08-02 · GNU C++0x (first AC) · Tags: probabilities

[adamant's solution](#)

658.

446A

[DZY Loves Sequences](#) · [Tutorial](#)

Quality: 13,531 global accepts · Rating: 1600 · first AC: 2014-07-13 · last AC: 2014-07-13 · GNU C++0x (first AC) · Tags: dp, implementation, two pointers

[adamant's solution](#)

659.

429B

[Working out](#) · [Tutorial](#)

Quality: 10,214 global accepts · Rating: 1600 · first AC: 2014-05-11 · GNU C++0x (first AC) · Tags: dp

[adamant's solution](#)

660.

424C

[Magic Formulas](#) · [Tutorial](#)

Quality: 5,952 global accepts · Rating: 1600 · first AC: 2014-04-25 · last AC: 2014-04-25 · GNU C++0x (first AC) · Tags: math

[adamant's solution](#)

661.

411B

[Multi-core Processor](#) · [Tutorial](#)

Quality: 1,398 global accepts · Rating: 1600 · first AC: 2014-04-15 · GNU C++0x (first AC) · Tags: implementation

[adamant's solution](#)

662.

407B

[Long Path](#) · [Tutorial](#)

Quality: 7,162 global accepts · Rating: 1600 · first AC: 2014-03-30 · GNU C++0x (first AC) · Tags: dp, implementation

[adamant's solution](#)

663.

407A

[Triangle](#) · [Tutorial](#)

Quality: 5,174 global accepts · Rating: 1600 · first AC: 2014-03-30 · GNU C++0x (first AC) · Tags: brute force, geometry, implementation, math

[adamant's solution](#)

664.

383A

[Milking cows](#) · [Tutorial](#)

Quality: 5,571 global accepts · Rating: 1600 · first AC: 2014-01-20 · GNU C++0x (first AC) · Tags: data structures, greedy

[adamant's solution](#)

665.

380A

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

Quality: 2,911 global accepts · Rating: 1600 · first AC: 2014-01-12 · GNU C++0x (first AC) · Tags: binary search, brute force

[adamant's solution](#)

666.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,062 global accepts · Rating: 1600 · first AC: 2013-12-29 · GNU C++0x (first AC) · Tags: dfs and similar

[adamant's solution](#)

667.

376D

[Maximum Submatrix 2](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-12-24 · last AC: 2013-12-24 · GNU C++0x (first AC) · Tags: dp, implementation, sortings

[adamant's solution](#)

668.

376C

[Divisible by Seven](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-12-24 · GNU C++0x (first AC) · Tags: math, number theory

[adamant's solution](#)

669.

371C

[Hamburgers](#) · [Tutorial](#)

Quality: 34,518 global accepts · Rating: 1600 · first AC: 2013-12-08 · GNU C++0x (first AC) · Tags: binary search, brute force

[adamant's solution](#)

670.

364A

[Matrix](#) · [Tutorial](#)

Quality: 4,957 global accepts · Rating: 1600 · first AC: 2013-11-19 · last AC: 2013-11-19 · GNU C++0x (first AC) · Tags: combinatorics, data structures, implementation

[adamant's solution](#)

671.

269A

[Magical Boxes](#) · [Tutorial](#)

Quality: 3,699 global accepts · Rating: 1600 · first AC: 2013-02-01 · last AC: 2013-11-05 · GNU C++ (first AC) · Tags: greedy, math

[adamant's solution](#)

672.

343A

[Rational Resistance](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1600 · first AC: 2013-09-14 · last AC: 2013-09-23 · GNU C++ (first AC) · Tags: math, number theory

[adamant's solution](#)

673.

343B

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

Quality: 17,321 global accepts · Rating: 1600 · first AC: 2013-09-14 · GNU C++ (first AC) · Tags: data structures, greedy, implementation

[adamant's solution](#)

674.

338A

[Quiz](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-08-16 · GNU C++ (first AC) · Tags: greedy, math, number theory

[adamant's solution](#)

675.

318C

[Perfect Pair](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-06-14 · last AC: 2013-08-09 · GNU C++ (first AC) · Tags: greedy, math

[adamant's solution](#)

676.

333A

[Secrets](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1600 · first AC: 2013-07-27 · GNU C++ (first AC) · Tags: greedy

[adamant's solution](#)

677.

250C

[Movie Critics](#) · [Tutorial](#)

Quality: 2,230 global accepts · Rating: 1600 · first AC: 2012-11-26 · GNU C++ (first AC) · Tags: greedy

[adamant's solution](#)

678.

246C

[Beauty Pageant](#) · [Tutorial](#)

Quality: 2,830 global accepts · Rating: 1600 · first AC: 2012-11-21 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, greedy

[adamant's solution](#)

679.

236C

[LCM Challenge](#) · [Tutorial](#)

Rating: 1600 · first AC: 2012-10-22 · GNU C++ (first AC) · Tags: greedy, number theory

[adamant's solution](#)

680.

234E

[Champions' League](#) · [Tutorial](#)

Quality: 1,050 global accepts · Rating: 1600 · first AC: 2012-10-16 · GNU C++ (first AC) · Tags: implementation

[adamant's solution](#)

681.

231D

[Magic Box](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 1600 · first AC: 2012-10-07 · GNU C++ (first AC) · Tags: brute force, geometry

[adamant's solution](#)

682.

225B

[Well-known Numbers](#) · [Tutorial](#)

Quality: 3,394 global accepts · Rating: 1600 · first AC: 2012-09-19 · GNU C++ (first AC) · Tags: binary search, greedy, number theory

[adamant's solution](#)

683.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,321 global accepts · Rating: 1600 · first AC: 2012-08-01 · GNU C++ (first AC) · Tags: implementation, math

[adamant's solution](#)

684.

167A

[Wizards and Trolleybuses](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 1600 · first AC: 2012-07-31 · GNU C++ (first AC) · Tags: implementation, math

[adamant's solution](#)

685.

175C

[Geometry Horse](#) · [Tutorial](#)

Quality: 1,521 global accepts · Rating: 1600 · first AC: 2012-07-31 · GNU C++ (first AC) · Tags: greedy, implementation, sortings, two pointers

[adamant's solution](#)

686.

214B

[Homework](#) · [Tutorial](#)

Quality: 5,352 global accepts · Rating: 1600 · first AC: 2012-07-31 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, greedy, math

[adamant's solution](#)

687.

2201B

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

Quality: 4,963 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[adamant's solution](#)

688.

2201A2

[Lost Civilization \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,091 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[adamant's solution](#)

689.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,699 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[adamant's solution](#)

690.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: 1700 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

[adamant's solution](#)

691.

2152D

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

Quality: 6,760 global accepts · Rating: 1700 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[adamant's solution](#)

692.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,375 global accepts · Rating: 1700 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[adamant's solution](#)

693.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,491 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[adamant's solution](#)

694.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[adamant's solution](#)

695.

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,686 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[adamant's solution](#)

696.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[adamant's solution](#)

697.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,587 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[adamant's solution](#)

698.

1984C2

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

Quality: 8,693 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[adamant's solution](#)

699.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,500 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[adamant's solution](#)

700.

1810D

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

Quality: 8,543 global accepts · Rating: 1700 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[adamant's solution](#)

701.

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

[adamant's solution](#)

702.

1770C

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

Quality: 9,667 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[adamant's solution](#)

703.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 1700 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[adamant's solution](#)

704.

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[adamant's solution](#)

705.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,940 global accepts · Rating: 1700 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[adamant's solution](#)

706.

1628B

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

Quality: 12,715 global accepts · Rating: 1700 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[adamant's solution](#)

707.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, interactive, math

[adamant's solution](#)

708.

1001I

[Deutsch-Jozsa algorithm](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 1700 · first AC: 2021-05-30 · Q# (first AC) · Tags: *special

[adamant's solution](#)

709.

1528B

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

Quality: 10,666 global accepts · Rating: 1700 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[adamant's solution](#)

710.

1491C

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

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[adamant's solution](#)

711.

1314A

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[adamant's solution](#)

712.

1229A

[Marcin and Training Camp](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[adamant's solution](#)

713.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1700 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[adamant's solution](#)

714.

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[adamant's solution](#)

715.

1142A

[The Beatles](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1700 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[adamant's solution](#)

716.

1129A1

[Toy Train \(Simplified\)](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2019-02-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[adamant's solution](#)

717.

1091D

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

Quality: 7,477 global accepts · Rating: 1700 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[adamant's solution](#)

718.

1056C

[Pick Heroes](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 1700 · first AC: 2018-11-25 · GNU C++11 (first AC) · Tags: greedy, implementation, interactive, sortings

[adamant's solution](#)

719.

1074A

[The Tower is Going Home](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-11-04 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers

[adamant's solution](#)

720.

1023D

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

Quality: 4,282 global accepts · Rating: 1700 · first AC: 2018-08-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

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721.

1019A

[Elections](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 1700 · first AC: 2018-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[adamant's solution](#)

722.

983A

[Finite or not?](#) · [Tutorial](#)

Quality: 4,780 global accepts · Rating: 1700 · first AC: 2018-05-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[adamant's solution](#)

723.

925B

[Resource Distribution](#) · [Tutorial](#)

Quality: 2,350 global accepts · Rating: 1700 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, sortings
[adamant's solution](#)

724.

140A

[New Year Table](#) · [Tutorial](#)

Quality: 4,368 global accepts · Rating: 1700 · first AC: 2018-04-13 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math
[adamant's solution](#)

725.

960C

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

Quality: 4,108 global accepts · Rating: 1700 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation
[adamant's solution](#)

726.

924C

[Riverside Curio](#) · [Tutorial](#)

Quality: 4,219 global accepts · Rating: 1700 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy
[adamant's solution](#)

727.

923A

[Primal Sport](#) · [Tutorial](#)

Quality: 5,419 global accepts · Rating: 1700 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[adamant's solution](#)

728.

929C

[A=00AC,,2C O C>CÄ0CÔ4C](#) · [Tutorial](#)

Quality: 1,203 global accepts · Rating: 1700 · first AC: 2018-03-03 · C++14 (GCC 6-32) (first AC) · Tags: *special, combinatorics, math
[adamant's solution](#)

729.

936A

[Save Energy!](#) · [Tutorial](#)

Quality: 4,639 global accepts · Rating: 1700 · first AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math
[adamant's solution](#)

730.

297A

[Parity Game](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 1700 · first AC: 2018-02-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[adamant's solution](#)

731.

919D

[Substring](#) · [Tutorial](#)

Quality: 12,252 global accepts · Rating: 1700 · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs
[adamant's solution](#)

732.

917B

[MADMAX](#) · [Tutorial](#)

Quality: 4,003 global accepts · Rating: 1700 · first AC: 2018-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, graphs
[adamant's solution](#)

733.

213A

[Game](#) · [Tutorial](#)

Quality: 1,889 global accepts · Rating: 1700 · first AC: 2017-12-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy
[adamant's solution](#)

734.

163A

[Substring and Subsequence](#) · [Tutorial](#)

Quality: 2,995 global accepts · Rating: 1700 · first AC: 2017-12-05 · C++14 (GCC 6-32) (first AC) · Tags: dp
[adamant's solution](#)

735.

896A

[Nephren gives a riddle](#) · [Tutorial](#)

Quality: 3,796 global accepts · Rating: 1700 · first AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar
[adamant's solution](#)

736.

850A

[Five Dimensional Points](#) · [Tutorial](#)

Quality: 3,381 global accepts · Rating: 1700 · first AC: 2017-09-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math
[adamant's solution](#)

737.

852G

[Bathroom terminal](#) · [Tutorial](#)

Quality: 1,449 global accepts · Rating: 1700 · first AC: 2017-09-03 · GNU C++11 (first AC) · Tags: implementation
[adamant's solution](#)

738.

833A

[The Meaningless Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2017-07-30 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[adamant's solution](#)

739.

827A

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

Quality: 4,332 global accepts · Rating: 1700 · first AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings, strings
[adamant's solution](#)

740.

815A

[Karen and Game](#) · [Tutorial](#)

Quality: 5,890 global accepts · Rating: 1700 · first AC: 2017-06-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[adamant's solution](#)

741.

773A

[Success Rate](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 1700 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math
[adamant's solution](#)

742.

769D

[k-Interesting Pairs Of Integers](#) · [Tutorial](#)

Quality: 2,555 global accepts · Rating: 1700 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: *special, bitmasks, brute force, meet-in-the-middle

[adamant's solution](#)

743.

765D

[Artsem and Saunders](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 1700 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, math
[adamant's solution](#)

744.

759A

[Pavel and barbecue](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu
[adamant's solution](#)

745.

737B

[Sea Battle](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-11-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[adamant's solution](#)

746.

737A

[Road to Cinema](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-11-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search
[adamant's solution](#)

747.

698B

[Fix a Tree](#) · [Tutorial](#)

Quality: 6,184 global accepts · Rating: 1700 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees
[adamant's solution](#)

748.

696B

[Puzzles](#) · [Tutorial](#)

Quality: 3,801 global accepts · Rating: 1700 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: dfs and similar, math, probabilities, trees
[adamant's solution](#)

749.

690B1

[Recover Polygon \(easy\)](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 1700 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —
[adamant's solution](#)

750.

685A

[Robbers' watch](#) · [Tutorial](#)

Quality: 4,502 global accepts · Rating: 1700 · first AC: 2016-06-23 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, math
[adamant's solution](#)

751.

406B

[Toy Sum](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-05-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[adamant's solution](#)

752.

101B

[Buses](#) · [Tutorial](#)

Quality: 3,195 global accepts · Rating: 1700 · first AC: 2016-05-30 · GNU C++11 (first AC) · Tags: binary search, data structures, dp
[adamant's solution](#)

753.

632C

[The Smallest String Concatenation](#) · [Tutorial](#)

Quality: 10,437 global accepts · Rating: 1700 · first AC: 2016-03-01 · GNU C++11 (first AC) · Tags: sortings, strings

[adamant's solution](#)

754.

634C

[Factory Repairs](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: data structures

[adamant's solution](#)

755.

634B

[XOR Equation](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, implementation, math

[adamant's solution](#)

756.

585B

[Phillip and Trains](#) · [Tutorial](#)

Quality: 3,810 global accepts · Rating: 1700 · first AC: 2015-10-12 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[adamant's solution](#)

757.

582A

[GCD Table](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1700 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, number theory

[adamant's solution](#)

758.

578B

["Or" Game](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 1700 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: brute force, greedy

[adamant's solution](#)

759.

578A

[A Problem about Polyline](#) · [Tutorial](#)

Quality: 4,955 global accepts · Rating: 1700 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: geometry, math

[adamant's solution](#)

760.

126B

[Password](#) · [Tutorial](#)

Quality: 24,774 global accepts · Rating: 1700 · first AC: 2015-08-23 · GNU C++11 (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[adamant's solution](#)

761.

532C

[Board Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: —

[adamant's solution](#)

762.

524B

[BD>D\\$> CÔ0 CÔ0CÄ0D\\$> 2 \(round version\)](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 1700 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: dp, greedy

[adamant's solution](#)

763.

316G1

[Good Substrings](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 1700 · first AC: 2015-03-09 · GNU C++0x (first AC) · Tags: hashing, strings

[adamant's solution](#)

764.

498A

[Crazy Town](#) · [Tutorial](#)

Quality: 6,876 global accepts · Rating: 1700 · first AC: 2014-12-24 · GNU C++0x (first AC) · Tags: geometry

[adamant's solution](#)

765.

490C

[Hacking Cypher](#) · [Tutorial](#)

Quality: 9,472 global accepts · Rating: 1700 · first AC: 2014-11-23 · GNU C++0x (first AC) · Tags: brute force, math, number theory, strings

[adamant's solution](#)

766.

484A

[Bits](#) · [Tutorial](#)

Quality: 13,402 global accepts · Rating: 1700 · first AC: 2014-11-05 · GNU C++0x (first AC) · Tags: bitmasks, constructive algorithms

[adamant's solution](#)

767.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,894 global accepts · Rating: 1700 · first AC: 2014-09-12 · GNU C++0x (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[adamant's solution](#)

768.

464A

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

Quality: 6,235 global accepts · Rating: 1700 · first AC: 2014-09-07 · GNU C++0x (first AC) · Tags: greedy, strings

[adamant's solution](#)

769.

460C

[Present](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1700 · first AC: 2014-08-22 · last AC: 2014-08-22 · GNU C++0x (first AC) · Tags: binary search, data structures, greedy

[adamant's solution](#)

770.

458A

[Golden System](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-08-10 · GNU C++0x (first AC) · Tags: math

[adamant's solution](#)

771.

442A

[Borya and Hanabi](#) · [Tutorial](#)

Quality: 2,352 global accepts · Rating: 1700 · first AC: 2014-06-19 · GNU C++0x (first AC) · Tags: bitmasks, brute force, implementation

[adamant's solution](#)

772.

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,906 global accepts · Rating: 1700 · first AC: 2014-05-03 · last AC: 2014-05-03 · GNU C++0x (first AC) · Tags: dfs and similar, graphs, two pointers

[adamant's solution](#)

773.

411C

[Kicker](#) · [Tutorial](#)

Quality: 1,293 global accepts · Rating: 1700 · first AC: 2014-04-15 · GNU C++0x (first AC) · Tags: *special, implementation

[adamant's solution](#)

774.

385C

[Bear and Prime Numbers](#) · [Tutorial](#)

Quality: 10,587 global accepts · Rating: 1700 · first AC: 2014-01-24 · last AC: 2014-01-24 · GNU C++0x (first AC) · Tags: binary search, brute force, data structures, dp, implementation, math, number theory

[adamant's solution](#)

775.

321A

[Ciel and Robot](#) · [Tutorial](#)

Quality: 3,901 global accepts · Rating: 1700 · first AC: 2013-06-28 · last AC: 2013-07-04 · GNU C++ (first AC) · Tags: binary search, implementation, math

[adamant's solution](#)

776.

288C

[Polo the Penguin and XOR operation](#) · [Tutorial](#)

Quality: 2,457 global accepts · Rating: 1700 · first AC: 2013-04-02 · GNU C++ (first AC) · Tags: implementation, math

[adamant's solution](#)

777.

290C

[WTF?](#) · [Tutorial](#)

Quality: 1,673 global accepts · Rating: 1700 · first AC: 2013-04-01 · GNU C++ (first AC) · Tags: *special, graph matchings, implementation, trees

[adamant's solution](#)

778.

281B

[Nearest Fraction](#) · [Tutorial](#)

Quality: 3,413 global accepts · Rating: 1700 · first AC: 2013-03-10 · last AC: 2013-03-12 · GNU C++ (first AC) · Tags: brute force, implementation, two pointers

[adamant's solution](#)

779.

276D

[Little Girl and Maximum XOR](#) · [Tutorial](#)

Quality: 16,373 global accepts · Rating: 1700 · first AC: 2013-02-24 · MS C++ (first AC) · Tags: bitmasks, dp, greedy, implementation, math

[adamant's solution](#)

780.

275B

[Convex Shape](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 1700 · first AC: 2013-02-20 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[adamant's solution](#)

781.

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1800 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[adamant's solution](#)

782.

2138C1

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

Quality: 5,427 global accepts · Rating: 1800 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[adamant's solution](#)

783.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,980 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, strings, two pointers

[adamant's solution](#)

784.

2127D

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

Quality: 6,211 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[adamant's solution](#)

785.

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory

[adamant's solution](#)

786.

2035D

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

Quality: 5,830 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[adamant's solution](#)

787.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,701 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[adamant's solution](#)

788.

1965B

[Missing Subsequence Sum](#) · [Tutorial](#)

Quality: 8,124 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[adamant's solution](#)

789.

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

[adamant's solution](#)

790.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[adamant's solution](#)

791.

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,489 global accepts · Rating: 1800 · first AC: 2022-05-31 · last AC: 2022-06-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[adamant's solution](#)

792.

1637D

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

Quality: 8,922 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[adamant's solution](#)

793.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[adamant's solution](#)

794.

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

[adamant's solution](#)

795.

1548B

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

Quality: 11,349 global accepts · Rating: 1800 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[adamant's solution](#)

796.

1552C

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

Quality: 6,287 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[adamant's solution](#)

797.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[adamant's solution](#)

798.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,812 global accepts · Rating: 1800 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, trees

[adamant's solution](#)

799.

1491D

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

Quality: 8,288 global accepts · Rating: 1800 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[adamant's solution](#)

800.

1450D

[Rating Compression](#) · [Tutorial](#)

Quality: 5,806 global accepts · Rating: 1800 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[adamant's solution](#)

801.

1446B

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

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[adamant's solution](#)

802.

1442B

[Identify the Operations](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[adamant's solution](#)

803.

1442A

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

Quality: 9,722 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[adamant's solution](#)

804.

1290B

[Irreducible Anagrams](#) · [Tutorial](#)

Quality: 7,166 global accepts · Rating: 1800 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[adamant's solution](#)

805.

883H

[Palindromic Cut](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1800 · first AC: 2020-01-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
[adamant's solution](#)

806.

1172A

[Nauuo and Cards](#) · [Tutorial](#)

Quality: 5,177 global accepts · Rating: 1800 · first AC: 2019-07-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[adamant's solution](#)

807.

1190B

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: games
[adamant's solution](#)

808.

1179B

[Tolik and His Uncle](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 1800 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[adamant's solution](#)

809.

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[adamant's solution](#)

810.

1129A2

[Toy Train](#) · [Tutorial](#)

Quality: 4,242 global accepts · Rating: 1800 · first AC: 2019-02-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
[adamant's solution](#)

811.

1081D

[Maximum Distance](#) · [Tutorial](#)

Quality: 4,649 global accepts · Rating: 1800 · first AC: 2018-12-16 · GNU C++11 (first AC) · Tags: dsu, graphs, shortest paths, sortings
[adamant's solution](#)

812.

1083A

[The Fair Nut and the Best Path](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 1800 · first AC: 2018-12-10 · GNU C++11 (first AC) · Tags: data structures, dp, trees
[adamant's solution](#)

813.

1067B

[Multihedgehog](#) · [Tutorial](#)

Quality: 2,860 global accepts · Rating: 1800 · first AC: 2018-10-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths
[adamant's solution](#)

814.

1053A

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

Rating: 1800 · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: geometry
[adamant's solution](#)

815.

1034A

[Enlarge GCD](#) · [Tutorial](#)

Quality: 9,920 global accepts · Rating: 1800 · first AC: 2018-09-21 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[adamant's solution](#)

816.

1010C

[Border](#) · [Tutorial](#)

Quality: 5,931 global accepts · Rating: 1800 · first AC: 2018-07-26 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[adamant's solution](#)

817.

1010B

[Rocket](#) · [Tutorial](#)

Quality: 6,386 global accepts · Rating: 1800 · first AC: 2018-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[adamant's solution](#)

818.

986B

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

Quality: 5,054 global accepts · Rating: 1800 · first AC: 2018-05-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[adamant's solution](#)

819.

983B

[XOR-pyramid](#) · [Tutorial](#)

Quality: 6,309 global accepts · Rating: 1800 · first AC: 2018-05-15 · C++17 (GCC 7-32) (first AC) · Tags: dp

[adamant's solution](#)

820.

963A

[Alternating Sum](#) · [Tutorial](#)

Quality: 3,640 global accepts · Rating: 1800 · first AC: 2018-04-17 · last AC: 2018-04-18 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[adamant's solution](#)

821.

140C

[New Year Snowmen](#) · [Tutorial](#)

Quality: 4,756 global accepts · Rating: 1800 · first AC: 2018-04-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[adamant's solution](#)

822.

140B

[New Year Cards](#) · [Tutorial](#)

Quality: 1,754 global accepts · Rating: 1800 · first AC: 2018-04-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[adamant's solution](#)

823.

923C

[Perfect Security](#) · [Tutorial](#)

Quality: 4,727 global accepts · Rating: 1800 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings, trees

[adamant's solution](#)

824.

933A

[A Twisty Movement](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 1800 · first AC: 2018-02-14 · C++14 (GCC 6-32) (first AC) · Tags: dp

[adamant's solution](#)

825.

914C

[Travelling Salesman and Special Numbers](#) · [Tutorial](#)

Quality: 4,210 global accepts · Rating: 1800 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp

[adamant's solution](#)

826.

913D

[Too Easy Problems](#) · [Tutorial](#)

Quality: 5,131 global accepts · Rating: 1800 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data

structures, greedy, sortings

[adamant's solution](#)

827.

853B

[Jury Meeting](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 1800 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[adamant's solution](#)

828.

830A

[Office Keys](#) · [Tutorial](#)

Quality: 8,236 global accepts · Rating: 1800 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[adamant's solution](#)

829.

799C

[Fountains](#) · [Tutorial](#)

Quality: 4,054 global accepts · Rating: 1800 · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[adamant's solution](#)

830.

772B

[Volatile Kite](#) · [Tutorial](#)

Quality: 3,489 global accepts · Rating: 1800 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[adamant's solution](#)

831.

725D

[Contest Balloons](#) · [Tutorial](#)

Quality: 3,093 global accepts · Rating: 1800 · first AC: 2016-10-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[adamant's solution](#)

832.

724C

[Ray Tracing](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 1800 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: greedy, hashing, implementation, math, number theory, sortings

[adamant's solution](#)

833.

690D2

[The Wall \(medium\)](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 1800 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: combinatorics

[adamant's solution](#)

834.

690E1

[Photographs \(I\)](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 1800 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[adamant's solution](#)

835.

687B

[Remainders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: chinese remainder theorem, math, number theory

[adamant's solution](#)

836.

672C

[Recycling Bottles](#) · [Tutorial](#)

Rating: 1800 · first AC: 2016-05-11 · GNU C++11 (first AC) · Tags: brute force, geometry, greedy, implementation

[adamant's solution](#)

837.

671A

[Recycling Bottles](#) · [Tutorial](#)

Quality: 4,376 global accepts · Rating: 1800 · first AC: 2016-05-11 · GNU C++11 (first AC) · Tags: dp, geometry, greedy, implementation
[adamant's solution](#)

838.

641C

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

Quality: 3,192 global accepts · Rating: 1800 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation
[adamant's solution](#)

839.

655D

[Robot Rapping Results Report](#) · [Tutorial](#)

Rating: 1800 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: binary search, dp, graphs
[adamant's solution](#)

840.

626D

[Jerry's Protest](#) · [Tutorial](#)

Quality: 3,161 global accepts · Rating: 1800 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, probabilities
[adamant's solution](#)

841.

623A

[Graph and String](#) · [Tutorial](#)

Quality: 4,789 global accepts · Rating: 1800 · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs
[adamant's solution](#)

842.

612D

[The Union of k-Segments](#) · [Tutorial](#)

Quality: 4,362 global accepts · Rating: 1800 · first AC: 2015-12-25 · GNU C++11 (first AC) · Tags: greedy, sortings
[adamant's solution](#)

843.

603B

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

Quality: 2,711 global accepts · Rating: 1800 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dsu, math, number theory
[adamant's solution](#)

844.

538D

[Weird Chess](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 1800 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation
[adamant's solution](#)

845.

532E

[Correcting Mistakes](#) · [Tutorial](#)

Rating: 1800 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: —
[adamant's solution](#)

846.

527D

[Cliques Problem](#) · [Tutorial](#)

Quality: 5,084 global accepts · Rating: 1800 · first AC: 2015-03-17 · GNU C++0x (first AC) · Tags: data structures, dp, greedy, implementation, sortings
[adamant's solution](#)

847.

528B

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859.

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863.

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864.

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865.

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868.

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613B

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568B

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931.

566D

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547B

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933.

536A

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934.

536B

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524C

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936.

497B

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937.

488B

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938.

477B

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939.

472D

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459E

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459C

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942.

458B

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455B

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412E

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418B

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367B

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356B

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950.

342C

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Quality: 1,995 global accepts · Rating: 1900 · first AC: 2013-09-07 · last AC: 2013-09-11 · GNU C++ (first AC) · Tags: geometry

[adamant's solution](#)

951.

336B

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

Quality: 1,371 global accepts · Rating: 1900 · first AC: 2013-08-09 · last AC: 2013-08-10 · GNU C++ (first AC) · Tags: math

[adamant's solution](#)

952.

335B

[Palindrome](#) · [Tutorial](#)

Quality: 2,373 global accepts · Rating: 1900 · first AC: 2013-08-03 · GNU C++ (first AC) · Tags: constructive algorithms, dp

[adamant's solution](#)

953.

279E

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

Quality: 1,603 global accepts · Rating: 1900 · first AC: 2013-03-05 · GNU C++ (first AC) · Tags: dp, games, greedy, number theory

[adamant's solution](#)

954.

215D

[Hot Days](#) · [Tutorial](#)

Quality: 1,691 global accepts · Rating: 1900 · first AC: 2012-08-07 · GNU C++ (first AC) · Tags: greedy

[adamant's solution](#)

955.

2158D

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

Quality: 3,285 global accepts · Rating: 2000 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, shortest paths, strings

[adamant's solution](#)

956.

2138C2

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

Quality: 3,370 global accepts · Rating: 2000 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[adamant's solution](#)

957.

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,908 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[adamant's solution](#)

958.

1380D

[Berserk And Fireball](#) · [Tutorial](#)

Quality: 5,006 global accepts · Rating: 2000 · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math, two pointers

[adamant's solution](#)

959.

2129C2

[Interactive RBS \(Medium Version\)](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[adamant's solution](#)

960.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[adamant's solution](#)

961.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,414 global accepts · Rating: 2000 · first AC: 2025-01-04 · last AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[adamant's solution](#)

962.

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy

[adamant's solution](#)

963.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees

[adamant's solution](#)

964.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[adamant's solution](#)

965.

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[adamant's solution](#)

966.

1830B

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

Quality: 5,855 global accepts · Rating: 2000 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[adamant's solution](#)

967.

1827B1

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

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[adamant's solution](#)

968.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,270 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[adamant's solution](#)

969.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[adamant's solution](#)

970.

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[adamant's solution](#)

971.

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,145 global accepts · Rating: 2000 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[adamant's solution](#)

972.

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory

[adamant's solution](#)

973.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,909 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[adamant's solution](#)

974.

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings, strings

[adamant's solution](#)

975.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[adamant's solution](#)

976.

1641B

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

Quality: 4,065 global accepts · Rating: 2000 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[adamant's solution](#)

977.

1616D

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

Quality: 5,567 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[adamant's solution](#)

978.

1408D

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Quality: 4,674 global accepts · Rating: 2000 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[adamant's solution](#)

979.

1416C

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Quality: 5,058 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and

conquer, dp, greedy, math, sortings, strings, trees

[adamant's solution](#)

980.

1416B

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Quality: 6,689 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[adamant's solution](#)

981.

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2020-01-26 · last AC: 2020-01-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[adamant's solution](#)

982.

474C

[Captain Marmot](#) · [Tutorial](#)

Quality: 3,386 global accepts · Rating: 2000 · first AC: 2020-01-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry

[adamant's solution](#)

983.

1229B

[Kamil and Making a Stream](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, graphs, math, number theory, trees

[adamant's solution](#)

984.

1209G1

[Into Blocks \(easy version\)](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[adamant's solution](#)

985.

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[adamant's solution](#)

986.

1214E

[Petya and Construction Set](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees

[adamant's solution](#)

987.

1190D

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

Quality: 2,685 global accepts · Rating: 2000 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings, two pointers

[adamant's solution](#)

988.

1142B

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Quality: 3,740 global accepts · Rating: 2000 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, math, trees

[adamant's solution](#)

989.

1103B

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Quality: 3,531 global accepts · Rating: 2000 · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[adamant's solution](#)

990.

1083B

[The Fair Nut and Strings](#) · [Tutorial](#)

Quality: 2,169 global accepts · Rating: 2000 · first AC: 2018-12-10 · GNU C++11 (first AC) · Tags: greedy, strings

[adamant's solution](#)

991.

1033D

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Quality: 2,611 global accepts · Rating: 2000 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math, number theory

[adamant's solution](#)

992.

1060E

[Sergey and Subway](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2018-10-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[adamant's solution](#)

993.

1053B

[Vasya and Good Sequences](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp

[adamant's solution](#)

994.

1010D

[Mars rover](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 2000 · first AC: 2018-07-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[adamant's solution](#)

995.

975D

[Ghosts](#) · [Tutorial](#)

Quality: 2,389 global accepts · Rating: 2000 · first AC: 2018-05-01 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[adamant's solution](#)

996.

933B

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Quality: 2,055 global accepts · Rating: 2000 · first AC: 2018-02-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[adamant's solution](#)

997.

920F

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Quality: 8,602 global accepts · Rating: 2000 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, number theory

[adamant's solution](#)

998.

213C

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Quality: 3,255 global accepts · Rating: 2000 · first AC: 2017-12-25 · C++14 (GCC 6-32) (first AC) · Tags: dp

[adamant's solution](#)

999.

163B

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Quality: 1,178 global accepts · Rating: 2000 · first AC: 2017-12-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[adamant's solution](#)

1000.

891B

[Gluttony](#) · [Tutorial](#)

Quality: 3,241 global accepts · Rating: 2000 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[adamant's solution](#)

1001.

871B

[Something with XOR Queries](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-10-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, interactive
[adamant's solution](#)

1002.

855C

[Helga Hufflepuff's Cup](#) · [Tutorial](#)

Quality: 2,406 global accepts · Rating: 2000 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees
[adamant's solution](#)

1003.

852B

[Neural Network country](#) · [Tutorial](#)

Quality: 1,714 global accepts · Rating: 2000 · first AC: 2017-09-03 · GNU C++11 (first AC) · Tags: dp, matrices
[adamant's solution](#)

1004.

843B

[Interactive LowerBound](#) · [Tutorial](#)

Quality: 2,583 global accepts · Rating: 2000 · first AC: 2017-08-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, interactive, probabilities
[adamant's solution](#)

1005.

773B

[Dynamic Problem Scoring](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 2000 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
[adamant's solution](#)

1006.

696C

[PLEASE](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2000 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: combinatorics, dp, implementation, math, matrices
[adamant's solution](#)

1007.

101C

[Vectors](#) · [Tutorial](#)

Quality: 822 global accepts · Rating: 2000 · first AC: 2016-05-30 · GNU C++11 (first AC) · Tags: implementation, math
[adamant's solution](#)

1008.

672D

[Robin Hood](#) · [Tutorial](#)

Rating: 2000 · first AC: 2016-05-11 · GNU C++11 (first AC) · Tags: binary search, greedy
[adamant's solution](#)

1009.

671B

[Robin Hood](#) · [Tutorial](#)

Quality: 3,290 global accepts · Rating: 2000 · first AC: 2016-05-11 · GNU C++11 (first AC) · Tags: binary search, greedy
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1010.

641E

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Quality: 3,883 global accepts · Rating: 2000 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: data structures
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1011.

633D

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Quality: 3,051 global accepts · Rating: 2000 · first AC: 2016-02-27 · GNU C++11 (first AC) · Tags: brute force, dp, hashing, implementation, math

[adamant's solution](#)**1012.**

611D

[New Year and Ancient Prophecy](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2000 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: dp, hashing, strings

[adamant's solution](#)**1013.**

360B

[Levko and Array](#) · [Tutorial](#)

Quality: 3,494 global accepts · Rating: 2000 · first AC: 2015-09-29 · GNU C++11 (first AC) · Tags: binary search, dp

[adamant's solution](#)**1014.**

578C

[Weakness and Poorness](#) · [Tutorial](#)

Quality: 5,181 global accepts · Rating: 2000 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: ternary search

[adamant's solution](#)**1015.**

541C

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Rating: 2000 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —

[adamant's solution](#)**1016.**

532B

[Work Group](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: —

[adamant's solution](#)**1017.**

526C

[Om Nom and Candies](#) · [Tutorial](#)

Quality: 2,650 global accepts · Rating: 2000 · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[adamant's solution](#)**1018.**

522D

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Quality: 4,051 global accepts · Rating: 2000 · first AC: 2015-03-07 · GNU C++0x (first AC) · Tags: *special, data structures

[adamant's solution](#)**1019.**

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 2000 · first AC: 2015-02-23 · last AC: 2015-02-23 · GNU C++0x (first AC) · Tags: brute force, data structures, math

[adamant's solution](#)**1020.**

509E

[Pretty Song](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2000 · first AC: 2015-01-31 · GNU C++0x (first AC) · Tags: math, strings

[adamant's solution](#)**1021.**

494B

[Obsessive String](#) · [Tutorial](#)

Quality: 3,111 global accepts · Rating: 2000 · first AC: 2014-12-13 · GNU C++0x (first AC) · Tags: dp, strings

[adamant's solution](#)

1022.

432D

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

Quality: 11,996 global accepts · Rating: 2000 · first AC: 2014-12-02 · last AC: 2014-12-02 · GNU C++0x (first AC) · Tags: dp, string suffix structures, strings, two pointers

[adamant's solution](#)

1023.

488D

[Strip](#) · [Tutorial](#)

Rating: 2000 · first AC: 2014-11-23 · GNU C++0x (first AC) · Tags: data structures, dp, two pointers

[adamant's solution](#)

1024.

487B

[Strip](#) · [Tutorial](#)

Quality: 4,213 global accepts · Rating: 2000 · first AC: 2014-11-21 · last AC: 2014-11-23 · GNU C++0x (first AC) · Tags: binary search, data structures, dp, two pointers

[adamant's solution](#)

1025.

468B

[Two Sets](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 2000 · first AC: 2014-09-20 · GNU C++0x (first AC) · Tags: 2-sat, dfs and similar, dsu, graph matchings, greedy

[adamant's solution](#)

1026.

466B

[Wonder Room](#) · [Tutorial](#)

Quality: 5,267 global accepts · Rating: 2000 · first AC: 2014-09-12 · GNU C++0x (first AC) · Tags: brute force, math

[adamant's solution](#)

1027.

461B

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

Quality: 7,021 global accepts · Rating: 2000 · first AC: 2014-09-05 · GNU C++0x (first AC) · Tags: dfs and similar, dp, trees

[adamant's solution](#)

1028.

449B

[Jzzhu and Cities](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 2000 · first AC: 2014-07-19 · GNU C++0x (first AC) · Tags: graphs, greedy, shortest paths

[adamant's solution](#)

1029.

412D

[Giving Awards](#) · [Tutorial](#)

Quality: 2,437 global accepts · Rating: 2000 · first AC: 2014-04-19 · GNU C++0x (first AC) · Tags: dfs and similar

[adamant's solution](#)

1030.

371E

[Subway Innovation](#) · [Tutorial](#)

Quality: 1,440 global accepts · Rating: 2000 · first AC: 2013-12-08 · GNU C++0x (first AC) · Tags: greedy, math, two pointers

[adamant's solution](#)

1031.

234H

[Merging Two Decks](#) · [Tutorial](#)

Quality: 619 global accepts · Rating: 2000 · first AC: 2012-10-16 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[adamant's solution](#)

1032.

2170E

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

Quality: 2,319 global accepts · Rating: 2100 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp

[adamant's solution](#)

1033.

2152E

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

Quality: 2,779 global accepts · Rating: 2100 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[adamant's solution](#)

1034.

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[adamant's solution](#)

1035.

2135D1

[From the Unknown \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,442 global accepts · Rating: 2100 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[adamant's solution](#)

1036.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[adamant's solution](#)

1037.

2115B

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Quality: 3,992 global accepts · Rating: 2100 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[adamant's solution](#)

1038.

2061F1

[Kevin and Binary String \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[adamant's solution](#)

1039.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[adamant's solution](#)

1040.

665E

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

Quality: 4,427 global accepts · Rating: 2100 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, strings, trees

[adamant's solution](#)

1041.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs

and similar, implementation, trees

[adamant's solution](#)

1042.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,909 global accepts · Rating: 2100 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[adamant's solution](#)

1043.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,768 global accepts · Rating: 2100 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[adamant's solution](#)

1044.

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,794 global accepts · Rating: 2100 · first AC: 2022-07-24 · last AC: 2022-07-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[adamant's solution](#)

1045.

1667B

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

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[adamant's solution](#)

1046.

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

[adamant's solution](#)

1047.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-12 · last AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation

[adamant's solution](#)

1048.

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math

[adamant's solution](#)

1049.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[adamant's solution](#)

1050.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,256 global accepts · Rating: 2100 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[adamant's solution](#)

1051.

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data

structures, divide and conquer, dp, trees

[adamant's solution](#)

1052.

1322B

[Present](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 2100 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[adamant's solution](#)

1053.

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2020-01-04 · last AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, sortings

[adamant's solution](#)

1054.

1158C

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

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2019-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, math, sortings

[adamant's solution](#)

1055.

1056E

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Quality: 2,814 global accepts · Rating: 2100 · first AC: 2018-11-25 · GNU C++11 (first AC) · Tags: brute force, data structures, hashing, strings

[adamant's solution](#)

1056.

1078B

[The Unbearable Lightness of Weights](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-11-18 · GNU C++11 (first AC) · Tags: dp, math

[adamant's solution](#)

1057.

1074C

[Optimal Polygon Perimeter](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-11-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, geometry

[adamant's solution](#)

1058.

1039B

[Subway Pursuit](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2100 · first AC: 2018-09-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, probabilities

[adamant's solution](#)

1059.

1025D

[Recovering BST](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2018-08-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory, trees

[adamant's solution](#)

1060.

993C

[Careful Maneuvering](#) · [Tutorial](#)

Quality: 1,808 global accepts · Rating: 2100 · first AC: 2018-06-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, geometry

[adamant's solution](#)

1061.

960D

[Full Binary Tree Queries](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2100 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, trees

[adamant's solution](#)

1062.

960F

[Pathwalks](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs

[adamant's solution](#)

1063.

936B

[Sleepy Game](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 2100 · first AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, graphs

[adamant's solution](#)

1064.

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 2100 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[adamant's solution](#)

1065.

919E

[Congruence Equation](#) · [Tutorial](#)

Quality: 2,434 global accepts · Rating: 2100 · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[adamant's solution](#)

1066.

912D

[Fishes](#) · [Tutorial](#)

Quality: 2,148 global accepts · Rating: 2100 · first AC: 2018-01-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, greedy, probabilities, shortest paths

[adamant's solution](#)

1067.

875C

[National Property](#) · [Tutorial](#)

Quality: 2,366 global accepts · Rating: 2100 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, graphs, implementation

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1068.

850B

[Arpa and a list of numbers](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2100 · first AC: 2017-09-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, number theory

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1069.

852D

[Exploration plan](#) · [Tutorial](#)

Quality: 1,247 global accepts · Rating: 2100 · first AC: 2017-09-03 · GNU C++11 (first AC) · Tags: binary search, flows, graph matchings, shortest paths

[adamant's solution](#)

1070.

852C

[Property](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2100 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[adamant's solution](#)

1071.

852E

[Casinos and travel](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2100 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: dp

[adamant's solution](#)

1072.

840B

[Leha and another game about graph](#) · [Tutorial](#)

Quality: 2,807 global accepts · Rating: 2100 · first AC: 2017-08-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, graphs

[adamant's solution](#)

1073.

827C

[DNA Evolution](#) · [Tutorial](#)

Quality: 1,791 global accepts · Rating: 2100 · first AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings

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1074.

799D

[Field expansion](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2100 · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, meet-in-the-middle

[adamant's solution](#)

1075.

793D

[Presents in Bankopolis](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2100 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[adamant's solution](#)

1076.

771C

[Bear and Tree Jumps](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2100 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[adamant's solution](#)

1077.

781C

[Underground Lab](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, trees

[adamant's solution](#)

1078.

690D3

[The Wall \(hard\)](#) · [Tutorial](#)

Quality: 630 global accepts · Rating: 2100 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: dp

[adamant's solution](#)

1079.

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2015-10-15 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

[adamant's solution](#)

1080.

522C

[Chicken or Fish?](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2100 · first AC: 2015-03-07 · GNU C++0x (first AC) · Tags: greedy

[adamant's solution](#)

1081.

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 2100 · first AC: 2014-11-05 · last AC: 2014-11-08 · GNU C++0x (first AC) · Tags: binary search, math, sortings, two pointers

[adamant's solution](#)

1082.

463E

[Caisa and Tree](#) · [Tutorial](#)

Quality: 1,744 global accepts · Rating: 2100 · first AC: 2014-09-13 · GNU C++0x (first AC) · Tags: brute force, dfs and similar, math, number theory, trees

[adamant's solution](#)

1083.

466E

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

Quality: 2,618 global accepts · Rating: 2100 · first AC: 2014-09-13 · last AC: 2014-09-13 · GNU C++0x (first AC) · Tags: dfs and similar, dsu, graphs, trees

[adamant's solution](#)

1084.

464C

[Substitutes in Number](#) · [Tutorial](#)

Quality: 1,952 global accepts · Rating: 2100 · first AC: 2014-09-07 · GNU C++0x (first AC) · Tags: dp

[adamant's solution](#)

1085.

458C

[Elections](#) · [Tutorial](#)

Rating: 2100 · first AC: 2014-08-10 · last AC: 2014-08-11 · GNU C++0x (first AC) · Tags: data structures, ternary search

[adamant's solution](#)

1086.

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,469 global accepts · Rating: 2100 · first AC: 2014-08-08 · last AC: 2014-08-08 · GNU C++0x (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees

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1087.

128B

[String](#) · [Tutorial](#)

Quality: 2,875 global accepts · Rating: 2100 · first AC: 2014-08-06 · last AC: 2014-08-06 · GNU C++0x (first AC) · Tags: brute force, constructive algorithms, hashing, implementation, string suffix structures, strings

[adamant's solution](#)

1088.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,851 global accepts · Rating: 2100 · first AC: 2013-12-10 · last AC: 2013-12-10 · GNU C++0x (first AC) · Tags: data structures, dfs and similar, graphs, trees

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1089.

354C

[Vasya and Beautiful Arrays](#) · [Tutorial](#)

Quality: 3,332 global accepts · Rating: 2100 · first AC: 2013-10-13 · GNU C++0x (first AC) · Tags: brute force, dp, number theory

[adamant's solution](#)

1090.

345B

[Triskaidekaphobia](#) · [Tutorial](#)

Quality: 129 global accepts · Rating: 2100 · first AC: 2013-09-13 · Ada (first AC) · Tags: *special

[adamant's solution](#)

1091.

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation, math

[adamant's solution](#)

1092.

1991F

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

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[adamant's solution](#)

1093.

1967B2

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

Quality: 4,859 global accepts · Rating: 2200 · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[adamant's solution](#)

1094.

1763D

[Valid Bitonic Permutations](#) · [Tutorial](#)

Quality: 2,347 global accepts · Rating: 2200 · first AC: 2022-12-19 · last AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[adamant's solution](#)

1095.

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, number theory

[adamant's solution](#)

1096.

723E

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Quality: 2,260 global accepts · Rating: 2200 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, flows, graphs, greedy

[adamant's solution](#)

1097.

1562D2

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

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[adamant's solution](#)

1098.

1283F

[DIY Garland](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, trees

[adamant's solution](#)

1099.

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2200 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[adamant's solution](#)

1100.

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

[adamant's solution](#)

1101.

1695D1

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

Quality: 2,457 global accepts · Rating: 2200 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees

[adamant's solution](#)

1102.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 2200 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[adamant's solution](#)

1103.

1641C

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

Quality: 2,844 global accepts · Rating: 2200 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

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1104.

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, strings

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1105.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[adamant's solution](#)

1106.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[adamant's solution](#)

1107.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings

[adamant's solution](#)

1108.

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

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1109.

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,287 global accepts · Rating: 2200 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp

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1110.

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

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1111.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: dp

[adamant's solution](#)

1112.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, sortings
[adamant's solution](#)

1113.

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, probabilities
[adamant's solution](#)

1114.

1039C

[Network Safety](#) · [Tutorial](#)

Quality: 1,492 global accepts · Rating: 2200 · first AC: 2018-09-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, sortings
[adamant's solution](#)

1115.

925C

[Big Secret](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2200 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[adamant's solution](#)

1116.

920G

[List Of Integers](#) · [Tutorial](#)

Quality: 1,998 global accepts · Rating: 2200 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, math, number theory
[adamant's solution](#)

1117.

875D

[High Cry](#) · [Tutorial](#)

Quality: 2,495 global accepts · Rating: 2200 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, combinatorics, data structures, divide and conquer
[adamant's solution](#)

1118.

855E

[Salazar Slytherin's Locket](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 2200 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp
[adamant's solution](#)

1119.

852F

[Product transformation](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2200 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory
[adamant's solution](#)

1120.

815B

[Karen and Test](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2017-06-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, math
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1121.

765E

[Tree Folding](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2200 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation, trees
[adamant's solution](#)

1122.

759C

[Nikita and stack](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[adamant's solution](#)

1123.

757D

[Felicity's Big Secret Revealed](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2200 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

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1124.

713B

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

Quality: 1,508 global accepts · Rating: 2200 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, interactive

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1125.

690C3

[Brain Network \(hard\)](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 2200 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: trees

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1126.

679B

[Bear and Tower of Cubes](#) · [Tutorial](#)

Quality: 2,231 global accepts · Rating: 2200 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: binary search, dp, greedy

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1127.

406D

[Hill Climbing](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2200 · first AC: 2016-05-30 · GNU C++11 (first AC) · Tags: dfs and similar, geometry, trees

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1128.

639C

[Bear and Polynomials](#) · [Tutorial](#)

Quality: 1,254 global accepts · Rating: 2200 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: hashing, implementation, math

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1129.

653D

[Delivery Bears](#) · [Tutorial](#)

Quality: 2,933 global accepts · Rating: 2200 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: binary search, flows, graphs

[adamant's solution](#)

1130.

655E

[Intellectual Inquiry](#) · [Tutorial](#)

Rating: 2200 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[adamant's solution](#)

1131.

618D

[Hamiltonian Spanning Tree](#) · [Tutorial](#)

Quality: 1,898 global accepts · Rating: 2200 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[adamant's solution](#)

1132.

612E

[Square Root of Permutation](#) · [Tutorial](#)

Quality: 2,007 global accepts · Rating: 2200 · first AC: 2015-12-25 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, graphs, math

[adamant's solution](#)

1133.

603C

[Lieves of Legendre](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: games, math

[adamant's solution](#)

1134.

538F

[A Heap of Heaps](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2200 · first AC: 2015-04-26 · last AC: 2015-05-03 · GNU C++11 (first AC) · Tags: brute force, data structures, math, sortings

[adamant's solution](#)

1135.

526D

[Om Nom and Necklace](#) · [Tutorial](#)

Quality: 2,446 global accepts · Rating: 2200 · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[adamant's solution](#)

1136.

316G2

[Good Substrings](#) · [Tutorial](#)

Quality: 518 global accepts · Rating: 2200 · first AC: 2015-03-09 · GNU C++0x (first AC) · Tags: string suffix structures

[adamant's solution](#)

1137.

7D

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

Quality: 4,479 global accepts · Rating: 2200 · first AC: 2014-12-19 · GNU C++0x (first AC) · Tags: hashing, strings

[adamant's solution](#)

1138.

431E

[Chemistry Experiment](#) · [Tutorial](#)

Quality: 1,187 global accepts · Rating: 2200 · first AC: 2014-05-27 · last AC: 2014-10-30 · GNU C++0x (first AC) · Tags: binary search, data structures, ternary search

[adamant's solution](#)

1139.

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,427 global accepts · Rating: 2200 · first AC: 2014-08-05 · last AC: 2014-08-06 · GNU C++0x (first AC) · Tags: dp, string suffix structures, strings

[adamant's solution](#)

1140.

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2014-05-11 · last AC: 2014-05-11 · GNU C++0x (first AC) · Tags: data structures, divide and conquer, geometry

[adamant's solution](#)

1141.

420D

[Cup Trick](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2200 · first AC: 2014-04-22 · last AC: 2014-04-24 · GNU C++0x (first AC) · Tags: data structures

[adamant's solution](#)

1142.

345D

[Chain Letter](#) · [Tutorial](#)

Quality: 83 global accepts · Rating: 2200 · first AC: 2013-09-13 · Ada (first AC) · Tags: *special, dfs and similar, graphs

[adamant's solution](#)

1143.

332C

[Students' Revenge](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2200 · first AC: 2013-07-24 · last AC: 2013-07-24 · GNU C++ (first AC) · Tags: data structures, greedy, sortings

[adamant's solution](#)

1144.

2190C

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

Quality: 1,293 global accepts · Rating: 2300 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[adamant's solution](#)

1145.

2182F1

[Christmas Reindeer \(easy version\)](#) · [Tutorial](#)

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[adamant's solution](#)

1146.

2129C3

[Interactive RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2300 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[adamant's solution](#)

1147.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[adamant's solution](#)

1148.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[adamant's solution](#)

1149.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[adamant's solution](#)

1150.

2002D2

[DFS Checker \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[adamant's solution](#)

1151.

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

[adamant's solution](#)

1152.

1385F

[Removing Leaves](#) · [Tutorial](#)

Quality: 2,823 global accepts · Rating: 2300 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy,

implementation, trees

[adamant's solution](#)

1153.

1695D2

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

Quality: 2,292 global accepts · Rating: 2300 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[adamant's solution](#)

1154.

1654E

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

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

[adamant's solution](#)

1155.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[adamant's solution](#)

1156.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[adamant's solution](#)

1157.

1548D1

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

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, geometry, math, number theory

[adamant's solution](#)

1158.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[adamant's solution](#)

1159.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2300 · first AC: 2021-06-25 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[adamant's solution](#)

1160.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[adamant's solution](#)

1161.

1528C

[Trees of Tranquillity](#) · [Tutorial](#)

Quality: 2,954 global accepts · Rating: 2300 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[adamant's solution](#)

1162.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer

[adamant's solution](#)

1163.

1314D

[Tourism](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs, probabilities

[adamant's solution](#)

1164.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2019-07-16 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices, number theory, two pointers

[adamant's solution](#)

1165.

1190C

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

Quality: 2,239 global accepts · Rating: 2300 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy

[adamant's solution](#)

1166.

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[adamant's solution](#)

1167.

1039A

[Timetable](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 2300 · first AC: 2018-09-05 · last AC: 2018-09-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[adamant's solution](#)

1168.

995C

[Leaving the Bar](#) · [Tutorial](#)

Quality: 2,053 global accepts · Rating: 2300 · first AC: 2018-06-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, geometry, greedy, math, sortings

[adamant's solution](#)

1169.

993E

[Nikita and Order Statistics](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2018-06-16 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, fft, math

[adamant's solution](#)

1170.

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,271 global accepts · Rating: 2300 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees

[adamant's solution](#)

1171.

936C

[Lock Puzzle](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2300 · first AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, strings

[adamant's solution](#)

1172.

871C

[Points, Lines and Ready-made Titles](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-10-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[adamant's solution](#)

1173.

793C

[Mice problem](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2300 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, math, sortings

[adamant's solution](#)

1174.

772C

[Vulnerable Kerbals](#) · [Tutorial](#)

Quality: 1,452 global accepts · Rating: 2300 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, graphs, math, number theory

[adamant's solution](#)

1175.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2300 · first AC: 2016-09-23 · GNU C++11 (first AC) · Tags: data structures, math, matrices

[adamant's solution](#)

1176.

715B

[Complete The Graph](#) · [Tutorial](#)

Quality: 3,434 global accepts · Rating: 2300 · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, graphs, shortest paths

[adamant's solution](#)

1177.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,365 global accepts · Rating: 2300 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[adamant's solution](#)

1178.

690A2

[Collective Mindsets \(medium\)](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2300 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[adamant's solution](#)

1179.

623B

[Array GCD](#) · [Tutorial](#)

Quality: 2,370 global accepts · Rating: 2300 · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: dp, greedy, number theory

[adamant's solution](#)

1180.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2015-11-27 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, trees

[adamant's solution](#)

1181.

585D

[Lizard Era: Beginning](#) · [Tutorial](#)

Quality: 2,039 global accepts · Rating: 2300 · first AC: 2015-10-12 · GNU C++11 (first AC) · Tags: meet-in-the-middle

[adamant's solution](#)

1182.

573C

[Bear and Drawing](#) · [Tutorial](#)

Quality: 1,040 global accepts · Rating: 2300 · first AC: 2015-08-29 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, trees
[adamant's solution](#)

1183.

149E

[Martian Strings](#) · [Tutorial](#)

Quality: 2,516 global accepts · Rating: 2300 · first AC: 2015-08-04 · GNU C++11 (first AC) · Tags: string suffix structures, strings
[adamant's solution](#)

1184.

566A

[Matching Names](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2300 · first AC: 2015-07-30 · GNU C++11 (first AC) · Tags: dfs and similar, strings, trees
[adamant's solution](#)

1185.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,405 global accepts · Rating: 2300 · first AC: 2015-07-14 · GNU C++11 (first AC) · Tags: data structures, sortings, strings
[adamant's solution](#)

1186.

123D

[String](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2300 · first AC: 2015-02-22 · GNU C++0x (first AC) · Tags: string suffix structures
[adamant's solution](#)

1187.

516C

[Drazil and Park](#) · [Tutorial](#)

Rating: 2300 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: data structures
[adamant's solution](#)

1188.

509F

[Progress Monitoring](#) · [Tutorial](#)

Quality: 1,183 global accepts · Rating: 2300 · first AC: 2015-01-31 · GNU C++0x (first AC) · Tags: dp, trees
[adamant's solution](#)

1189.

488E

[Prefix Product Sequence](#) · [Tutorial](#)

Rating: 2300 · first AC: 2014-11-23 · GNU C++0x (first AC) · Tags: constructive algorithms, math
[adamant's solution](#)

1190.

487C

[Prefix Product Sequence](#) · [Tutorial](#)

Quality: 3,081 global accepts · Rating: 2300 · first AC: 2014-11-21 · GNU C++0x (first AC) · Tags: constructive algorithms, math, number theory
[adamant's solution](#)

1191.

425C

[Sereja and Two Sequences](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2300 · first AC: 2014-04-27 · GNU C++0x (first AC) · Tags: data structures, dp
[adamant's solution](#)

1192.

424D

[Biathlon Track](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2300 · first AC: 2014-04-25 · last AC: 2014-04-25 · GNU C++0x (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp
[adamant's solution](#)

1193.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[adamant's solution](#)

1194.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-09 · last AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[adamant's solution](#)

1195.

1830C

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

Quality: 2,191 global accepts · Rating: 2400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[adamant's solution](#)

1196.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[adamant's solution](#)

1197.

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[adamant's solution](#)

1198.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[adamant's solution](#)

1199.

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

[adamant's solution](#)

1200.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2400 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math

[adamant's solution](#)

1201.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, number theory

[adamant's solution](#)

1202.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2400 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy,

sortings, trees

[adamant's solution](#)

1203.

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math

[adamant's solution](#)

1204.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[adamant's solution](#)

1205.

1442C

[Graph Transpositions](#) · [Tutorial](#)

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[adamant's solution](#)

1206.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 2400 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[adamant's solution](#)

1207.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[adamant's solution](#)

1208.

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,934 global accepts · Rating: 2400 · first AC: 2014-07-13 · last AC: 2020-02-08 · GNU C++0x (first AC) · Tags: data structures, math, number theory

[adamant's solution](#)

1209.

1080E

[Sonya and Matrix Beauty](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2400 · first AC: 2020-02-07 · last AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: strings

[adamant's solution](#)

1210.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2400 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[adamant's solution](#)

1211.

1229C

[Konrad and Company Evaluation](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs

[adamant's solution](#)

1212.

1142C

[U2](#) · [Tutorial](#)

Quality: 1,548 global accepts · Rating: 2400 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[adamant's solution](#)

1213.

1129C

[Morse Code](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2019-02-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, hashing, sortings, string suffix structures, strings

[adamant's solution](#)

1214.

1098C

[Construct a tree](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2019-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[adamant's solution](#)

1215.

1091E

[New Year and the Acquaintance Estimation](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2400 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation, math, sortings

[adamant's solution](#)

1216.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,617 global accepts · Rating: 2400 · first AC: 2018-12-10 · GNU C++11 (first AC) · Tags: data structures, dp, geometry

[adamant's solution](#)

1217.

1078C

[Vasya and Maximum Matching](#) · [Tutorial](#)

Rating: 2400 · first AC: 2018-11-18 · GNU C++11 (first AC) · Tags: combinatorics, dp, trees

[adamant's solution](#)

1218.

1055D

[Refactoring](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[adamant's solution](#)

1219.

1074D

[Deduction Queries](#) · [Tutorial](#)

Rating: 2400 · first AC: 2018-11-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, hashing

[adamant's solution](#)

1220.

1017E

[The Supersonic Rocket](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2400 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: geometry, hashing, strings

[adamant's solution](#)

1221.

929D

[A÷C=C,,GCÔKCR 2D 0D\\$0](#)

Quality: 159 global accepts · Rating: 2400 · first AC: 2018-03-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[adamant's solution](#)

1222.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,436 global accepts · Rating: 2400 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[adamant's solution](#)

1223.

913E

[Logical Expression](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2400 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, shortest paths

[adamant's solution](#)

1224.

912E

[Prime Gift](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2400 · first AC: 2018-01-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle, number theory, two pointers

[adamant's solution](#)

1225.

815C

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

Quality: 3,320 global accepts · Rating: 2400 · first AC: 2017-06-22 · last AC: 2017-06-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, trees

[adamant's solution](#)

1226.

794D

[Labelling Cities](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, hashing

[adamant's solution](#)

1227.

781D

[Axel and Marston in Bitland](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, matrices

[adamant's solution](#)

1228.

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 2400 · first AC: 2016-08-22 · GNU C++11 (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[adamant's solution](#)

1229.

698C

[LRU](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2400 · first AC: 2016-07-19 · last AC: 2016-07-19 · GNU C++11 (first AC) · Tags: bitmasks, dp, math, probabilities

[adamant's solution](#)

1230.

690A3

[Collective Mindsets \(hard\)](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2400 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[adamant's solution](#)

1231.

74D

[Hanger](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 2400 · first AC: 2016-05-13 · GNU C++11 (first AC) · Tags: data structures

[adamant's solution](#)

1232.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,843 global accepts · Rating: 2400 · first AC: 2016-05-13 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, trees

[adamant's solution](#)

1233.

506D

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2400 · first AC: 2016-05-12 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[adamant's solution](#)

1234.

643C

[Levels and Regions](#) · [Tutorial](#)

Quality: 1,731 global accepts · Rating: 2400 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: dp

[adamant's solution](#)

1235.

639D

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

Quality: 1,066 global accepts · Rating: 2400 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings, two pointers

[adamant's solution](#)

1236.

585C

[Alice, Bob, Oranges and Apples](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2400 · first AC: 2015-10-12 · GNU C++11 (first AC) · Tags: number theory

[adamant's solution](#)

1237.

542A

[Place Your Ad Here](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2400 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: data structures, sortings

[adamant's solution](#)

1238.

524E

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

Quality: 1,336 global accepts · Rating: 2400 · first AC: 2015-03-21 · last AC: 2015-03-22 · GNU C++11 (first AC) · Tags: data structures, sortings

[adamant's solution](#)

1239.

316G3

[Good Substrings](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2400 · first AC: 2015-03-09 · GNU C++0x (first AC) · Tags: string suffix structures

[adamant's solution](#)

1240.

452E

[Three strings](#) · [Tutorial](#)

Quality: 1,200 global accepts · Rating: 2400 · first AC: 2014-07-27 · GNU C++0x (first AC) · Tags: data structures, dsu, string suffix structures, strings

[adamant's solution](#)

1241.

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2500 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[adamant's solution](#)

1242.

2182F2

[Christmas Reindeer \(hard version\)](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2500 · first AC: 2025-12-29 · last AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math

[adamant's solution](#)

1243.

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,783 global accepts · Rating: 2500 · first AC: 2025-12-09 · last AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[adamant's solution](#)

1244.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[adamant's solution](#)

1245.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, sortings

[adamant's solution](#)

1246.

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy

[adamant's solution](#)

1247.

1787F

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

Quality: 801 global accepts · Rating: 2500 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[adamant's solution](#)

1248.

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

[adamant's solution](#)

1249.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[adamant's solution](#)

1250.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[adamant's solution](#)

1251.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[adamant's solution](#)

1252.

1691F

[K-Set Tree](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[adamant's solution](#)

1253.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs,

math, probabilities

[adamant's solution](#)

1254.

1548C

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

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[adamant's solution](#)

1255.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[adamant's solution](#)

1256.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2500 · first AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[adamant's solution](#)

1257.

1305F

[Kuron and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, probabilities

[adamant's solution](#)

1258.

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math

[adamant's solution](#)

1259.

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,301 global accepts · Rating: 2500 · first AC: 2019-09-14 · last AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[adamant's solution](#)

1260.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2019-07-16 · C++17 (GCC 7-32) (first AC) · Tags: dp

[adamant's solution](#)

1261.

1188A2

[Add on a Tree: Revolution](#) · [Tutorial](#)

Quality: 1,297 global accepts · Rating: 2500 · first AC: 2019-07-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, trees

[adamant's solution](#)

1262.

1137C

[Museums Tour](#) · [Tutorial](#)

Quality: 1,321 global accepts · Rating: 2500 · first AC: 2019-03-08 · last AC: 2019-03-09 · MS C++ 2017 (first AC) · Tags: dp, graphs, implementation

[adamant's solution](#)

1263.

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, number

theory

[adamant's solution](#)

1264.

993D

[Compute Power](#) · [Tutorial](#)

Quality: 835 global accepts · Rating: 2500 · first AC: 2018-06-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy

[adamant's solution](#)

1265.

981G

[Magic multisets](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[adamant's solution](#)

1266.

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,731 global accepts · Rating: 2500 · first AC: 2018-04-17 · last AC: 2018-04-18 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings

[adamant's solution](#)

1267.

687D

[Dividing Kingdom II](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2500 · first AC: 2016-06-29 · last AC: 2018-04-12 · GNU C++11 (first AC) · Tags: brute force, data structures, dsu, graphs, sortings

[adamant's solution](#)

1268.

924D

[Contact ATC](#) · [Tutorial](#)

Quality: 921 global accepts · Rating: 2500 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[adamant's solution](#)

1269.

930D

[Game with Tokens](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 2500 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, games, implementation

[adamant's solution](#)

1270.

852A

[Digits](#) · [Tutorial](#)

Quality: 427 global accepts · Rating: 2500 · first AC: 2017-09-03 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[adamant's solution](#)

1271.

804D

[Expected diameter of a tree](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2017-05-04 · last AC: 2017-05-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees

[adamant's solution](#)

1272.

757E

[Bash Plays with Functions](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2500 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, number theory

[adamant's solution](#)

1273.

696D

[Legen...](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: data structures, dp, matrices, strings

[adamant's solution](#)

1274.

618E

[Robot Arm](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2500 · first AC: 2016-02-01 · last AC: 2016-02-02 · GNU C++11 (first AC) · Tags: data structures, geometry
[adamant's solution](#)

1275.

613C

[Necklace](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2500 · first AC: 2016-01-14 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[adamant's solution](#)

1276.

580E

[Kefa and Watch](#) · [Tutorial](#)

Quality: 2,573 global accepts · Rating: 2500 · first AC: 2015-09-22 · GNU C++11 (first AC) · Tags: data structures, hashing, strings
[adamant's solution](#)

1277.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2015-03-17 · last AC: 2015-03-17 · GNU C++0x (first AC) · Tags: bitmasks, brute force, fft
[adamant's solution](#)

1278.

86C

[Genetic engineering](#) · [Tutorial](#)

Quality: 864 global accepts · Rating: 2500 · first AC: 2015-02-02 · GNU C++0x (first AC) · Tags: dp, string suffix structures, trees
[adamant's solution](#)

1279.

508D

[Tanya and Password](#) · [Tutorial](#)

Quality: 4,233 global accepts · Rating: 2500 · first AC: 2015-01-27 · GNU C++0x (first AC) · Tags: dfs and similar, graphs
[adamant's solution](#)

1280.

2158F1

[Distinct GCDs \(Easy Version\)](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2600 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, math, number theory
[adamant's solution](#)

1281.

2170F

[Build XOR on a Segment](#) · [Tutorial](#)

Quality: 781 global accepts · Rating: 2600 · first AC: 2025-11-28 · last AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp
[adamant's solution](#)

1282.

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory
[adamant's solution](#)

1283.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math
[adamant's solution](#)

1284.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2600 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[adamant's solution](#)

1285.

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

[adamant's solution](#)

1286.

1430G

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

Quality: 869 global accepts · Rating: 2600 · first AC: 2022-08-08 · last AC: 2022-08-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, flows, graphs, math

[adamant's solution](#)

1287.

1530F

[Bingo](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2600 · first AC: 2021-07-17 · last AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities

[adamant's solution](#)

1288.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[adamant's solution](#)

1289.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[adamant's solution](#)

1290.

1416D

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

Quality: 2,714 global accepts · Rating: 2600 · first AC: 2020-09-27 · last AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[adamant's solution](#)

1291.

975E

[Hag's Khashba](#) · [Tutorial](#)

Quality: 337 global accepts · Rating: 2600 · first AC: 2018-05-01 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[adamant's solution](#)

1292.

919F

[A Game With Numbers](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 2600 · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: games, graphs, shortest paths

[adamant's solution](#)

1293.

914G

[Sum the Fibonacci](#) · [Tutorial](#)

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math

[adamant's solution](#)

1294.

724G

[Xor-matic Number of the Graph](#) · [Tutorial](#)

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: bitmasks, graphs, math, number theory, trees
[adamant's solution](#)

1295.

690E2

[Photographs \(II\)](#) · [Tutorial](#)

Quality: 148 global accepts · Rating: 2600 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —
[adamant's solution](#)

1296.

173E

[Camping Groups](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2600 · first AC: 2016-05-13 · GNU C++11 (first AC) · Tags: data structures, sortings
[adamant's solution](#)

1297.

240F

[TorCoder](#) · [Tutorial](#)

Quality: 2,259 global accepts · Rating: 2600 · first AC: 2016-05-12 · GNU C++11 (first AC) · Tags: data structures
[adamant's solution](#)

1298.

653F

[Paper task](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2600 · first AC: 2016-03-19 · last AC: 2016-03-19 · GNU C++11 (first AC) · Tags: data structures, string suffix structures, strings
[adamant's solution](#)

1299.

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2016-03-07 · last AC: 2016-03-07 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, hashing
[adamant's solution](#)

1300.

484C

[Strange Sorting](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 2600 · first AC: 2014-11-08 · last AC: 2014-11-08 · GNU C++ (first AC) · Tags: implementation, math
[adamant's solution](#)

1301.

2150D

[Attraction Theory](#) · [Tutorial](#)

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math
[adamant's solution](#)

1302.

2169F

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

Quality: 335 global accepts · Rating: 2700 · first AC: 2025-11-23 · last AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math
[adamant's solution](#)

1303.

1841F

[Monocarp and a Strategic Game](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: geometry, sortings, two pointers
[adamant's solution](#)

1304.

1229D

[Wojtek and Card Tricks](#) · [Tutorial](#)

Rating: 2700 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[adamant's solution](#)

1305.

1179D

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

Quality: 1,036 global accepts · Rating: 2700 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[adamant's solution](#)

1306.

1074F

[DFS](#) · [Tutorial](#)

Rating: 2700 · first AC: 2018-11-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[adamant's solution](#)

1307.

878C

[Tournament](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2700 · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs

[adamant's solution](#)

1308.

616F

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

Quality: 723 global accepts · Rating: 2700 · first AC: 2016-01-11 · last AC: 2016-01-24 · GNU C++11 (first AC) · Tags: data structures, sortings, string suffix structures, strings

[adamant's solution](#)

1309.

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2700 · first AC: 2014-08-03 · last AC: 2014-08-06 · GNU C++0x (first AC) · Tags: data structures, string suffix structures, strings

[adamant's solution](#)

1310.

2174F

[Mosaic Tree](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2025-12-06 · last AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math, trees

[adamant's solution](#)

1311.

1746F

[Kazae](#) · [Tutorial](#)

Quality: 2,648 global accepts · Rating: 2800 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, probabilities

[adamant's solution](#)

1312.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[adamant's solution](#)

1313.

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math

[adamant's solution](#)

1314.

1098D

[Eels](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2019-01-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[adamant's solution](#)

1315.

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2015-08-06 · last AC: 2017-12-05 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[adamant's solution](#)

1316.

794E

[Choosing Carrot](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2800 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[adamant's solution](#)

1317.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2800 · first AC: 2015-05-26 · GNU C++11 (first AC) · Tags: data structures, string suffix structures, strings, trees

[adamant's solution](#)

1318.

204E

[Little Elephant and Strings](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2800 · first AC: 2015-02-22 · last AC: 2015-02-22 · GNU C++0x (first AC) · Tags: data structures, implementation, string suffix structures, two pointers

[adamant's solution](#)

1319.

2115D

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2900 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, games, greedy, math

[adamant's solution](#)

1320.

1677E

[Tokitsukaze and Beautiful Subsegments](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2900 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[adamant's solution](#)

1321.

932G

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

Quality: 1,183 global accepts · Rating: 2900 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings

[adamant's solution](#)

1322.

741D

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

Quality: 3,614 global accepts · Rating: 2900 · first AC: 2018-02-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[adamant's solution](#)

1323.

17E

[Palisection](#) · [Tutorial](#)

Quality: 1,991 global accepts · Rating: 2900 · first AC: 2014-11-03 · last AC: 2014-11-03 · GNU C++0x (first AC) · Tags: strings

[adamant's solution](#)

1324.

1975G

[Zimpha Fan Club](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3000 · first AC: 2024-05-26 · last AC: 2025-12-08 · C++20 (GCC 13-64) (first AC) · Tags: fft, greedy, math, strings

[adamant's solution](#)

1325.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,629 global accepts · Rating: 3000 · first AC: 2022-01-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[adamant's solution](#)

1326.

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2015-10-15 · last AC: 2015-10-19 · GNU C++11 (first AC) · Tags: data structures, strings

[adamant's solution](#)

1327.

461E

[Appleman and a Game](#) · [Tutorial](#)

Quality: 516 global accepts · Rating: 3000 · first AC: 2014-10-16 · last AC: 2014-10-16 · GNU C++0x (first AC) · Tags: binary search, shortest paths, strings

[adamant's solution](#)

1328.

2138E2

[Determinant Construction \(Hard Version\)](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: 3100 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, matrices, number theory

[adamant's solution](#)

1329.

2138E1

[Determinant Construction \(Easy Version\)](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3100 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, matrices, number theory

[adamant's solution](#)

1330.

1967E1

[Again Counting Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3100 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[adamant's solution](#)

1331.

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2022-08-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[adamant's solution](#)

1332.

1190E

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

Quality: 262 global accepts · Rating: 3100 · first AC: 2019-07-14 · last AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[adamant's solution](#)

1333.

986D

[Perfect Encoding](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3100 · first AC: 2018-05-29 · last AC: 2018-05-30 · C++17 (GCC 7-32) (first AC) · Tags: fft, math

[adamant's solution](#)

1334.

1034E

[Little C Loves 3 III](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 3200 · first AC: 2025-12-26 · last AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math

[adamant's solution](#)

1335.

755G

[PolandBall and Many Other Balls](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2024-11-14 · last AC: 2024-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory

[adamant's solution](#)

1336.

1214G

[Feeling Good](#) · [Tutorial](#)

Quality: 330 global accepts · Rating: 3200 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures

[adamant's solution](#)

1337.

1037H

[Security](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 3200 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures

[adamant's solution](#)

1338.

585F

[Digits of Number Pi](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 3200 · first AC: 2015-10-13 · last AC: 2015-10-13 · GNU C++11 (first AC) · Tags: dp, implementation, strings

[adamant's solution](#)

1339.

1738H

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

Quality: 274 global accepts · Rating: 3300 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings

[adamant's solution](#)

1340.

1696G

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

Quality: 321 global accepts · Rating: 3300 · first AC: 2022-08-07 · last AC: 2022-08-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, geometry, math

[adamant's solution](#)

1341.

700E

[Cool Slogans](#) · [Tutorial](#)

Quality: 1,390 global accepts · Rating: 3300 · first AC: 2016-07-29 · last AC: 2016-07-29 · GNU C++11 (first AC) · Tags: string suffix structures, strings

[adamant's solution](#)

1342.

1770G

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

Quality: 188 global accepts · Rating: 3400 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, fft, math

[adamant's solution](#)

1343.

1314F

[Bad Cryptography](#) · [Tutorial](#)

Rating: 3400 · first AC: 2020-02-23 · last AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[adamant's solution](#)

1344.

1190F

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

Quality: 108 global accepts · Rating: 3400 · first AC: 2019-07-15 · C++17 (GCC 7-32) (first AC) · Tags: number theory, probabilities

[adamant's solution](#)

1345.

1103E

[Radix sum](#) · [Tutorial](#)

Quality: 282 global accepts · Rating: 3400 · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: fft, math, number theory

[adamant's solution](#)

1346.

1097E

[Egor and an RPG game](#) · [Tutorial](#)

Quality: 534 global accepts · Rating: 3400 · first AC: 2019-01-04 · last AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[adamant's solution](#)

1347.

2029H

[Message Spread](#) · [Tutorial](#)

Quality: 111 global accepts · Rating: 3500 · first AC: 2024-11-10 · last AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[adamant's solution](#)

1348.

1967E2

[Again Counting Arrays \(Hard Version\)](#) · [Tutorial](#)

Quality: 215 global accepts · Rating: 3500 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[adamant's solution](#)

1349.

1054H

[Epic Convolution](#) · [Tutorial](#)

Quality: 212 global accepts · Rating: 3500 · first AC: 2018-10-18 · last AC: 2018-10-21 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, fft, math, number theory

[adamant's solution](#)

1350.

105431H

[Hotfix](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-27 · last AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[adamant's solution](#)

1351.

106170H

[Möbius Band Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-05 · last AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[adamant's solution](#)

1352.

102428G

[Gluing Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-21 · last AC: 2025-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[adamant's solution](#)

1353.

103855C

[UCP-Clustering](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[adamant's solution](#)

1354.

103855J

[Exam](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[adamant's solution](#)

1355.

103855G

[Stones 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[adamant's solution](#)

1356.

103855F

[Stones 1](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[adamant's solution](#)

1357.

103855D

[Triple Sword Strike](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[adamant's solution](#)

1358.

103855M

[Short Question](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[adamant's solution](#)

1359.

103855A

[Factory Balls](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[adamant's solution](#)

1360.

103855H

[Beacon Towers](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[adamant's solution](#)

1361.

undefined206

[Roads](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · last AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: *special
[adamant's solution](#)

1362.

undefined155

[Cartesian Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: *special
[adamant's solution](#)

1363.

102946G

[Group-Theoretic Machine](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-12 · last AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[adamant's solution](#)

1364.

102916C

[Cyclically Shifted Maze](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[adamant's solution](#)

1365.

102916I

[Chess Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[adamant's solution](#)

1366.

102916N

[Premove Checkmate](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[adamant's solution](#)

1367.

102916K

[Bloodseeker](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[adamant's solution](#)

1368.

102916E

[Powerless Mage](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[adamant's solution](#)

1369.

102916F

[Exactly One Point](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-18 · last AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[adamant's solution](#)

1370.

102916J

[Lost Island](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[adamant's solution](#)

1371.

102916L

[Not the Longest Increasing Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[adamant's solution](#)

1372.

102916M

[Binary Search Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[adamant's solution](#)

1373.

102916D

[Two Pirates - 2](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[adamant's solution](#)

1374.

102916B

[Fakes and Shidget](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[adamant's solution](#)

1375.

102916G

[Lexicographically Minimal Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[adamant's solution](#)

1376.

102978D

[Do Use FFT](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[adamant's solution](#)

1377.

102978I

[Inverse Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[adamant's solution](#)

1378.

102978H

[Harsh Comments](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[adamant's solution](#)

1379.

102978B

[Bit Operation](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[adamant's solution](#)

1380.

102978G

[Games](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[adamant's solution](#)

1381.

1531D

[B 5CD0C#BCig@D45CÂ C,,=C45D Â 6ö/Æ÷](#)

Quality: 370 global accepts · Rating: — · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: *special

[adamant's solution](#)

1382.

1531C

[B 8CÂaCTBD 8Dt=D´9 C <DD8D\\$5C BD](#)

Quality: 659 global accepts · Rating: — · first AC: 2021-05-27 · C++17 (GCC 7-32) (first AC) · Tags: *special, constructive algorithms, dp

[adamant's solution](#)

1383.

1531B1

[AA×CÔ8D\\$>D 8CÔ3](#)

Quality: 1,157 global accepts · Rating: — · first AC: 2021-05-25 · C++17 (GCC 7-32) (first AC) · Tags: *special

[adamant's solution](#)

1384.

1531B2

[AA×CÔ8D\\$>D 8CÔ3](#)

Quality: 796 global accepts · Rating: — · first AC: 2021-05-25 · C++17 (GCC 7-32) (first AC) · Tags: *special

[adamant's solution](#)

1385.

1531A

[At8CÔ3OT@hcolor](#)

Quality: 1,483 global accepts · Rating: — · first AC: 2021-05-25 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[adamant's solution](#)

1386.

102638D

[Distributed Computing](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[adamant's solution](#)

1387.

102638C

[Anime](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[adamant's solution](#)

1388.

102638B

[WA6](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[adamant's solution](#)

1389.

102638A

[Listen To Your Heart](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[adamant's solution](#)

1390.

101669L

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

Rating: — · first AC: 2018-07-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[adamant's solution](#)

1391.

101669B

[Bricks](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[adamant's solution](#)

1392.

101669J

[Cunning Friends](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[adamant's solution](#)

1393.

101669D

[Harry Potter and The Vector Spell](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[adamant's solution](#)

1394.

101669F

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

Rating: — · first AC: 2018-07-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[adamant's solution](#)

1395.

101669A

[Concerts](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[adamant's solution](#)

1396.

101669G

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[adamant's solution](#)

1397.

101669K

[Escape Room](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[adamant's solution](#)

1398.

undefined460

[Plural Form of Nouns](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-01 · C++14 (GCC 6-32) (first AC) · Tags: *special

[adamant's solution](#)

1399.

undefined403

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

Rating: — · first AC: 2018-05-01 · C++14 (GCC 6-32) (first AC) · Tags: *special

[adamant's solution](#)

1400.

undefined123

[The sum](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-01 · last AC: 2018-05-01 · C++14 (GCC 6-32) (first AC) · Tags: *special

[adamant's solution](#)

1401.

undefined180

[Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-01 · C++14 (GCC 6-32) (first AC) · Tags: *special

[adamant's solution](#)

1402.

101189C

[Arpa's loud Owf and Mehrdad's evil plan\(Hard\)](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[adamant's solution](#)

1403.

101189A

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

Rating: — · first AC: 2018-04-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[adamant's solution](#)

1404.

undefined100

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-23 · C++14 (GCC 6-32) (first AC) · Tags: *special

[adamant's solution](#)

1405.

undefined112

[a^b - b^a](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-23 · C++17 (GCC 7-32) (first AC) · Tags: *special

[adamant's solution](#)

1406.

101666K

[King of the Waves](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[adamant's solution](#)

1407.

101666I

[Irrational Division](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[adamant's solution](#)

1408.

101666D

[Detour](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[adamant's solution](#)

1409.

101666M

[Manhattan Mornings](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[adamant's solution](#)

1410.

101666A

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

Rating: — · first AC: 2018-03-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[adamant's solution](#)

1411.

101666C

[Collatz Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[adamant's solution](#)

1412.

101666F

[Falling Apart](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[adamant's solution](#)

1413.

100757B

[B 10ä@ CÄ>CÔ5D](#)

Rating: — · first AC: 2017-12-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[adamant's solution](#)

1414.

100757A

[B 30q10 =C,,5 C´5CÔBCäGC#8](#)

Rating: — · first AC: 2017-12-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[adamant's solution](#)

1415.

101510B

[Biology](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[adamant's solution](#)

1416.

101510D

[Drama](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[adamant's solution](#)

1417.

101510C

[Computer Science](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[adamant's solution](#)

1418.

101510A

[Art](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[adamant's solution](#)

1419.

100168T

[B 00AD\\$>Dô=C,,5 CÄ5Cd4D2 ;D4GC <C€](#)

Rating: — · first AC: 2016-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[adamant's solution](#)

1420.

100168S

[Aô>7C>Qd5CÔ8CR BCäGCT: C\\$=CR ?D OCÄ>C•](#)

Rating: — · first AC: 2016-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[adamant's solution](#)

1421.

100168R

[Aô@Qj#C 4C´5Cd=CäAD\\$ L D\\$>Dt:C, >D\\$@CT7C#C](#)

Rating: — · first AC: 2016-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[adamant's solution](#)

1422.

100168Q

[Aô@Qj=C 4C´5Cd=CäAD\\$ L D\\$>Dt:C, ;D4GD0](#)

Rating: — · first AC: 2016-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[adamant's solution](#)

1423.

100168P

[Aô@Qj=C 4C´5Cd=CäAD\\$ L D\\$>Dt:C, ?D OCÄ>C•](#)

Rating: — · first AC: 2016-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[adamant's solution](#)

1424.

1001680

[AôD00C´;CT;DÄ=C O Cô@Dô<C O](#)

Rating: — · first AC: 2016-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[adamant's solution](#)

1425.

100168N

[B4@C020Ô5CÔ8CR ?D OCÄ>C´ ”•](#)

Rating: — · first AC: 2016-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[adamant's solution](#)

1426.

100168M

[B4@C020Ô5CÔ8CR ?D OCÄ>C´ •](#)

Rating: — · first AC: 2016-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[adamant's solution](#)

1427.

100168L

[AD0j=C 2CT:D\\$>D 0](#)

Rating: — · first AC: 2016-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[adamant's solution](#)

1428.

100168K

[Aô5D5D 5Dt5CÔ8CR 4C\\$CDR ?D OCÄKDP](#)

Rating: — · first AC: 2016-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[adamant's solution](#)

1429.

100168J

[B 0D AD\\$>Dô=C,,5 CÄ5Cd4D2 >D\\$@CT7C=0CÄ8](#)

Rating: — · first AC: 2016-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[adamant's solution](#)

1430.

100168I

[B 0D AD\\$>Dô=C,,5 CäB D\\$>Dt:C, 4Câ >D\\$@CT7C=0](#)

Rating: — · first AC: 2016-11-24 · last AC: 2016-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[adamant's solution](#)

1431.

100168G

[B 0D AD\\$>Dô=C,,5 CäB D\\$>Dt:C, 4Câ ?D OCÄ>C´](#)

Rating: — · first AC: 2016-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[adamant's solution](#)

1432.

100168H

[B 0D AD\\$>Dô=C,,5 CäB D\\$>Dt:C, 4Câ ;D4GC](#)

Rating: — · first AC: 2016-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[adamant's solution](#)

1433.

100168F

[Tutorial](#) · [B 0D AD\\$>Dô=C,,5 CăB D\\$>Dt:C, 4Că ?D OCĂ>C•](#)

Rating: — · first AC: 2016-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[adamant's solution](#)

1434.

100168E

[Tutorial](#) · [A 8D AC: D\\$@C,,AC](#)

Rating: — · first AC: 2016-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[adamant's solution](#)

1435.

100168D

[Tutorial](#) · [A 0;Că 4DÂ BD 5D43Că;DĂ=C,,:C](#)

Rating: — · first AC: 2016-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[adamant's solution](#)

1436.

100168C

[Tutorial](#) · [A 0;Că 4DÂ <CÔ>C4>D43Că;DĂ=C,,:C](#)

Rating: — · first AC: 2016-11-24 · last AC: 2016-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[adamant's solution](#)

1437.

100168B

[Tutorial](#) · [B 43Că;C 45Cd4D2 2CT:D\\$>D 0CĂ8](#)

Rating: — · first AC: 2016-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[adamant's solution](#)

1438.

100168A

[Tutorial](#) · [A 65C 0D =D´9 D43Că; D\\$>Dt:C€](#)

Rating: — · first AC: 2016-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[adamant's solution](#)

1439.

101095C

[Phone Cell](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-21 · last AC: 2016-09-21 · GNU C++11 (first AC) · Tags: —

[adamant's solution](#)

1440.

101095P

[Rectangular Polygons](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-21 · GNU C++11 (first AC) · Tags: —

[adamant's solution](#)

1441.

101095N

[Weird Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-21 · GNU C++11 (first AC) · Tags: —

[adamant's solution](#)

1442.

101095K

[Key Task](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-21 · GNU C++11 (first AC) · Tags: —

[adamant's solution](#)

1443.

101095B

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

Rating: — · first AC: 2016-09-21 · GNU C++11 (first AC) · Tags: —

[adamant's solution](#)

1444.

101095Y

[Get to Work](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-21 · GNU C++11 (first AC) · Tags: —

[adamant's solution](#)

1445.

101095R

[Reaux! Sham! Beaux!](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-21 · GNU C++11 (first AC) · Tags: —

[adamant's solution](#)

1446.

101095Z

[Dance Around The Clock](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-21 · GNU C++11 (first AC) · Tags: —

[adamant's solution](#)

1447.

101095X

[Investing at the Market](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-21 · GNU C++11 (first AC) · Tags: —

[adamant's solution](#)

1448.

101064B

[Buffaloes](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-03 · GNU C++11 (first AC) · Tags: —

[adamant's solution](#)

1449.

101064I

[Protecting the Central Park](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-03 · GNU C++11 (first AC) · Tags: —

[adamant's solution](#)

1450.

101064G

[The Declaration of Independence](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-03 · GNU C++11 (first AC) · Tags: —

[adamant's solution](#)

1451.

101064A

[Renzo and the lost artifact](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-03 · GNU C++11 (first AC) · Tags: —

[adamant's solution](#)

1452.

101064D

[Black Hills golden jewels](#) · [Tutorial](#)

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100624D

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1464.

100624I

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1467.

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1468.

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1469.

100624H

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1470.

396C

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Quality: 1,806 global accepts · Rating: — · first AC: 2014-10-13 · last AC: 2015-04-23 · GNU C++0x (first AC) · Tags: data structures, graphs, trees

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1471.

100599G

[B\\$C0i1D4;CT=DS=CäAD\\$L](#)

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1472.

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1473.

100063I

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Rating: — · first AC: 2014-12-28 · last AC: 2014-12-28 · GNU C++0x (first AC) · Tags: —

[adamant's solution](#)

1474.

100133N

[Aö>CBô1Cä@](#)

Rating: — · first AC: 2014-12-26 · last AC: 2014-12-26 · GNU C++0x (first AC) · Tags: —

[adamant's solution](#)

1475.

100133K

[Aö>CBô1Cä@C =C 1Cä@C >C @C 7Dd>C](#)

Rating: — · first AC: 2014-12-25 · GNU C++0x (first AC) · Tags: —

[adamant's solution](#)

1476.

100133F

[LCP CD,DDô1AD4DDD8C=ACô>C4> CÄ0D AC,,2C](#)

Rating: — · first AC: 2014-12-25 · GNU C++0x (first AC) · Tags: —

[adamant's solution](#)

1477.

100133L

[A0018C04D >CÄK](#)

Rating: — · first AC: 2014-12-25 · GNU C++0x (first AC) · Tags: —

[adamant's solution](#)

1478.

100133C

[B @02C05C08D0 ?Cä4D BD >C](#)

Rating: — · first AC: 2014-12-25 · GNU C++0x (first AC) · Tags: —

[adamant's solution](#)

1479.

100133A

[B 0DD0C,,:D =D´9 CÄ0D AC,,2](#)

Rating: — · first AC: 2014-12-25 · GNU C++0x (first AC) · Tags: —

[adamant's solution](#)

1480.

100133J

[AäUD´0D0 ?Cä4D BD >C0](#)

Rating: — · first AC: 2014-12-25 · GNU C++0x (first AC) · Tags: —

[adamant's solution](#)

1481.

100133E

[B0800C,,GCTAC08CR AD4DDD8C0AD°](#)

Rating: — · first AC: 2014-12-25 · GNU C++0x (first AC) · Tags: —

[adamant's solution](#)

1482.

100133D

[AÄ000C\\$0C08CR AD\\$@Cä:C€](#)

Rating: — · first AC: 2014-12-25 · GNU C++0x (first AC) · Tags: —

[adamant's solution](#)

1483.

100133G

[BFC02C @DÀ](#)

Rating: — · first AC: 2014-12-25 · GNU C++0x (first AC) · Tags: —

[adamant's solution](#)

1484.

100133M

[B5DD@CT=](#)

Rating: — · first AC: 2014-08-10 · last AC: 2014-12-25 · GNU C++0x (first AC) · Tags: —

[adamant's solution](#)

1485.

100133I

[A000DAD\\$@Cä:C€](#)

Rating: — · first AC: 2014-12-25 · GNU C++0x (first AC) · Tags: —

[adamant's solution](#)

1486.

100133B

[B 0000,GC0KCR ?Cä4D BD >C08](#)

Rating: — · first AC: 2014-12-25 · GNU C++0x (first AC) · Tags: —

[adamant's solution](#)

1487.

100526I

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

Rating: — · first AC: 2014-12-13 · GNU C++0x (first AC) · Tags: —

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1488.

100526J

[Jury Jeopardy](#) · [Tutorial](#)

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1489.

100526B

[Button Bashing](#) · [Tutorial](#)

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1490.

100526G

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1491.

100526E

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1492.

100377J

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

Rating: — · first AC: 2014-09-14 · GNU C++0x (first AC) · Tags: —

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1493.

100229D

[D](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-19 · GNU C++ (first AC) · Tags: —

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1494.

100229C

[C](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-19 · GNU C++ (first AC) · Tags: —

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1495.

100229A

[A](#) · [Tutorial](#)

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