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# Unique solved — ahihi1234

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

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Filters: none

Count: 1,338

1.

4A

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2.

2172A

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3.

2152A

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4.

2057A

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5.

2002A

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6.

1991A

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7.

1994A

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8.

1987A

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9.

1984A

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**10.**

1844A

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**11.**

1920A

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1919A

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**14.**

1909A

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**15.**

1912L

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**16.**

1896A

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**17.**

1899A

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**18.**

1870A

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**19.**

1872A

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**20.**

1866A

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**21.**

1863A

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**22.**

1843C

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**23.**

1843B

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**24.**

1843A

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**25.**

1862B

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**26.**

1862A

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**27.**

1549B

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**28.**

1746A

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**29.**

1847A

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**30.**

1842A

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1828A

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**32.**

1209A

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**33.**

1823A

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**34.**

1571A

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**35.**

1814A

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**36.**

1805B

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**37.**

1805A

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1810B

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**39.**

1810A

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**40.**

1798A

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**41.**

1806A

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**42.**

1804A

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**43.**

1799A

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**44.**

1776A

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**45.**

1786A1

[Non-alternating Deck \(easy version\)](#) · [Tutorial](#)

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**46.**

1786A2

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**47.**

1787A

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**48.**

1782A

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

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**49.**

1768A

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**50.**

1779A

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**51.**

1763A

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**52.**

1767B

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**53.**

1767A

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**54.**

1762A

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**55.**

1766A

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**56.**

1773F

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**57.**

1760A

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**58.**

1760B

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**59.**

1760C

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**60.**

1623A

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**61.**

1750B

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**62.**

1750A

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**63.**

1740B

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**64.**

1740A

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**65.**

1738A

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**66.**

1733A

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**67.**

1473A

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**68.**

1721A

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**69.**

1720B

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**70.**

1712B

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

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**71.**

1712A

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**72.**

959A

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

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**73.**

1713A

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**74.**

1704A

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**75.**

1709A

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**76.**

1706A

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1421A

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**78.**

832A

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**79.**

1088A

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**80.**

1474A

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**81.**

1699A

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

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**82.**

1698B

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**83.**

1698A

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**84.**

1694A

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**85.**

1697A

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**86.**

1688B

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**87.**

1688A

[Cirno's Perfect Bitmasks Classroom](#) · [Tutorial](#)

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**88.**

1691A

[Beat The Odds](#) · [Tutorial](#)

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**89.**

1684B

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**90.**

1684A

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

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**91.**

1680B

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**92.**

1680A

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Quality: 22,352 global accepts · Rating: 800 · first AC: 2022-05-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math  
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**93.**

1678B1

[Tokitsukaze and Good 01-String \(easy version\)](#) · [Tutorial](#)

Quality: 16,610 global accepts · Rating: 800 · first AC: 2022-05-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
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**94.**

1678A

[Tokitsukaze and All Zero Sequence](#) · [Tutorial](#)

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**95.**

1670A

[Prof. Slim](#) · [Tutorial](#)

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**96.**

1673A

[Subtle Substring Subtraction](#) · [Tutorial](#)

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**97.**

1672B

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**99.**

1671A

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**100.**

1668A

[Direction Change](#) · [Tutorial](#)

Quality: 16,784 global accepts · Rating: 800 · first AC: 2022-04-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[ahih1234's solution](#)

**101.**

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2022-04-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[ahih1234's solution](#)

**102.**

1661A

[Array Balancing](#) · [Tutorial](#)

Quality: 19,370 global accepts · Rating: 800 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
[ahih1234's solution](#)

**103.**

1665A

[GCD vs LCM](#) · [Tutorial](#)

Quality: 26,207 global accepts · Rating: 800 · first AC: 2022-04-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[ahih1234's solution](#)

**104.**

1660B

[Vlad and Candies](#) · [Tutorial](#)

Quality: 29,754 global accepts · Rating: 800 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: math  
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**105.**

1660A

[Vasya and Coins](#) · [Tutorial](#)

Quality: 39,204 global accepts · Rating: 800 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
[ahih1234's solution](#)

**106.**

1658B

[Marin and Anti-coprime Permutation](#) · [Tutorial](#)

Quality: 19,544 global accepts · Rating: 800 · first AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[ahihi1234's solution](#)

**107.**

1658A

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

Quality: 20,907 global accepts · Rating: 800 · first AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[ahihi1234's solution](#)

**108.**

1656A

[Good Pairs](#) · [Tutorial](#)

Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

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**109.**

1654B

[Prefix Removals](#) · [Tutorial](#)

Quality: 16,778 global accepts · Rating: 800 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: strings

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**110.**

1654A

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

Quality: 19,390 global accepts · Rating: 800 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, sortings

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**111.**

1647A

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

Quality: 23,492 global accepts · Rating: 800 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

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**112.**

1650A

[Deletions of Two Adjacent Letters](#) · [Tutorial](#)

Quality: 37,306 global accepts · Rating: 800 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[ahihi1234's solution](#)

**113.**

952A

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

Quality: 11,976 global accepts · Rating: 800 · first AC: 2022-03-04 · PyPy 3-64 (first AC) · Tags: \*special, math

[ahihi1234's solution](#)

**114.**

1646B

[Quality vs Quantity](#) · [Tutorial](#)

Quality: 22,680 global accepts · Rating: 800 · first AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings, two pointers

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**115.**

1646A

[Square Counting](#) · [Tutorial](#)

Quality: 25,390 global accepts · Rating: 800 · first AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: math

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**116.**

1530A

[Binary Decimal](#) · [Tutorial](#)

Quality: 21,925 global accepts · Rating: 800 · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[ahihi1234's solution](#)

**117.**

1644B

[Anti-Fibonacci Permutation](#) · [Tutorial](#)

Quality: 21,321 global accepts · Rating: 800 · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[ahihi1234's solution](#)

**118.**

1644A

[Doors and Keys](#) · [Tutorial](#)

Quality: 28,640 global accepts · Rating: 800 · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ahihi1234's solution](#)

**119.**

1635B

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Quality: 18,474 global accepts · Rating: 800 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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**120.**

1635A

[Min Or Sum](#) · [Tutorial](#)

Quality: 25,898 global accepts · Rating: 800 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

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**121.**

1638A

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[ahihi1234's solution](#)

**122.**

1637A

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Quality: 24,135 global accepts · Rating: 800 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings

[ahihi1234's solution](#)

**123.**

1634A

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

Quality: 24,653 global accepts · Rating: 800 · first AC: 2022-02-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[ahihi1234's solution](#)

**124.**

1633B

[Minority](#) · [Tutorial](#)

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

[ahihi1234's solution](#)

**125.**

1633A

[Div. 7](#) · [Tutorial](#)

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

[ahihi1234's solution](#)

**126.**

1632A

[ABC](#) · [Tutorial](#)

Quality: 31,067 global accepts · Rating: 800 · first AC: 2022-01-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ahihi1234's solution](#)

**127.**

1631A

[Min Max Swap](#) · [Tutorial](#)

Quality: 31,305 global accepts · Rating: 800 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[ahihi1234's solution](#)

**128.**

1626A

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**129.**

1625A

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**130.**

1624A

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

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**131.**

1621A

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

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**132.**

1622A

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

Quality: 32,033 global accepts · Rating: 800 · first AC: 2021-12-27 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math  
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**133.**

1615A

[Closing The Gap](#) · [Tutorial](#)

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**134.**

1619B

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

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**135.**

1619A

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**136.**

1620A

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**137.**

1618B

[Missing Bigram](#) · [Tutorial](#)

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**138.**

1618A

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**139.**

1614A

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**140.**

1611B

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

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[ahihi1234's solution](#)

**141.**

1611A

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Quality: 33,414 global accepts · Rating: 800 · first AC: 2021-11-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

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**142.**

1612A

[Distance](#) · [Tutorial](#)

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**143.**

1513A

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**144.**

1566B

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Quality: 21,212 global accepts · Rating: 800 · first AC: 2021-11-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

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**145.**

1566A

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Quality: 25,373 global accepts · Rating: 800 · first AC: 2021-11-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

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**146.**

1605A

[A.M. Deviation](#) · [Tutorial](#)

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**147.**

1607A

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**148.**

996A

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**149.**

1604A

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**150.**

734A

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**151.**

520A

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**152.**

281A

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

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**153.**

236A

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**154.**

202A

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**155.**

112A

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

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**156.**

99A

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Quality: 7,724 global accepts · Rating: 800 · first AC: 2021-10-21 · C++14 (GCC 6-32) (first AC) · Tags: strings  
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**157.**

78A

[Haiku](#) · [Tutorial](#)

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**158.**

71A

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**159.**

59A

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**160.**

41A

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[ahihi1234's solution](#)

**161.**

1220A

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Quality: 32,798 global accepts · Rating: 800 · first AC: 2021-10-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings, strings  
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**162.**

1552A

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**163.**

339A

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Quality: 275,344 global accepts · Rating: 800 · first AC: 2021-10-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, strings  
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**164.**

141A

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Quality: 101,406 global accepts · Rating: 800 · first AC: 2021-10-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings, strings  
[ahihi1234's solution](#)

**165.**

1951A

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Quality: 22,572 global accepts · Rating: 900 · first AC: 2024-04-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math  
[ahihi1234's solution](#)

**166.**

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,421 global accepts · Rating: 900 · first AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings, two pointers  
[ahihi1234's solution](#)

**167.**

1872B

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**168.**

1436B

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[ahihi1234's solution](#)

**169.**

1828B

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Quality: 39,301 global accepts · Rating: 900 · first AC: 2023-05-28 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory  
[ahihi1234's solution](#)

**170.**

1758B

[XOR = Average](#) · [Tutorial](#)

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**171.**

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,121 global accepts · Rating: 900 · first AC: 2023-04-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, sortings  
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**172.**

1808A

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Quality: 20,614 global accepts · Rating: 900 · first AC: 2023-03-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation  
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**173.**

1806B

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**174.**

1768B

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**175.**

1779B

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Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
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**176.**

1737A

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Quality: 10,851 global accepts · Rating: 900 · first AC: 2022-10-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings  
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**177.**

1733B

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**178.**

1726A

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**179.**

1720A

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**180.**

1709B

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**181.**

1480B

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**182.**

1699B

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**183.**

1559A

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Quality: 45,584 global accepts · Rating: 900 · first AC: 2022-06-30 · Python 3 (first AC) · Tags: bitmasks, constructive algorithms, math

[ahihi1234's solution](#)

**184.**

1697B

[Promo](#) · [Tutorial](#)

Quality: 30,904 global accepts · Rating: 900 · first AC: 2022-06-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

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**185.**

1668B

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Quality: 17,924 global accepts · Rating: 900 · first AC: 2022-04-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[ahihi1234's solution](#)

**186.**

1166A

[Silent Classroom](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 900 · first AC: 2022-04-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy

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**187.**

1665B

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Quality: 32,894 global accepts · Rating: 900 · first AC: 2022-04-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

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**188.**

1505A

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Quality: 16,088 global accepts · Rating: 900 · first AC: 2022-04-07 · C++14 (GCC 6-32) (first AC) · Tags: \*special, implementation, interactive

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**189.**

1650B

[DIV + MOD](#) · [Tutorial](#)

Quality: 29,995 global accepts · Rating: 900 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: math

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**190.**

1339A

[Filling Diamonds](#) · [Tutorial](#)

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**191.**

1624B

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**192.**

1613A

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Quality: 26,627 global accepts · Rating: 900 · first AC: 2021-12-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

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**193.**

1610A

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[ahih1234's solution](#)

**194.**

1612B

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Quality: 18,432 global accepts · Rating: 900 · first AC: 2021-11-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[ahih1234's solution](#)

**195.**

1607B

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Quality: 39,445 global accepts · Rating: 900 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: math

[ahih1234's solution](#)

**196.**

580A

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Quality: 104,685 global accepts · Rating: 900 · first AC: 2021-10-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[ahih1234's solution](#)

**197.**

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,483 global accepts · Rating: 900 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: strings

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**198.**

1093B

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Quality: 17,704 global accepts · Rating: 900 · first AC: 2021-10-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[ahih1234's solution](#)

**199.**

63A

[Sinking Ship](#) · [Tutorial](#)

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**200.**

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,035 global accepts · Rating: 1000 · first AC: 2021-11-16 · last AC: 2025-01-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[ahih1234's solution](#)

**201.**

2057B

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

Quality: 23,275 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[ahih1234's solution](#)

**202.**

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[ahih1234's solution](#)

**203.**

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,913 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[ahihi1234's solution](#)

**204.**

1906A

[Easy As ABC](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1000 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[ahihi1234's solution](#)

**205.**

1876A

[Helmets in Night Light](#) · [Tutorial](#)

Quality: 34,918 global accepts · Rating: 1000 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[ahihi1234's solution](#)

**206.**

1521A

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

Quality: 42,044 global accepts · Rating: 1000 · first AC: 2023-07-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[ahihi1234's solution](#)

**207.**

1844B

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

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

[ahihi1234's solution](#)

**208.**

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-07-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, two pointers

[ahihi1234's solution](#)

**209.**

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,797 global accepts · Rating: 1000 · first AC: 2023-03-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[ahihi1234's solution](#)

**210.**

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[ahihi1234's solution](#)

**211.**

1786C

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

Rating: 1000 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[ahihi1234's solution](#)

**212.**

1782B

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

Rating: 1000 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[ahihi1234's solution](#)

**213.**

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[ahihi1234's solution](#)

**214.**

1770A

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

Quality: 25,244 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy  
[ahihi1234's solution](#)

**215.**

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,778 global accepts · Rating: 1000 · first AC: 2022-12-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[ahihi1234's solution](#)

**216.**

1760D

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

Quality: 27,015 global accepts · Rating: 1000 · first AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers  
[ahihi1234's solution](#)

**217.**

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,879 global accepts · Rating: 1000 · first AC: 2022-08-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
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**218.**

1713B

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

Quality: 22,689 global accepts · Rating: 1000 · first AC: 2022-08-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings  
[ahihi1234's solution](#)

**219.**

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,917 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation  
[ahihi1234's solution](#)

**220.**

1362A

[Johnny and Ancient Computer](#) · [Tutorial](#)

Quality: 34,080 global accepts · Rating: 1000 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[ahihi1234's solution](#)

**221.**

724A

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

Quality: 7,555 global accepts · Rating: 1000 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[ahihi1234's solution](#)

**222.**

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,312 global accepts · Rating: 1000 · first AC: 2022-05-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers  
[ahihi1234's solution](#)

**223.**

1671B

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

Quality: 19,737 global accepts · Rating: 1000 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, sortings  
[ahihi1234's solution](#)

**224.**

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,087 global accepts · Rating: 1000 · first AC: 2022-02-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[ahihi1234's solution](#)

**225.**

1632B

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

Quality: 31,537 global accepts · Rating: 1000 · first AC: 2022-01-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms  
[ahihi1234's solution](#)

**226.**

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,317 global accepts · Rating: 1000 · first AC: 2021-12-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, sortings  
[ahihi1234's solution](#)

**227.**

1620B

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

Quality: 31,474 global accepts · Rating: 1000 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math  
[ahihi1234's solution](#)

**228.**

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,313 global accepts · Rating: 1000 · first AC: 2021-12-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings  
[ahihi1234's solution](#)

**229.**

1614B

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

Quality: 29,029 global accepts · Rating: 1000 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings  
[ahihi1234's solution](#)

**230.**

1611C

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

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[ahihi1234's solution](#)

**231.**

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,334 global accepts · Rating: 1000 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings  
[ahihi1234's solution](#)

**232.**

1607C

[Minimum Extraction](#) · [Tutorial](#)

Quality: 26,836 global accepts · Rating: 1000 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings  
[ahihi1234's solution](#)

**233.**

1155A

[Reverse a Substring](#) · [Tutorial](#)

Quality: 25,969 global accepts · Rating: 1000 · first AC: 2021-10-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings, strings  
[ahihi1234's solution](#)

**234.**

1991B

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

Quality: 18,903 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy  
[ahihi1234's solution](#)

**235.**

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,490 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms,

greedy, math

[ahih1234's solution](#)

**236.**

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,954 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[ahih1234's solution](#)

**237.**

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,123 global accepts · Rating: 1100 · first AC: 2024-01-13 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math, sortings

[ahih1234's solution](#)

**238.**

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,862 global accepts · Rating: 1100 · first AC: 2023-11-17 · Rust 2021 (first AC) · Tags: dp, greedy, two pointers

[ahih1234's solution](#)

**239.**

1899B

[250 Thousand Tons of TNT](#) · [Tutorial](#)

Quality: 33,359 global accepts · Rating: 1100 · first AC: 2023-11-17 · Rust 2021 (first AC) · Tags: brute force, implementation, number theory

[ahih1234's solution](#)

**240.**

1743C

[Save the Magazines](#) · [Tutorial](#)

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[ahih1234's solution](#)

**241.**

1872C

[Non-coprime Split](#) · [Tutorial](#)

Quality: 26,383 global accepts · Rating: 1100 · first AC: 2023-09-08 · Rust 2021 (first AC) · Tags: math, number theory

[ahih1234's solution](#)

**242.**

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,532 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[ahih1234's solution](#)

**243.**

1863B

[Split Sort](#) · [Tutorial](#)

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

[ahih1234's solution](#)

**244.**

1862C

[Flower City Fence](#) · [Tutorial](#)

Quality: 23,085 global accepts · Rating: 1100 · first AC: 2023-08-24 · Rust 2021 (first AC) · Tags: binary search, data structures, implementation, sortings

[ahih1234's solution](#)

**245.**

1624C

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

Quality: 26,834 global accepts · Rating: 1100 · first AC: 2022-01-10 · last AC: 2023-07-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math

[ahih1234's solution](#)

**246.**

1842B

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

Quality: 25,540 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math  
[ahihi1234's solution](#)

**247.**

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,808 global accepts · Rating: 1100 · first AC: 2023-05-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, sortings, two pointers  
[ahihi1234's solution](#)

**248.**

1787B

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

Quality: 14,891 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory  
[ahihi1234's solution](#)

**249.**

1762B

[Make Array Good](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2022-12-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings  
[ahihi1234's solution](#)

**250.**

1760E

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

Quality: 23,007 global accepts · Rating: 1100 · first AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math  
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**251.**

1726B

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

Quality: 16,849 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math  
[ahihi1234's solution](#)

**252.**

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,267 global accepts · Rating: 1100 · first AC: 2022-08-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings  
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**253.**

1706B

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Quality: 17,484 global accepts · Rating: 1100 · first AC: 2022-07-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math  
[ahihi1234's solution](#)

**254.**

792A

[New Bus Route](#) · [Tutorial](#)

Quality: 9,709 global accepts · Rating: 1100 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings  
[ahihi1234's solution](#)

**255.**

1511C

[Yet Another Card Deck](#) · [Tutorial](#)

Quality: 32,809 global accepts · Rating: 1100 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, trees  
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**256.**

1360C

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Quality: 36,783 global accepts · Rating: 1100 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graph matchings, greedy, sortings

[ahih1234's solution](#)

**257.**

731B

[Coupons and Discounts](#) · [Tutorial](#)

Quality: 8,344 global accepts · Rating: 1100 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[ahih1234's solution](#)

**258.**

483A

[Counterexample](#) · [Tutorial](#)

Quality: 24,886 global accepts · Rating: 1100 · first AC: 2022-07-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory

[ahih1234's solution](#)

**259.**

767A

[Snacktower](#) · [Tutorial](#)

Quality: 22,691 global accepts · Rating: 1100 · first AC: 2022-07-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[ahih1234's solution](#)

**260.**

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,137 global accepts · Rating: 1100 · first AC: 2022-06-30 · PyPy 3-64 (first AC) · Tags: bitmasks, math

[ahih1234's solution](#)

**261.**

1670B

[Dorms War](#) · [Tutorial](#)

Quality: 13,435 global accepts · Rating: 1100 · first AC: 2022-05-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[ahih1234's solution](#)

**262.**

1673B

[A Perfectly Balanced String?](#) · [Tutorial](#)

Quality: 21,774 global accepts · Rating: 1100 · first AC: 2022-04-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings

[ahih1234's solution](#)

**263.**

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,035 global accepts · Rating: 1100 · first AC: 2022-04-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[ahih1234's solution](#)

**264.**

835B

[The number on the board](#) · [Tutorial](#)

Quality: 11,420 global accepts · Rating: 1100 · first AC: 2022-04-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[ahih1234's solution](#)

**265.**

1105B

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

Quality: 10,558 global accepts · Rating: 1100 · first AC: 2022-04-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[ahih1234's solution](#)

**266.**

1656B

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

Quality: 26,806 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, two pointers

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**267.**

1638B

[Odd Swap Sort](#) · [Tutorial](#)

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

[ahihi1234's solution](#)

**268.**

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math

[ahihi1234's solution](#)

**269.**

1633C

[Kill the Monster](#) · [Tutorial](#)

Quality: 21,255 global accepts · Rating: 1100 · first AC: 2022-01-31 · last AC: 2022-02-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[ahihi1234's solution](#)

**270.**

1631B

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

Quality: 26,894 global accepts · Rating: 1100 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[ahihi1234's solution](#)

**271.**

1626B

[Minor Reduction](#) · [Tutorial](#)

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

[ahihi1234's solution](#)

**272.**

1625B

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

Quality: 16,858 global accepts · Rating: 1100 · first AC: 2022-01-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[ahihi1234's solution](#)

**273.**

1623B

[Game on Ranges](#) · [Tutorial](#)

Quality: 14,665 global accepts · Rating: 1100 · first AC: 2021-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, implementation, sortings

[ahihi1234's solution](#)

**274.**

1618C

[Paint the Array](#) · [Tutorial](#)

Quality: 32,402 global accepts · Rating: 1100 · first AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[ahihi1234's solution](#)

**275.**

1610B

[Kalindrome Array](#) · [Tutorial](#)

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

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**276.**

368B

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

Quality: 49,899 global accepts · Rating: 1100 · first AC: 2021-11-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[ahihi1234's solution](#)

**277.**

313B

[Ilya and Queries](#) · [Tutorial](#)

Quality: 54,502 global accepts · Rating: 1100 · first AC: 2021-11-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation  
[ahihi1234's solution](#)

**278.**

363B

[Fence](#) · [Tutorial](#)

Quality: 67,073 global accepts · Rating: 1100 · first AC: 2021-10-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp  
[ahihi1234's solution](#)

**279.**

706B

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

Quality: 84,450 global accepts · Rating: 1100 · first AC: 2021-10-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, implementation  
[ahihi1234's solution](#)

**280.**

1604B

[XOR Specia-LIS-t](#) · [Tutorial](#)

Quality: 16,334 global accepts · Rating: 1100 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —  
[ahihi1234's solution](#)

**281.**

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,510 global accepts · Rating: 1100 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math  
[ahihi1234's solution](#)

**282.**

456A

[Laptops](#) · [Tutorial](#)

Quality: 56,783 global accepts · Rating: 1100 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: sortings  
[ahihi1234's solution](#)

**283.**

270A

[Fancy Fence](#) · [Tutorial](#)

Quality: 50,824 global accepts · Rating: 1100 · first AC: 2021-09-12 · GNU C11 (first AC) · Tags: geometry, implementation, math  
[ahihi1234's solution](#)

**284.**

2172E

[Number Maze](#) · [Tutorial](#)

Quality: 5,899 global accepts · Rating: 1200 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation  
[ahihi1234's solution](#)

**285.**

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math  
[ahihi1234's solution](#)

**286.**

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy  
[ahihi1234's solution](#)

**287.**

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy  
[ahihi1234's solution](#)

**288.**

1909B

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

Quality: 30,965 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[ahihi1234's solution](#)

**289.**

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[ahihi1234's solution](#)

**290.**

1872D

[Plus Minus Permutation](#) · [Tutorial](#)

Quality: 38,828 global accepts · Rating: 1200 · first AC: 2023-09-08 · Rust 2021 (first AC) · Tags: math

[ahihi1234's solution](#)

**291.**

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,692 global accepts · Rating: 1200 · first AC: 2023-08-27 · Rust 2021 (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[ahihi1234's solution](#)

**292.**

1537C

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

Quality: 30,282 global accepts · Rating: 1200 · first AC: 2023-07-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[ahihi1234's solution](#)

**293.**

1647B

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

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-03-11 · last AC: 2023-06-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[ahihi1234's solution](#)

**294.**

1808B

[Playing in a Casino](#) · [Tutorial](#)

Quality: 29,668 global accepts · Rating: 1200 · first AC: 2023-03-29 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[ahihi1234's solution](#)

**295.**

1799B

[Equalize by Divide](#) · [Tutorial](#)

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[ahihi1234's solution](#)

**296.**

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2022-12-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings

[ahihi1234's solution](#)

**297.**

1738B

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

Quality: 18,792 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[ahihi1234's solution](#)

**298.**

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-08-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[ahihi1234's solution](#)

**299.**

1713C

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

Quality: 18,873 global accepts · Rating: 1200 · first AC: 2022-08-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math  
[ahihi1234's solution](#)

**300.**

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,791 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings  
[ahihi1234's solution](#)

**301.**

1042B

[Vitamins](#) · [Tutorial](#)

Quality: 19,151 global accepts · Rating: 1200 · first AC: 2022-06-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, implementation  
[ahihi1234's solution](#)

**302.**

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,811 global accepts · Rating: 1200 · first AC: 2022-06-30 · PyPy 3-64 (first AC) · Tags: bitmasks, math  
[ahihi1234's solution](#)

**303.**

1097B

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

Quality: 35,956 global accepts · Rating: 1200 · first AC: 2022-06-30 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, dp  
[ahihi1234's solution](#)

**304.**

1694B

[Paranoid String](#) · [Tutorial](#)

Quality: 20,652 global accepts · Rating: 1200 · first AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy  
[ahihi1234's solution](#)

**305.**

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,388 global accepts · Rating: 1200 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math  
[ahihi1234's solution](#)

**306.**

1656C

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

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings  
[ahihi1234's solution](#)

**307.**

1650C

[Weight of the System of Nested Segments](#) · [Tutorial](#)

Quality: 18,513 global accepts · Rating: 1200 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, implementation, sortings  
[ahihi1234's solution](#)

**308.**

1635C

[Differential Sorting](#) · [Tutorial](#)

Quality: 25,132 global accepts · Rating: 1200 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy  
[ahihi1234's solution](#)

**309.**

1637C

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

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[ahihi1234's solution](#)

**310.**

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,714 global accepts · Rating: 1200 · first AC: 2021-12-01 · last AC: 2022-01-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search  
[ahihi1234's solution](#)

**311.**

1619C

[Wrong Addition](#) · [Tutorial](#)

Quality: 22,662 global accepts · Rating: 1200 · first AC: 2021-12-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[ahihi1234's solution](#)

**312.**

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,707 global accepts · Rating: 1200 · first AC: 2021-11-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math  
[ahihi1234's solution](#)

**313.**

1546B

[AquaMoon and Stolen String](#) · [Tutorial](#)

Quality: 13,953 global accepts · Rating: 1200 · first AC: 2021-11-04 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math  
[ahihi1234's solution](#)

**314.**

1185C1

[Exam in BerSU \(easy version\)](#) · [Tutorial](#)

Quality: 11,899 global accepts · Rating: 1200 · first AC: 2021-11-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings  
[ahihi1234's solution](#)

**315.**

1582C

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

Quality: 23,652 global accepts · Rating: 1200 · first AC: 2021-11-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers  
[ahihi1234's solution](#)

**316.**

1598C

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

Quality: 23,654 global accepts · Rating: 1200 · first AC: 2021-10-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math, two pointers  
[ahihi1234's solution](#)

**317.**

1541B

[Pleasant Pairs](#) · [Tutorial](#)

Quality: 38,479 global accepts · Rating: 1200 · first AC: 2021-10-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory  
[ahihi1234's solution](#)

**318.**

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,366 global accepts · Rating: 1200 · first AC: 2021-10-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[ahihi1234's solution](#)

**319.**

1355A

[Sequence with Digits](#) · [Tutorial](#)

Quality: 28,801 global accepts · Rating: 1200 · first AC: 2021-10-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math  
[ahihi1234's solution](#)

**320.**

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,482 global accepts · Rating: 1200 · first AC: 2021-10-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, math  
[ahihi1234's solution](#)

**321.**

459A

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

Quality: 36,405 global accepts · Rating: 1200 · first AC: 2021-10-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[ahihi1234's solution](#)

**322.**

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,395 global accepts · Rating: 1200 · first AC: 2021-10-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math  
[ahihi1234's solution](#)

**323.**

1343C

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

Quality: 44,072 global accepts · Rating: 1200 · first AC: 2021-09-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers  
[ahihi1234's solution](#)

**324.**

474B

[Worms](#) · [Tutorial](#)

Quality: 62,541 global accepts · Rating: 1200 · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation  
[ahihi1234's solution](#)

**325.**

1352C

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

Quality: 69,769 global accepts · Rating: 1200 · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math  
[ahihi1234's solution](#)

**326.**

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,905 global accepts · Rating: 1200 · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation  
[ahihi1234's solution](#)

**327.**

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,737 global accepts · Rating: 1200 · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers  
[ahihi1234's solution](#)

**328.**

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,021 global accepts · Rating: 1200 · first AC: 2021-09-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[ahihi1234's solution](#)

**329.**

492B

[Vanya and Lanterns](#) · [Tutorial](#)

Quality: 90,188 global accepts · Rating: 1200 · first AC: 2021-09-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math, sortings

[ahihi1234's solution](#)

### 330.

2206K

[Time Display Stickers](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 1300 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search

[ahihi1234's solution](#)

### 331.

2172M

[Maximum Distance To Port](#) · [Tutorial](#)

Quality: 5,818 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths

[ahihi1234's solution](#)

### 332.

2152B

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

Quality: 12,853 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[ahihi1234's solution](#)

### 333.

2073L

[Boarding Queue](#) · [Tutorial](#)

Quality: 1,779 global accepts · Rating: 1300 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ahihi1234's solution](#)

### 334.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[ahihi1234's solution](#)

### 335.

1984C1

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

Quality: 20,153 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[ahihi1234's solution](#)

### 336.

1899E

[Queue Sort](#) · [Tutorial](#)

Quality: 18,274 global accepts · Rating: 1300 · first AC: 2023-11-17 · Rust 2021 (first AC) · Tags: greedy, implementation, sortings

[ahihi1234's solution](#)

### 337.

1899D

[Yarik and Musical Notes](#) · [Tutorial](#)

Quality: 15,634 global accepts · Rating: 1300 · first AC: 2023-11-17 · Rust 2021 (first AC) · Tags: hashing, math, number theory

[ahihi1234's solution](#)

### 338.

1889A

[Qingshan Loves Strings 2](#) · [Tutorial](#)

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[ahihi1234's solution](#)

### 339.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[ahihi1234's solution](#)

**340.**

1868A

[Fill in the Matrix](#) · [Tutorial](#)

Quality: 13,613 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[ahihi1234's solution](#)

**341.**

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,841 global accepts · Rating: 1300 · first AC: 2023-08-24 · Rust 2021 (first AC) · Tags: binary search, combinatorics, constructive algorithms, math

[ahihi1234's solution](#)

**342.**

1521B

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

Quality: 22,930 global accepts · Rating: 1300 · first AC: 2023-07-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[ahihi1234's solution](#)

**343.**

1675D

[Vertical Paths](#) · [Tutorial](#)

Quality: 14,773 global accepts · Rating: 1300 · first AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation, trees

[ahihi1234's solution](#)

**344.**

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[ahihi1234's solution](#)

**345.**

1844C

[Particles](#) · [Tutorial](#)

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

[ahihi1234's solution](#)

**346.**

1839C

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

Quality: 13,443 global accepts · Rating: 1300 · first AC: 2023-06-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[ahihi1234's solution](#)

**347.**

1823C

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

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-04-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[ahihi1234's solution](#)

**348.**

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[ahihi1234's solution](#)

**349.**

1776H

[Beppa and SwerChat](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-02-19 · C++14 (GCC 6-32) (first AC) · Tags: two pointers

[ahihi1234's solution](#)

**350.**

1786B

[Cake Assembly Line](#) · [Tutorial](#)

Quality: 9,836 global accepts · Rating: 1300 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings  
[ahihi1234's solution](#)

**351.**

1768C

[Elemental Decompress](#) · [Tutorial](#)

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2023-01-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings  
[ahihi1234's solution](#)

**352.**

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,991 global accepts · Rating: 1300 · first AC: 2022-12-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation  
[ahihi1234's solution](#)

**353.**

1737B

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

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · last AC: 2022-10-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math  
[ahihi1234's solution](#)

**354.**

1733C

[Parity Shuffle Sorting](#) · [Tutorial](#)

Quality: 17,100 global accepts · Rating: 1300 · first AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings  
[ahihi1234's solution](#)

**355.**

1726C

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

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, greedy  
[ahihi1234's solution](#)

**356.**

1311C

[Perform the Combo](#) · [Tutorial](#)

Quality: 16,823 global accepts · Rating: 1300 · first AC: 2022-07-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force  
[ahihi1234's solution](#)

**357.**

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 1300 · first AC: 2022-06-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures  
[ahihi1234's solution](#)

**358.**

1694C

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

Rating: 1300 · first AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[ahihi1234's solution](#)

**359.**

1668C

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

Rating: 1300 · first AC: 2022-04-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math  
[ahihi1234's solution](#)

**360.**

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,687 global accepts · Rating: 1300 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar,

dp, graphs, greedy, shortest paths

[ahihi1234's solution](#)

**361.**

1660C

[Get an Even String](#) · [Tutorial](#)

Quality: 22,014 global accepts · Rating: 1300 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[ahihi1234's solution](#)

**362.**

1647C

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

Quality: 13,331 global accepts · Rating: 1300 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[ahihi1234's solution](#)

**363.**

1650D

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

Quality: 14,702 global accepts · Rating: 1300 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[ahihi1234's solution](#)

**364.**

932B

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

Quality: 9,261 global accepts · Rating: 1300 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar

[ahihi1234's solution](#)

**365.**

1249C1

[Good Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 16,557 global accepts · Rating: 1300 · first AC: 2022-01-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[ahihi1234's solution](#)

**366.**

1615B

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

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

[ahihi1234's solution](#)

**367.**

1618D

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

Quality: 20,897 global accepts · Rating: 1300 · first AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[ahihi1234's solution](#)

**368.**

1558A

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

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-11-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[ahihi1234's solution](#)

**369.**

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,807 global accepts · Rating: 1300 · first AC: 2021-11-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[ahihi1234's solution](#)

**370.**

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,829 global accepts · Rating: 1300 · first AC: 2021-11-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[ahihi1234's solution](#)

**371.**

1607D

[Blue-Red Permutation](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 1300 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings  
[ahihi1234's solution](#)

**372.**

1603A

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

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2021-10-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory  
[ahihi1234's solution](#)

**373.**

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,400 global accepts · Rating: 1300 · first AC: 2021-10-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, math, two pointers  
[ahihi1234's solution](#)

**374.**

476B

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

Quality: 37,026 global accepts · Rating: 1300 · first AC: 2021-09-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities  
[ahihi1234's solution](#)

**375.**

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,463 global accepts · Rating: 1300 · first AC: 2021-09-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation  
[ahihi1234's solution](#)

**376.**

1328B

[K-th Beautiful String](#) · [Tutorial](#)

Quality: 32,046 global accepts · Rating: 1300 · first AC: 2021-09-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math  
[ahihi1234's solution](#)

**377.**

519C

[A and B and Team Training](#) · [Tutorial](#)

Quality: 20,710 global accepts · Rating: 1300 · first AC: 2021-09-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory  
[ahihi1234's solution](#)

**378.**

451B

[Sort the Array](#) · [Tutorial](#)

Quality: 52,871 global accepts · Rating: 1300 · first AC: 2021-09-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings  
[ahihi1234's solution](#)

**379.**

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,370 global accepts · Rating: 1300 · first AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math  
[ahihi1234's solution](#)

**380.**

508B

[Anton and currency you all know](#) · [Tutorial](#)

Quality: 23,987 global accepts · Rating: 1300 · first AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, strings  
[ahihi1234's solution](#)

**381.**

276B

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

Quality: 32,109 global accepts · Rating: 1300 · first AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy  
[ahihi1234's solution](#)

**382.**

450B

[Jzzhu and Sequences](#) · [Tutorial](#)

Quality: 28,826 global accepts · Rating: 1300 · first AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[ahihi1234's solution](#)

**383.**

1372B

[Omkar and Last Class of Math](#) · [Tutorial](#)

Quality: 36,392 global accepts · Rating: 1300 · first AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory  
[ahihi1234's solution](#)

**384.**

478B

[Random Teams](#) · [Tutorial](#)

Quality: 41,262 global accepts · Rating: 1300 · first AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math  
[ahihi1234's solution](#)

**385.**

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,879 global accepts · Rating: 1300 · first AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp  
[ahihi1234's solution](#)

**386.**

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,842 global accepts · Rating: 1300 · first AC: 2021-09-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation  
[ahihi1234's solution](#)

**387.**

1294C

[Product of Three Numbers](#) · [Tutorial](#)

Quality: 46,275 global accepts · Rating: 1300 · first AC: 2021-09-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory  
[ahihi1234's solution](#)

**388.**

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 42,997 global accepts · Rating: 1300 · first AC: 2021-09-17 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory  
[ahihi1234's solution](#)

**389.**

459B

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

Quality: 47,490 global accepts · Rating: 1300 · first AC: 2021-09-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, implementation, sortings  
[ahihi1234's solution](#)

**390.**

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,825 global accepts · Rating: 1300 · first AC: 2021-09-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math, number theory  
[ahihi1234's solution](#)

**391.**

4C

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

Quality: 108,144 global accepts · Rating: 1300 · first AC: 2021-09-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, implementation

[ahihi1234's solution](#)

**392.**

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,877 global accepts · Rating: 1300 · first AC: 2021-09-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[ahihi1234's solution](#)

**393.**

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,220 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math

[ahihi1234's solution](#)

**394.**

1970C1

[Game on Tree \(Easy\)](#) · [Tutorial](#)

Quality: 5,038 global accepts · Rating: 1400 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: games

[ahihi1234's solution](#)

**395.**

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[ahihi1234's solution](#)

**396.**

1919C

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

Quality: 28,579 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[ahihi1234's solution](#)

**397.**

1909C

[Heavy Intervals](#) · [Tutorial](#)

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

[ahihi1234's solution](#)

**398.**

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[ahihi1234's solution](#)

**399.**

1893A

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

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[ahihi1234's solution](#)

**400.**

1887A1

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

Rating: 1400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[ahihi1234's solution](#)

**401.**

1866B

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

Quality: 9,180 global accepts · Rating: 1400 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory  
[ahihi1234's solution](#)

**402.**

1863D

[Two-Colored Dominoes](#) · [Tutorial](#)

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy  
[ahihi1234's solution](#)

**403.**

1758C

[Almost All Multiples](#) · [Tutorial](#)

Quality: 15,260 global accepts · Rating: 1400 · first AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory  
[ahihi1234's solution](#)

**404.**

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,241 global accepts · Rating: 1400 · first AC: 2023-07-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees  
[ahihi1234's solution](#)

**405.**

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,970 global accepts · Rating: 1400 · first AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy  
[ahihi1234's solution](#)

**406.**

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings  
[ahihi1234's solution](#)

**407.**

1847C

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

Quality: 14,761 global accepts · Rating: 1400 · first AC: 2023-07-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy  
[ahihi1234's solution](#)

**408.**

1830A

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

Quality: 20,319 global accepts · Rating: 1400 · first AC: 2023-05-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees  
[ahihi1234's solution](#)

**409.**

1805C

[Place for a Selfie](#) · [Tutorial](#)

Quality: 14,178 global accepts · Rating: 1400 · first AC: 2023-04-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, geometry, math  
[ahihi1234's solution](#)

**410.**

1762C

[Binary Strings are Fun](#) · [Tutorial](#)

Quality: 10,165 global accepts · Rating: 1400 · first AC: 2023-01-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math  
[ahihi1234's solution](#)

**411.**

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2022-12-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[ahihi1234's solution](#)

**412.**

1097C

[Yuhao and a Parenthesis](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2022-11-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[ahihi1234's solution](#)

**413.**

1750C

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

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[ahihi1234's solution](#)

**414.**

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,334 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[ahihi1234's solution](#)

**415.**

1733D1

[Zero-One \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,031 global accepts · Rating: 1400 · first AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[ahihi1234's solution](#)

**416.**

1721C

[Min-Max Array Transformation](#) · [Tutorial](#)

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2022-08-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, two pointers

[ahihi1234's solution](#)

**417.**

1706C

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

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-07-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, greedy, implementation

[ahihi1234's solution](#)

**418.**

1691C

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

Quality: 17,221 global accepts · Rating: 1400 · first AC: 2022-05-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[ahihi1234's solution](#)

**419.**

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[ahihi1234's solution](#)

**420.**

1670C

[Where is the Pizza?](#) · [Tutorial](#)

Quality: 10,992 global accepts · Rating: 1400 · first AC: 2022-05-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math

[ahihi1234's solution](#)

**421.**

1284B

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

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2022-04-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data

structures, dp, implementation, sortings

[ahihi1234's solution](#)

**422.**

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[ahihi1234's solution](#)

**423.**

1644C

[Increase Subarray Sums](#) · [Tutorial](#)

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[ahihi1234's solution](#)

**424.**

402B

[Trees in a Row](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 1400 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[ahihi1234's solution](#)

**425.**

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,124 global accepts · Rating: 1400 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[ahihi1234's solution](#)

**426.**

1579D

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

Quality: 18,422 global accepts · Rating: 1400 · first AC: 2022-02-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[ahihi1234's solution](#)

**427.**

677B

[Vanya and Food Processor](#) · [Tutorial](#)

Quality: 7,920 global accepts · Rating: 1400 · first AC: 2022-02-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[ahihi1234's solution](#)

**428.**

937B

[Vile Grasshoppers](#) · [Tutorial](#)

Quality: 7,258 global accepts · Rating: 1400 · first AC: 2022-02-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[ahihi1234's solution](#)

**429.**

920C

[Swap Adjacent Elements](#) · [Tutorial](#)

Quality: 9,974 global accepts · Rating: 1400 · first AC: 2022-02-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, math, sortings, two pointers

[ahihi1234's solution](#)

**430.**

546C

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

Quality: 19,432 global accepts · Rating: 1400 · first AC: 2022-02-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, games

[ahihi1234's solution](#)

**431.**

1263C

[Everyone is a Winner!](#) · [Tutorial](#)

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2022-02-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, meet-in-the-middle, number theory

[ahihi1234's solution](#)

**432.**

1183D

[Candy Box \(easy version\)](#) · [Tutorial](#)

Quality: 20,421 global accepts · Rating: 1400 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[ahihi1234's solution](#)

**433.**

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,301 global accepts · Rating: 1400 · first AC: 2022-02-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[ahihi1234's solution](#)

**434.**

550B

[Preparing Olympiad](#) · [Tutorial](#)

Quality: 27,450 global accepts · Rating: 1400 · first AC: 2022-01-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force

[ahihi1234's solution](#)

**435.**

437C

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

Quality: 14,995 global accepts · Rating: 1400 · first AC: 2022-01-07 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, sortings

[ahihi1234's solution](#)

**436.**

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,872 global accepts · Rating: 1400 · first AC: 2021-12-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings, two pointers

[ahihi1234's solution](#)

**437.**

1228B

[Filling the Grid](#) · [Tutorial](#)

Quality: 11,890 global accepts · Rating: 1400 · first AC: 2021-12-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[ahihi1234's solution](#)

**438.**

1609C

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

Quality: 10,458 global accepts · Rating: 1400 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[ahihi1234's solution](#)

**439.**

641B

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

Quality: 4,390 global accepts · Rating: 1400 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ahihi1234's solution](#)

**440.**

1250A

[Berstagram](#) · [Tutorial](#)

Quality: 4,416 global accepts · Rating: 1400 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ahihi1234's solution](#)

**441.**

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,090 global accepts · Rating: 1400 · first AC: 2021-12-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[ahihi1234's solution](#)

**442.**

1374D

[Zero Remainder Array](#) · [Tutorial](#)

Quality: 31,091 global accepts · Rating: 1400 · first AC: 2021-11-30 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings, two pointers  
[ahih1234's solution](#)

**443.**

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,333 global accepts · Rating: 1400 · first AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[ahih1234's solution](#)

**444.**

414B

[Mashmikh and ACM](#) · [Tutorial](#)

Quality: 29,181 global accepts · Rating: 1400 · first AC: 2021-11-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, number theory

[ahih1234's solution](#)

**445.**

1350B

[Orac and Models](#) · [Tutorial](#)

Quality: 29,458 global accepts · Rating: 1400 · first AC: 2021-11-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[ahih1234's solution](#)

**446.**

1245C

[Constanze's Machine](#) · [Tutorial](#)

Quality: 19,874 global accepts · Rating: 1400 · first AC: 2021-11-21 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ahih1234's solution](#)

**447.**

1195C

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

Quality: 34,840 global accepts · Rating: 1400 · first AC: 2021-11-20 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ahih1234's solution](#)

**448.**

1605C

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

Quality: 18,856 global accepts · Rating: 1400 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, strings

[ahih1234's solution](#)

**449.**

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,659 global accepts · Rating: 1400 · first AC: 2021-11-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math, sortings

[ahih1234's solution](#)

**450.**

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,734 global accepts · Rating: 1400 · first AC: 2021-11-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[ahih1234's solution](#)

**451.**

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,944 global accepts · Rating: 1400 · first AC: 2021-11-01 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ahih1234's solution](#)

**452.**

279B

[Books](#) · [Tutorial](#)

Quality: 72,431 global accepts · Rating: 1400 · first AC: 2021-10-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[ahih1234's solution](#)

**453.**

489C

[Given Length and Sum of Digits... · Tutorial](#)

Quality: 51,680 global accepts · Rating: 1400 · first AC: 2021-09-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation  
[ahihi1234's solution](#)

**454.**

2057C

[Trip to the Olympiad · Tutorial](#)

Quality: 13,801 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math  
[ahihi1234's solution](#)

**455.**

1949B

[Charming Meals · Tutorial](#)

Quality: 4,897 global accepts · Rating: 1500 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings  
[ahihi1234's solution](#)

**456.**

1877D

[Effects of Anti Pimples · Tutorial](#)

Rating: 1500 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory, sortings  
[ahihi1234's solution](#)

**457.**

566F

[Clique in the Divisibility Graph · Tutorial](#)

Quality: 4,301 global accepts · Rating: 1500 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory  
[ahihi1234's solution](#)

**458.**

1710A

[Color the Picture · Tutorial](#)

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math  
[ahihi1234's solution](#)

**459.**

1872E

[Data Structures Fan · Tutorial](#)

Quality: 21,378 global accepts · Rating: 1500 · first AC: 2023-09-08 · Rust 2021 (first AC) · Tags: binary search, bitmasks, data structures, dp  
[ahihi1234's solution](#)

**460.**

1842C

[Tenzing and Balls · Tutorial](#)

Quality: 16,494 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[ahihi1234's solution](#)

**461.**

1385D

[a-Good String · Tutorial](#)

Quality: 21,959 global accepts · Rating: 1500 · first AC: 2022-06-28 · last AC: 2023-06-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation  
[ahihi1234's solution](#)

**462.**

1326D1

[Prefix-Suffix Palindrome \(Easy version\) · Tutorial](#)

Quality: 13,295 global accepts · Rating: 1500 · first AC: 2023-05-31 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings  
[ahihi1234's solution](#)

**463.**

22B

[Bargaining Table](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1500 · first AC: 2023-05-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp  
[ahihi1234's solution](#)

**464.**

1814C

[Search in Parallel](#) · [Tutorial](#)

Quality: 12,470 global accepts · Rating: 1500 · first AC: 2023-04-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings  
[ahihi1234's solution](#)

**465.**

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,836 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory  
[ahihi1234's solution](#)

**466.**

275C

[k-Multiple Free Set](#) · [Tutorial](#)

Rating: 1500 · first AC: 2023-02-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings  
[ahihi1234's solution](#)

**467.**

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,554 global accepts · Rating: 1500 · first AC: 2023-02-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math  
[ahihi1234's solution](#)

**468.**

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 1500 · first AC: 2022-12-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math  
[ahihi1234's solution](#)

**469.**

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,790 global accepts · Rating: 1500 · first AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings  
[ahihi1234's solution](#)

**470.**

276C

[Little Girl and Maximum Sum](#) · [Tutorial](#)

Quality: 39,550 global accepts · Rating: 1500 · first AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings  
[ahihi1234's solution](#)

**471.**

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, implementation, math  
[ahihi1234's solution](#)

**472.**

1738C

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

Quality: 12,774 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, greedy, math  
[ahihi1234's solution](#)

**473.**

859C

[Pie Rules](#) · [Tutorial](#)

Quality: 6,076 global accepts · Rating: 1500 · first AC: 2022-07-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[ahih1234's solution](#)

**474.**

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,010 global accepts · Rating: 1500 · first AC: 2022-04-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[ahih1234's solution](#)

**475.**

1299A

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

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2022-03-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[ahih1234's solution](#)

**476.**

1213D1

[Equalizing by Division \(easy version\)](#) · [Tutorial](#)

Quality: 12,080 global accepts · Rating: 1500 · first AC: 2022-03-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[ahih1234's solution](#)

**477.**

1646C

[Factorials and Powers of Two](#) · [Tutorial](#)

Quality: 19,516 global accepts · Rating: 1500 · first AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[ahih1234's solution](#)

**478.**

121B

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

Quality: 2,822 global accepts · Rating: 1500 · first AC: 2022-02-18 · C++14 (GCC 6-32) (first AC) · Tags: strings

[ahih1234's solution](#)

**479.**

1101E

[Polycarp's New Job](#) · [Tutorial](#)

Quality: 8,259 global accepts · Rating: 1500 · first AC: 2022-02-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ahih1234's solution](#)

**480.**

710C

[Magic Odd Square](#) · [Tutorial](#)

Quality: 5,552 global accepts · Rating: 1500 · first AC: 2022-02-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[ahih1234's solution](#)

**481.**

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,669 global accepts · Rating: 1500 · first AC: 2022-02-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics

[ahih1234's solution](#)

**482.**

1631C

[And Matching](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-01-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[ahih1234's solution](#)

**483.**

1249C2

[Good Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 13,535 global accepts · Rating: 1500 · first AC: 2022-01-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, meet-in-the-middle

[ahih1234's solution](#)

**484.**

584B

[Kolya and Tanya](#) · [Tutorial](#)

Quality: 13,669 global accepts · Rating: 1500 · first AC: 2022-01-10 · PyPy 3-64 (first AC) · Tags: combinatorics

[ahih1234's solution](#)

**485.**

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,120 global accepts · Rating: 1500 · first AC: 2022-01-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, hashing, number theory

[ahih1234's solution](#)

**486.**

748B

[Santa Claus and Keyboard Check](#) · [Tutorial](#)

Quality: 5,557 global accepts · Rating: 1500 · first AC: 2022-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[ahih1234's solution](#)

**487.**

1005D

[Polycarp and Div 3](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 1500 · first AC: 2022-01-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, number theory

[ahih1234's solution](#)

**488.**

1418C

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

Quality: 28,133 global accepts · Rating: 1500 · first AC: 2022-01-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

[ahih1234's solution](#)

**489.**

746D

[Green and Black Tea](#) · [Tutorial](#)

Quality: 5,367 global accepts · Rating: 1500 · first AC: 2022-01-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[ahih1234's solution](#)

**490.**

985C

[Liebig's Barrels](#) · [Tutorial](#)

Quality: 5,975 global accepts · Rating: 1500 · first AC: 2022-01-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[ahih1234's solution](#)

**491.**

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[ahih1234's solution](#)

**492.**

1616C

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

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math

[ahih1234's solution](#)

**493.**

1379A

[Acacius and String](#) · [Tutorial](#)

Quality: 12,328 global accepts · Rating: 1500 · first AC: 2021-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[ahih1234's solution](#)

**494.**

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,748 global accepts · Rating: 1500 · first AC: 2021-12-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[ahihi1234's solution](#)

**495.**

676C

[Vasya and String](#) · [Tutorial](#)

Quality: 22,437 global accepts · Rating: 1500 · first AC: 2021-12-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, strings, two pointers

[ahihi1234's solution](#)

**496.**

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,565 global accepts · Rating: 1500 · first AC: 2021-12-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, two pointers

[ahihi1234's solution](#)

**497.**

580B

[Kefa and Company](#) · [Tutorial](#)

Quality: 31,924 global accepts · Rating: 1500 · first AC: 2021-12-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings, two pointers

[ahihi1234's solution](#)

**498.**

1352F

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

Quality: 19,401 global accepts · Rating: 1500 · first AC: 2021-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, math

[ahihi1234's solution](#)

**499.**

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,016 global accepts · Rating: 1500 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, two pointers

[ahihi1234's solution](#)

**500.**

863B

[Kayaking](#) · [Tutorial](#)

Quality: 10,934 global accepts · Rating: 1500 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[ahihi1234's solution](#)

**501.**

1545A

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

Quality: 14,882 global accepts · Rating: 1500 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[ahihi1234's solution](#)

**502.**

1203E

[Boxers](#) · [Tutorial](#)

Quality: 14,959 global accepts · Rating: 1500 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[ahihi1234's solution](#)

**503.**

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[ahihi1234's solution](#)

**504.**

1250H

[Happy Birthday](#) · [Tutorial](#)

Quality: 4,290 global accepts · Rating: 1500 · first AC: 2021-12-02 · C++14 (GCC 6-32) (first AC) · Tags: math

[ahihi1234's solution](#)

**505.**

1614C

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

Quality: 11,314 global accepts · Rating: 1500 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[ahihi1234's solution](#)

**506.**

1526C1

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

Quality: 27,189 global accepts · Rating: 1500 · first AC: 2021-11-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy

[ahihi1234's solution](#)

**507.**

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,623 global accepts · Rating: 1500 · first AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices

[ahihi1234's solution](#)

**508.**

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,976 global accepts · Rating: 1500 · first AC: 2021-11-20 · PyPy 3-64 (first AC) · Tags: dp

[ahihi1234's solution](#)

**509.**

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,869 global accepts · Rating: 1500 · first AC: 2021-11-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[ahihi1234's solution](#)

**510.**

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,642 global accepts · Rating: 1500 · first AC: 2021-11-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, strings

[ahihi1234's solution](#)

**511.**

2172F

[Cluster Computing System](#) · [Tutorial](#)

Quality: 3,893 global accepts · Rating: 1600 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, math

[ahihi1234's solution](#)

**512.**

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[ahihi1234's solution](#)

**513.**

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,678 global accepts · Rating: 1600 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[ahihi1234's solution](#)

**514.**

1920C

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

Quality: 19,919 global accepts · Rating: 1600 · first AC: 2024-01-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory  
[ahihi1234's solution](#)

**515.**

1899F

[Alex's whims](#) · [Tutorial](#)

Quality: 9,521 global accepts · Rating: 1600 · first AC: 2023-11-17 · Rust 2021 (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, trees  
[ahihi1234's solution](#)

**516.**

657A

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

Rating: 1600 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, trees  
[ahihi1234's solution](#)

**517.**

1843E

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

Quality: 17,806 global accepts · Rating: 1600 · first AC: 2023-08-27 · Rust 2021 (first AC) · Tags: binary search, brute force, data structures, two pointers  
[ahihi1234's solution](#)

**518.**

1862E

[Kolya and Movie Theatre](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1600 · first AC: 2023-08-24 · Rust 2021 (first AC) · Tags: constructive algorithms, data structures, greedy  
[ahihi1234's solution](#)

**519.**

1610C

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

Quality: 15,623 global accepts · Rating: 1600 · first AC: 2021-11-23 · last AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy  
[ahihi1234's solution](#)

**520.**

1708C

[Doremy's IQ](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy  
[ahihi1234's solution](#)

**521.**

1801A

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

Quality: 9,747 global accepts · Rating: 1600 · first AC: 2023-07-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms  
[ahihi1234's solution](#)

**522.**

453A

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

Quality: 12,441 global accepts · Rating: 1600 · first AC: 2022-07-05 · last AC: 2023-06-07 · C++14 (GCC 6-32) (first AC) · Tags: probabilities  
[ahihi1234's solution](#)

**523.**

1137B

[Camp Schedule](#) · [Tutorial](#)

Quality: 7,012 global accepts · Rating: 1600 · first AC: 2023-05-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, strings  
[ahihi1234's solution](#)

**524.**

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,802 global accepts · Rating: 1600 · first AC: 2022-02-20 · last AC: 2023-05-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[ahih1234's solution](#)

**525.**

750C

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

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2023-05-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[ahih1234's solution](#)

**526.**

986A

[Fair](#) · [Tutorial](#)

Quality: 8,332 global accepts · Rating: 1600 · first AC: 2023-04-18 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, number theory, shortest paths

[ahih1234's solution](#)

**527.**

1374E1

[Reading Books \(easy version\)](#) · [Tutorial](#)

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2023-04-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[ahih1234's solution](#)

**528.**

559A

[Gerald's Hexagon](#) · [Tutorial](#)

Quality: 10,908 global accepts · Rating: 1600 · first AC: 2023-04-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math

[ahih1234's solution](#)

**529.**

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,451 global accepts · Rating: 1600 · first AC: 2023-04-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings

[ahih1234's solution](#)

**530.**

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,349 global accepts · Rating: 1600 · first AC: 2023-04-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy

[ahih1234's solution](#)

**531.**

1798D

[Shocking Arrangement](#) · [Tutorial](#)

Quality: 14,077 global accepts · Rating: 1600 · first AC: 2023-03-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[ahih1234's solution](#)

**532.**

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,650 global accepts · Rating: 1600 · first AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[ahih1234's solution](#)

**533.**

384C

[Milking cows](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-02-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[ahih1234's solution](#)

**534.**

1787C

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

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[ahih1234's solution](#)

**535.**

1782C

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

Rating: 1600 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[ahihi1234's solution](#)

**536.**

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,389 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[ahihi1234's solution](#)

**537.**

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,547 global accepts · Rating: 1600 · first AC: 2022-12-12 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[ahihi1234's solution](#)

**538.**

407B

[Long Path](#) · [Tutorial](#)

Quality: 7,162 global accepts · Rating: 1600 · first AC: 2022-12-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[ahihi1234's solution](#)

**539.**

1036D

[Vasya and Arrays](#) · [Tutorial](#)

Quality: 10,628 global accepts · Rating: 1600 · first AC: 2022-11-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[ahihi1234's solution](#)

**540.**

1060C

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

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2022-10-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

[ahihi1234's solution](#)

**541.**

777C

[Alyona and Spreadsheet](#) · [Tutorial](#)

Quality: 6,818 global accepts · Rating: 1600 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[ahihi1234's solution](#)

**542.**

1098A

[Sum in the tree](#) · [Tutorial](#)

Quality: 9,547 global accepts · Rating: 1600 · first AC: 2022-07-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[ahihi1234's solution](#)

**543.**

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,133 global accepts · Rating: 1600 · first AC: 2022-07-14 · C++14 (GCC 6-32) (first AC) · Tags: sortings, two pointers

[ahihi1234's solution](#)

**544.**

1698D

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

Quality: 12,085 global accepts · Rating: 1600 · first AC: 2022-06-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[ahihi1234's solution](#)

**545.**

573B

[Bear and Blocks](#) · [Tutorial](#)

Quality: 6,352 global accepts · Rating: 1600 · first AC: 2022-06-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, math

[ahihi1234's solution](#)

**546.**

405C

[Unusual Product](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1600 · first AC: 2022-06-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[ahihi1234's solution](#)

**547.**

1688D

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

Rating: 1600 · first AC: 2022-06-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[ahihi1234's solution](#)

**548.**

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,129 global accepts · Rating: 1600 · first AC: 2022-05-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, strings, two pointers

[ahihi1234's solution](#)

**549.**

1678C

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

Rating: 1600 · first AC: 2022-05-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[ahihi1234's solution](#)

**550.**

1486C1

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

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2022-05-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[ahihi1234's solution](#)

**551.**

1671D

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

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[ahihi1234's solution](#)

**552.**

1505B

[DMCA](#) · [Tutorial](#)

Quality: 6,523 global accepts · Rating: 1600 · first AC: 2022-04-07 · PyPy 3-64 (first AC) · Tags: \*special, implementation, number theory

[ahihi1234's solution](#)

**553.**

1364C

[Ehab and Prefix MEXs](#) · [Tutorial](#)

Quality: 14,359 global accepts · Rating: 1600 · first AC: 2022-03-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[ahihi1234's solution](#)

**554.**

243A

[The Brand New Function](#) · [Tutorial](#)

Quality: 4,466 global accepts · Rating: 1600 · first AC: 2022-03-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks

[ahihi1234's solution](#)

**555.**

1658D1

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

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math  
[ahih1234's solution](#)

**556.**

1475E

[Advertising Agency](#) · [Tutorial](#)

Quality: 17,671 global accepts · Rating: 1600 · first AC: 2022-03-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, sortings  
[ahih1234's solution](#)

**557.**

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,401 global accepts · Rating: 1600 · first AC: 2022-03-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy  
[ahih1234's solution](#)

**558.**

1395C

[Boboniu and Bit Operations](#) · [Tutorial](#)

Quality: 15,209 global accepts · Rating: 1600 · first AC: 2022-03-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy  
[ahih1234's solution](#)

**559.**

1213D2

[Equalizing by Division \(hard version\)](#) · [Tutorial](#)

Quality: 12,198 global accepts · Rating: 1600 · first AC: 2022-03-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, sortings  
[ahih1234's solution](#)

**560.**

1623C

[Balanced Stone Heaps](#) · [Tutorial](#)

Quality: 14,313 global accepts · Rating: 1600 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy  
[ahih1234's solution](#)

**561.**

1165D

[Almost All Divisors](#) · [Tutorial](#)

Quality: 19,719 global accepts · Rating: 1600 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory  
[ahih1234's solution](#)

**562.**

1567C

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

Quality: 13,154 global accepts · Rating: 1600 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math  
[ahih1234's solution](#)

**563.**

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,634 global accepts · Rating: 1600 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory  
[ahih1234's solution](#)

**564.**

877C

[Slava and tanks](#) · [Tutorial](#)

Quality: 6,065 global accepts · Rating: 1600 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[ahih1234's solution](#)

**565.**

508C

[Anya and Ghosts](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 1600 · first AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy  
[ahih1234's solution](#)

**566.**

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,680 global accepts · Rating: 1600 · first AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, two pointers

[ahihi1234's solution](#)

**567.**

849B

[Tell Your World](#) · [Tutorial](#)

Quality: 3,996 global accepts · Rating: 1600 · first AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry

[ahihi1234's solution](#)

**568.**

962D

[Merge Equals](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1600 · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[ahihi1234's solution](#)

**569.**

1348C

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

Quality: 15,483 global accepts · Rating: 1600 · first AC: 2022-02-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[ahihi1234's solution](#)

**570.**

1334C

[Circle of Monsters](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 1600 · first AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[ahihi1234's solution](#)

**571.**

1041C

[Coffee Break](#) · [Tutorial](#)

Quality: 10,239 global accepts · Rating: 1600 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[ahihi1234's solution](#)

**572.**

980B

[Marlin](#) · [Tutorial](#)

Quality: 4,923 global accepts · Rating: 1600 · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[ahihi1234's solution](#)

**573.**

237C

[Primes on Interval](#) · [Tutorial](#)

Quality: 6,647 global accepts · Rating: 1600 · first AC: 2022-02-21 · last AC: 2022-02-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, number theory, two pointers

[ahihi1234's solution](#)

**574.**

715A

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

Quality: 5,866 global accepts · Rating: 1600 · first AC: 2022-02-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[ahihi1234's solution](#)

**575.**

925A

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

Quality: 3,872 global accepts · Rating: 1600 · first AC: 2022-02-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[ahihi1234's solution](#)

**576.**

1555D

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

Quality: 15,469 global accepts · Rating: 1600 · first AC: 2022-02-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[ahihi1234's solution](#)

**577.**

780B

[The Meeting Place Cannot Be Changed](#) · [Tutorial](#)

Quality: 12,646 global accepts · Rating: 1600 · first AC: 2022-02-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[ahihi1234's solution](#)

**578.**

1234D

[Distinct Characters Queries](#) · [Tutorial](#)

Quality: 18,588 global accepts · Rating: 1600 · first AC: 2022-02-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[ahihi1234's solution](#)

**579.**

1520F1

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

Quality: 14,393 global accepts · Rating: 1600 · first AC: 2022-02-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[ahihi1234's solution](#)

**580.**

1537E1

[Erase and Extend \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,313 global accepts · Rating: 1600 · first AC: 2022-02-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[ahihi1234's solution](#)

**581.**

1321C

[Remove Adjacent](#) · [Tutorial](#)

Quality: 10,525 global accepts · Rating: 1600 · first AC: 2022-01-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[ahihi1234's solution](#)

**582.**

814C

[An impassioned circulation of affection](#) · [Tutorial](#)

Quality: 7,734 global accepts · Rating: 1600 · first AC: 2022-01-09 · last AC: 2022-01-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, strings, two pointers

[ahihi1234's solution](#)

**583.**

1498C

[Planar Reflections](#) · [Tutorial](#)

Quality: 12,119 global accepts · Rating: 1600 · first AC: 2022-01-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[ahihi1234's solution](#)

**584.**

940D

[Alena And The Heater](#) · [Tutorial](#)

Quality: 3,757 global accepts · Rating: 1600 · first AC: 2022-01-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[ahihi1234's solution](#)

**585.**

1036B

[Diagonal Walking v.2](#) · [Tutorial](#)

Quality: 5,965 global accepts · Rating: 1600 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: math

[ahihi1234's solution](#)

**586.**

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,541 global accepts · Rating: 1600 · first AC: 2021-12-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[ahihi1234's solution](#)

**587.**

678C

[Joty and Chocolate](#) · [Tutorial](#)

Quality: 11,047 global accepts · Rating: 1600 · first AC: 2021-12-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[ahihi1234's solution](#)

**588.**

1615C

[Menorah](#) · [Tutorial](#)

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

[ahihi1234's solution](#)

**589.**

730G

[Car Repair Shop](#) · [Tutorial](#)

Quality: 2,311 global accepts · Rating: 1600 · first AC: 2021-12-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ahihi1234's solution](#)

**590.**

1566D2

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

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[ahihi1234's solution](#)

**591.**

898D

[Alarm Clock](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1600 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[ahihi1234's solution](#)

**592.**

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,263 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[ahihi1234's solution](#)

**593.**

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,606 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math

[ahihi1234's solution](#)

**594.**

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,364 global accepts · Rating: 1600 · first AC: 2021-11-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[ahihi1234's solution](#)

**595.**

1607E

[Robot on the Board 1](#) · [Tutorial](#)

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ahihi1234's solution](#)

**596.**

371C

[Hamburgers](#) · [Tutorial](#)

Quality: 34,501 global accepts · Rating: 1600 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force

[ahih1234's solution](#)

**597.**

2206J

[Worldwide Playlist](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 1700 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[ahih1234's solution](#)

**598.**

2152D

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

Quality: 6,748 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[ahih1234's solution](#)

**599.**

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[ahih1234's solution](#)

**600.**

1970C2

[Game on Tree \(Medium\)](#) · [Tutorial](#)

Quality: 4,340 global accepts · Rating: 1700 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, trees

[ahih1234's solution](#)

**601.**

1906M

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

Quality: 3,457 global accepts · Rating: 1700 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[ahih1234's solution](#)

**602.**

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,006 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[ahih1234's solution](#)

**603.**

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,461 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[ahih1234's solution](#)

**604.**

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,734 global accepts · Rating: 1700 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[ahih1234's solution](#)

**605.**

1479A

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

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, ternary search

[ahih1234's solution](#)

**606.**

1743D

[Problem with Random Tests](#) · [Tutorial](#)

Quality: 8,368 global accepts · Rating: 1700 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, probabilities

[ahih1234's solution](#)

**607.**

1889B

[Doremy's Connecting Plan](#) · [Tutorial](#)

Quality: 8,628 global accepts · Rating: 1700 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[ahihi1234's solution](#)

**608.**

758C

[Unfair Poll](#) · [Tutorial](#)

Quality: 4,053 global accepts · Rating: 1700 · first AC: 2023-09-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, implementation, math

[ahihi1234's solution](#)

**609.**

1491C

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

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[ahihi1234's solution](#)

**610.**

1868B1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1700 · first AC: 2023-09-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[ahihi1234's solution](#)

**611.**

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,949 global accepts · Rating: 1700 · first AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy

[ahihi1234's solution](#)

**612.**

518D

[Ilya and Escalator](#) · [Tutorial](#)

Quality: 8,169 global accepts · Rating: 1700 · first AC: 2022-07-05 · last AC: 2023-06-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[ahihi1234's solution](#)

**613.**

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2023-05-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, interactive, math

[ahihi1234's solution](#)

**614.**

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,005 global accepts · Rating: 1700 · first AC: 2022-04-04 · last AC: 2023-05-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, number theory

[ahihi1234's solution](#)

**615.**

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1700 · first AC: 2023-05-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math

[ahihi1234's solution](#)

**616.**

1594D

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

Quality: 9,396 global accepts · Rating: 1700 · first AC: 2022-06-16 · last AC: 2023-05-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[ahih1234's solution](#)

**617.**

339D

[Xenia and Bit Operations](#) · [Tutorial](#)

Quality: 32,550 global accepts · Rating: 1700 · first AC: 2023-05-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[ahih1234's solution](#)

**618.**

1185D

[Extra Element](#) · [Tutorial](#)

Quality: 7,059 global accepts · Rating: 1700 · first AC: 2023-04-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[ahih1234's solution](#)

**619.**

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,564 global accepts · Rating: 1700 · first AC: 2023-04-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[ahih1234's solution](#)

**620.**

1810D

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

Quality: 8,541 global accepts · Rating: 1700 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[ahih1234's solution](#)

**621.**

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,420 global accepts · Rating: 1700 · first AC: 2023-03-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[ahih1234's solution](#)

**622.**

1799C

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

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[ahih1234's solution](#)

**623.**

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-02-19 · last AC: 2023-02-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[ahih1234's solution](#)

**624.**

1779D

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

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[ahih1234's solution](#)

**625.**

1770C

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

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[ahih1234's solution](#)

**626.**

1760G

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

Quality: 10,315 global accepts · Rating: 1700 · first AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, graphs

[ahih1234's solution](#)

**627.**

1709D

[Rororobot](#) · [Tutorial](#)

Quality: 10,210 global accepts · Rating: 1700 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math

[ahihi1234's solution](#)

**628.**

1706D1

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

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2022-07-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[ahihi1234's solution](#)

**629.**

1699C

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

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-07-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[ahihi1234's solution](#)

**630.**

270D

[Greenhouse Effect](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-06-21 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ahihi1234's solution](#)

**631.**

1694D

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

Rating: 1700 · first AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[ahihi1234's solution](#)

**632.**

990D

[Graph And Its Complement](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 1700 · first AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[ahihi1234's solution](#)

**633.**

1467B

[Hills And Valleys](#) · [Tutorial](#)

Quality: 11,543 global accepts · Rating: 1700 · first AC: 2022-06-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[ahihi1234's solution](#)

**634.**

1688C

[Manipulating History](#) · [Tutorial](#)

Quality: 8,742 global accepts · Rating: 1700 · first AC: 2022-06-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[ahihi1234's solution](#)

**635.**

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,101 global accepts · Rating: 1700 · first AC: 2022-06-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[ahihi1234's solution](#)

**636.**

1413D

[Shurikens](#) · [Tutorial](#)

Quality: 6,916 global accepts · Rating: 1700 · first AC: 2022-05-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[ahihi1234's solution](#)

**637.**

1056C

[Pick Heroes](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 1700 · first AC: 2022-05-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, interactive, sortings

[ahihi1234's solution](#)

**638.**

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[ahihi1234's solution](#)

**639.**

1670D

[Very Suspicious](#) · [Tutorial](#)

Quality: 5,656 global accepts · Rating: 1700 · first AC: 2022-05-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, geometry, greedy, implementation, math

[ahihi1234's solution](#)

**640.**

1254A

[Feeding Chicken](#) · [Tutorial](#)

Quality: 5,515 global accepts · Rating: 1700 · first AC: 2022-05-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[ahihi1234's solution](#)

**641.**

1249E

[By Elevator or Stairs?](#) · [Tutorial](#)

Quality: 11,003 global accepts · Rating: 1700 · first AC: 2022-04-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, shortest paths

[ahihi1234's solution](#)

**642.**

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,539 global accepts · Rating: 1700 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[ahihi1234's solution](#)

**643.**

1336B

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

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2022-04-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[ahihi1234's solution](#)

**644.**

1660F1

[Promising String \(easy version\)](#) · [Tutorial](#)

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, strings

[ahihi1234's solution](#)

**645.**

980C

[Posterized](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2022-03-30 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[ahihi1234's solution](#)

**646.**

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 1700 · first AC: 2022-03-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, greedy, math, strings

[ahihi1234's solution](#)

**647.**

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2022-03-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math, number theory

[ahihi1234's solution](#)

**648.**

1658C

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

Quality: 9,945 global accepts · Rating: 1700 · first AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[ahihi1234's solution](#)

**649.**

260C

[Balls and Boxes](#) · [Tutorial](#)

Quality: 3,229 global accepts · Rating: 1700 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[ahihi1234's solution](#)

**650.**

1324E

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

Quality: 17,012 global accepts · Rating: 1700 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[ahihi1234's solution](#)

**651.**

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: games, geometry, math

[ahihi1234's solution](#)

**652.**

1237C1

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

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy

[ahihi1234's solution](#)

**653.**

1393C

[Pinkie Pie Eats Patty-cakes](#) · [Tutorial](#)

Quality: 11,045 global accepts · Rating: 1700 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[ahihi1234's solution](#)

**654.**

632C

[The Smallest String Concatenation](#) · [Tutorial](#)

Quality: 10,431 global accepts · Rating: 1700 · first AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: sortings, strings

[ahihi1234's solution](#)

**655.**

281B

[Nearest Fraction](#) · [Tutorial](#)

Quality: 3,412 global accepts · Rating: 1700 · first AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, two pointers

[ahihi1234's solution](#)

**656.**

567C

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

Quality: 10,433 global accepts · Rating: 1700 · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp

[ahihi1234's solution](#)

**657.**

1333C

[Eugene and an array](#) · [Tutorial](#)

Quality: 13,364 global accepts · Rating: 1700 · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[ahihi1234's solution](#)

**658.**

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,298 global accepts · Rating: 1700 · first AC: 2021-12-04 · last AC: 2022-01-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[ahihi1234's solution](#)

**659.**

1562D1

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

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2022-01-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math

[ahihi1234's solution](#)

**660.**

977F

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

Quality: 25,130 global accepts · Rating: 1700 · first AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ahihi1234's solution](#)

**661.**

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,623 global accepts · Rating: 1700 · first AC: 2021-11-20 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ahihi1234's solution](#)

**662.**

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,889 global accepts · Rating: 1700 · first AC: 2021-11-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[ahihi1234's solution](#)

**663.**

895B

[XK Segments](#) · [Tutorial](#)

Quality: 3,822 global accepts · Rating: 1700 · first AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, sortings, two pointers

[ahihi1234's solution](#)

**664.**

2206H

[Reflect Sort](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 1800 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: number theory

[ahihi1234's solution](#)

**665.**

2172B

[Buses](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 1800 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[ahihi1234's solution](#)

**666.**

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

[ahihi1234's solution](#)

**667.**

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[ahihi1234's solution](#)

**668.**

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,201 global accepts · Rating: 1800 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[ahihi1234's solution](#)

**669.**

142B

[Help General](#) · [Tutorial](#)

Quality: 2,405 global accepts · Rating: 1800 · first AC: 2023-09-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[ahihi1234's solution](#)

**670.**

519D

[A and B and Interesting Substrings](#) · [Tutorial](#)

Quality: 6,899 global accepts · Rating: 1800 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, two pointers

[ahihi1234's solution](#)

**671.**

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[ahihi1234's solution](#)

**672.**

1872F

[Selling a Menagerie](#) · [Tutorial](#)

Quality: 7,536 global accepts · Rating: 1800 · first AC: 2023-09-08 · Rust 2021 (first AC) · Tags: dfs and similar, dsu, graphs, implementation, math

[ahihi1234's solution](#)

**673.**

1843F1

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

Quality: 6,348 global accepts · Rating: 1800 · first AC: 2023-08-27 · Rust 2021 (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees

[ahihi1234's solution](#)

**674.**

1862F

[Magic Will Save the World](#) · [Tutorial](#)

Quality: 7,617 global accepts · Rating: 1800 · first AC: 2023-08-24 · Rust 2021 (first AC) · Tags: binary search, bitmasks, brute force, dp

[ahihi1234's solution](#)

**675.**

1856E1

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

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[ahihi1234's solution](#)

**676.**

1848C

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

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-07-28 · last AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[ahihi1234's solution](#)

**677.**

1631D

[Range and Partition](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers  
[ahihi1234's solution](#)

**678.**

1630B

[Range and Partition](#) · [Tutorial](#)

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers  
[ahihi1234's solution](#)

**679.**

1852B

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

Quality: 5,460 global accepts · Rating: 1800 · first AC: 2023-07-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers  
[ahihi1234's solution](#)

**680.**

1394A

[Boboniu Chats with Du](#) · [Tutorial](#)

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2023-07-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings, two pointers  
[ahihi1234's solution](#)

**681.**

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,594 global accepts · Rating: 1800 · first AC: 2021-11-27 · last AC: 2023-07-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math  
[ahihi1234's solution](#)

**682.**

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2023-06-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths  
[ahihi1234's solution](#)

**683.**

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2023-06-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs  
[ahihi1234's solution](#)

**684.**

1326D2

[Prefix-Suffix Palindrome \(Hard version\)](#) · [Tutorial](#)

Quality: 11,756 global accepts · Rating: 1800 · first AC: 2023-05-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings  
[ahihi1234's solution](#)

**685.**

1833G

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

Quality: 6,390 global accepts · Rating: 1800 · first AC: 2023-05-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, greedy, implementation, trees  
[ahihi1234's solution](#)

**686.**

1725H

[Hot Black Hot White](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 1800 · first AC: 2023-05-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[ahihi1234's solution](#)

**687.**

471D

[MUH and Cube Walls](#) · [Tutorial](#)

Quality: 10,275 global accepts · Rating: 1800 · first AC: 2023-04-21 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures, strings  
[ahihi1234's solution](#)

**688.**

1805D

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

Quality: 9,002 global accepts · Rating: 1800 · first AC: 2023-04-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees  
[ahihi1234's solution](#)

**689.**

1782D

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

Rating: 1800 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory  
[ahihi1234's solution](#)

**690.**

1768D

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

Quality: 9,006 global accepts · Rating: 1800 · first AC: 2023-01-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy  
[ahihi1234's solution](#)

**691.**

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1800 · first AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory  
[ahihi1234's solution](#)

**692.**

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2022-08-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings  
[ahihi1234's solution](#)

**693.**

1713D

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

Quality: 6,229 global accepts · Rating: 1800 · first AC: 2022-08-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities  
[ahihi1234's solution](#)

**694.**

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,274 global accepts · Rating: 1800 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings  
[ahihi1234's solution](#)

**695.**

747D

[Winter Is Coming](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1800 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings  
[ahihi1234's solution](#)

**696.**

623A

[Graph and String](#) · [Tutorial](#)

Quality: 4,789 global accepts · Rating: 1800 · first AC: 2022-06-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs  
[ahihi1234's solution](#)

**697.**

706D

[Vasiliy's Multiset](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1800 · first AC: 2022-06-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, trees

[ahihi1234's solution](#)

**698.**

983B

[XOR-pyramid](#) · [Tutorial](#)

Quality: 6,308 global accepts · Rating: 1800 · first AC: 2022-06-03 · last AC: 2022-06-03 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ahihi1234's solution](#)

**699.**

242C

[King's Path](#) · [Tutorial](#)

Quality: 10,925 global accepts · Rating: 1800 · first AC: 2022-06-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths

[ahihi1234's solution](#)

**700.**

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-05-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[ahihi1234's solution](#)

**701.**

145B

[Lucky Number 2](#) · [Tutorial](#)

Quality: 2,422 global accepts · Rating: 1800 · first AC: 2022-04-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[ahihi1234's solution](#)

**702.**

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,398 global accepts · Rating: 1800 · first AC: 2022-04-18 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ahihi1234's solution](#)

**703.**

1617D1

[Too Many Impostors \(easy version\)](#) · [Tutorial](#)

Quality: 5,171 global accepts · Rating: 1800 · first AC: 2022-04-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[ahihi1234's solution](#)

**704.**

952D

[I'm Feeling Lucky!](#) · [Tutorial](#)

Quality: 2,566 global accepts · Rating: 1800 · first AC: 2022-04-11 · PyPy 3-64 (first AC) · Tags: \*special, probabilities

[ahihi1234's solution](#)

**705.**

448D

[Multiplication Table](#) · [Tutorial](#)

Quality: 16,667 global accepts · Rating: 1800 · first AC: 2022-04-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force

[ahihi1234's solution](#)

**706.**

1038D

[Slime](#) · [Tutorial](#)

Quality: 8,862 global accepts · Rating: 1800 · first AC: 2022-04-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[ahihi1234's solution](#)

**707.**

863C

[1-2-3](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 1800 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[ahihi1234's solution](#)

**708.**

991E

[Bus Number](#) · [Tutorial](#)

Quality: 3,728 global accepts · Rating: 1800 · first AC: 2022-04-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math

[ahihi1234's solution](#)

**709.**

255D

[Mr. Bender and Square](#) · [Tutorial](#)

Quality: 2,201 global accepts · Rating: 1800 · first AC: 2022-04-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math

[ahihi1234's solution](#)

**710.**

1475D

[Cleaning the Phone](#) · [Tutorial](#)

Quality: 11,189 global accepts · Rating: 1800 · first AC: 2022-04-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, sortings, two pointers

[ahihi1234's solution](#)

**711.**

370C

[Mittens](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 1800 · first AC: 2022-04-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[ahihi1234's solution](#)

**712.**

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,274 global accepts · Rating: 1800 · first AC: 2022-02-13 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, implementation, math

[ahihi1234's solution](#)

**713.**

1611F

[ATM and Students](#) · [Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2021-12-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

[ahihi1234's solution](#)

**714.**

1462F

[The Treasure of The Segments](#) · [Tutorial](#)

Quality: 8,538 global accepts · Rating: 1800 · first AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[ahihi1234's solution](#)

**715.**

2073A

[Control Towers](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 1900 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ahihi1234's solution](#)

**716.**

1600E

[Array Game](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 1900 · first AC: 2025-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, two pointers

[ahihi1234's solution](#)

**717.**

1949C

[Annual Ants' Gathering](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[ahihi1234's solution](#)

**718.**

2002D1

[DFS Checker \(Easy Version\) · Tutorial](#)

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[ahihi1234's solution](#)

**719.**

1991E

[Coloring Game · Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[ahihi1234's solution](#)

**720.**

1991D

[Prime XOR Coloring · Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[ahihi1234's solution](#)

**721.**

1994D

[Funny Game · Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[ahihi1234's solution](#)

**722.**

1938C

[Bit Counting Sequence · Tutorial](#)

Quality: 1,829 global accepts · Rating: 1900 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[ahihi1234's solution](#)

**723.**

309C

[Memory for Arrays · Tutorial](#)

Quality: 1,493 global accepts · Rating: 1900 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, greedy

[ahihi1234's solution](#)

**724.**

1920D

[Array Repetition · Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2024-01-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[ahihi1234's solution](#)

**725.**

1842D

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

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2024-01-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[ahihi1234's solution](#)

**726.**

1909D

[Split Plus K · Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[ahihi1234's solution](#)

**727.**

1912D

[Divisibility Test · Tutorial](#)

Quality: 1,977 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: math

[ahihi1234's solution](#)

**728.**

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[ahihi1234's solution](#)

**729.**

1906E

[Merge Not Sort](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp

[ahihi1234's solution](#)

**730.**

1899G

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

Quality: 4,031 global accepts · Rating: 1900 · first AC: 2023-11-17 · Rust 2021 (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers

[ahihi1234's solution](#)

**731.**

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,903 global accepts · Rating: 1900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, shortest paths

[ahihi1234's solution](#)

**732.**

1887A2

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

Rating: 1900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[ahihi1234's solution](#)

**733.**

1245D

[Shichikuji and Power Grid](#) · [Tutorial](#)

Quality: 9,602 global accepts · Rating: 1900 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, greedy, shortest paths, trees

[ahihi1234's solution](#)

**734.**

1718A2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[ahihi1234's solution](#)

**735.**

914D

[Bash and a Tough Math Puzzle](#) · [Tutorial](#)

Quality: 6,384 global accepts · Rating: 1900 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, number theory

[ahihi1234's solution](#)

**736.**

1678E

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-09-07 · Rust 2021 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, greedy, math

[ahihi1234's solution](#)

**737.**

1866C

[Completely Searching for Inversions](#) · [Tutorial](#)

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs

[ahihi1234's solution](#)

**738.**

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · last AC: 2023-07-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[ahihi1234's solution](#)

**739.**

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-07-10 · last AC: 2023-07-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[ahihi1234's solution](#)

**740.**

1847D

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

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-07-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

[ahihi1234's solution](#)

**741.**

1036C

[Classy Numbers](#) · [Tutorial](#)

Quality: 13,378 global accepts · Rating: 1900 · first AC: 2023-07-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[ahihi1234's solution](#)

**742.**

1747D

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

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

[ahihi1234's solution](#)

**743.**

1041E

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

Quality: 3,854 global accepts · Rating: 1900 · first AC: 2023-06-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy

[ahihi1234's solution](#)

**744.**

1486C2

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

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2022-05-01 · last AC: 2023-05-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[ahihi1234's solution](#)

**745.**

472D

[Design Tutorial: Inverse the Problem](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1900 · first AC: 2023-05-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, shortest paths, trees

[ahihi1234's solution](#)

**746.**

1823D

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

Quality: 4,312 global accepts · Rating: 1900 · first AC: 2023-04-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, strings

[ahihi1234's solution](#)

**747.**

597C

[Subsequences](#) · [Tutorial](#)

Quality: 6,604 global accepts · Rating: 1900 · first AC: 2023-04-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[ahihi1234's solution](#)

**748.**

1358D

[The Best Vacation](#) · [Tutorial](#)

Quality: 8,724 global accepts · Rating: 1900 · first AC: 2023-04-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, implementation, two pointers

[ahihi1234's solution](#)

## 749.

144D

[Missile Silos](#) · [Tutorial](#)

Quality: 5,064 global accepts · Rating: 1900 · first AC: 2023-04-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[ahihi1234's solution](#)

## 750.

935D

[Fafa and Ancient Alphabet](#) · [Tutorial](#)

Quality: 2,812 global accepts · Rating: 1900 · first AC: 2023-04-16 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[ahihi1234's solution](#)

## 751.

550D

[Regular Bridge](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1900 · first AC: 2023-04-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[ahihi1234's solution](#)

## 752.

1141F2

[Same Sum Blocks \(Hard\)](#) · [Tutorial](#)

Quality: 4,580 global accepts · Rating: 1900 · first AC: 2023-04-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[ahihi1234's solution](#)

## 753.

1141F1

[Same Sum Blocks \(Easy\)](#) · [Tutorial](#)

Quality: 4,155 global accepts · Rating: 1900 · first AC: 2023-04-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[ahihi1234's solution](#)

## 754.

1808C

[Unlucky Numbers](#) · [Tutorial](#)

Quality: 4,332 global accepts · Rating: 1900 · first AC: 2023-03-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[ahihi1234's solution](#)

## 755.

1799D1

[Hot Start Up \(easy version\)](#) · [Tutorial](#)

Quality: 5,804 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ahihi1234's solution](#)

## 756.

1786D

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[ahihi1234's solution](#)

## 757.

343C

[Read Time](#) · [Tutorial](#)

Quality: 3,212 global accepts · Rating: 1900 · first AC: 2023-01-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, two pointers

[ahihi1234's solution](#)

## 758.

1077F1

[Pictures with Kittens \(easy version\)](#) · [Tutorial](#)

Quality: 5,349 global accepts · Rating: 1900 · first AC: 2022-12-03 · last AC: 2022-12-03 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ahihi1234's solution](#)

**759.**

1114D

[Flood Fill](#) · [Tutorial](#)

Quality: 7,978 global accepts · Rating: 1900 · first AC: 2022-11-24 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ahihi1234's solution](#)

**760.**

1569D

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

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2022-10-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers

[ahihi1234's solution](#)

**761.**

613A

[Peter and Snow Blower](#) · [Tutorial](#)

Quality: 3,429 global accepts · Rating: 1900 · first AC: 2022-10-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, ternary search

[ahihi1234's solution](#)

**762.**

356B

[Xenia and Hamming](#) · [Tutorial](#)

Quality: 2,088 global accepts · Rating: 1900 · first AC: 2022-08-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[ahihi1234's solution](#)

**763.**

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[ahihi1234's solution](#)

**764.**

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-07-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, number theory

[ahihi1234's solution](#)

**765.**

750D

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

Quality: 3,168 global accepts · Rating: 1900 · first AC: 2022-06-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation

[ahihi1234's solution](#)

**766.**

456D

[A Lot of Games](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-06-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, strings

[ahihi1234's solution](#)

**767.**

459E

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

Quality: 5,971 global accepts · Rating: 1900 · first AC: 2022-06-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[ahihi1234's solution](#)

**768.**

1208D

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

Quality: 5,460 global accepts · Rating: 1900 · first AC: 2022-06-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation

[ahihi1234's solution](#)

**769.**

20C

[Dijkstra? · Tutorial](#)

Quality: 46,881 global accepts · Rating: 1900 · first AC: 2022-06-13 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths  
[ahihi1234's solution](#)

**770.**

1063C

[Dwarves, Hats and Extrasensory Abilities · Tutorial](#)

Quality: 3,280 global accepts · Rating: 1900 · first AC: 2022-06-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, geometry, interactive  
[ahihi1234's solution](#)

**771.**

1305D

[Kuroni and the Celebration · Tutorial](#)

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2022-06-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees  
[ahihi1234's solution](#)

**772.**

1311F

[Moving Points · Tutorial](#)

Quality: 4,842 global accepts · Rating: 1900 · first AC: 2022-06-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, implementation, sortings  
[ahihi1234's solution](#)

**773.**

1673D

[Lost Arithmetic Progression · Tutorial](#)

Quality: 3,625 global accepts · Rating: 1900 · first AC: 2022-05-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory  
[ahihi1234's solution](#)

**774.**

1661D

[Progressions Covering · Tutorial](#)

Quality: 5,397 global accepts · Rating: 1900 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy  
[ahihi1234's solution](#)

**775.**

1650E

[Rescheduling the Exam · Tutorial](#)

Quality: 4,466 global accepts · Rating: 1900 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings  
[ahihi1234's solution](#)

**776.**

2172I

[Birthday · Tutorial](#)

Quality: 1,080 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry  
[ahihi1234's solution](#)

**777.**

235B

[Let's Play Osu! · Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities  
[ahihi1234's solution](#)

**778.**

27E

[Number With The Given Amount Of Divisors · Tutorial](#)

Quality: 4,907 global accepts · Rating: 2000 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, number theory  
[ahihi1234's solution](#)

**779.**

2073J

[Gathering Sharks](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2000 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ahihi1234's solution](#)

**780.**

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[ahihi1234's solution](#)

**781.**

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

[ahihi1234's solution](#)

**782.**

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 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

[ahihi1234's solution](#)

**783.**

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

[ahihi1234's solution](#)

**784.**

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[ahihi1234's solution](#)

**785.**

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[ahihi1234's solution](#)

**786.**

629D

[Babaei and Birthday Cake](#) · [Tutorial](#)

Quality: 4,499 global accepts · Rating: 2000 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[ahihi1234's solution](#)

**787.**

1893C

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

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[ahihi1234's solution](#)

**788.**

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[ahihi1234's solution](#)

**789.**

758D

[Ability To Convert](#) · [Tutorial](#)

Quality: 2,935 global accepts · Rating: 2000 · first AC: 2023-09-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, math, strings

[ahihi1234's solution](#)

**790.**

1190D

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

Quality: 2,684 global accepts · Rating: 2000 · first AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, sortings, two pointers

[ahihi1234's solution](#)

**791.**

1872G

[Replace With Product](#) · [Tutorial](#)

Quality: 5,032 global accepts · Rating: 2000 · first AC: 2023-09-08 · Rust 2021 (first AC) · Tags: brute force, greedy, math

[ahihi1234's solution](#)

**792.**

1862G

[The Great Equalizer](#) · [Tutorial](#)

Quality: 3,455 global accepts · Rating: 2000 · first AC: 2023-08-25 · Rust 2021 (first AC) · Tags: binary search, data structures, math, sortings

[ahihi1234's solution](#)

**793.**

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,487 global accepts · Rating: 2000 · first AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

[ahihi1234's solution](#)

**794.**

1451E1

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

Quality: 4,921 global accepts · Rating: 2000 · first AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[ahihi1234's solution](#)

**795.**

1851G

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

Quality: 4,044 global accepts · Rating: 2000 · first AC: 2023-07-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers

[ahihi1234's solution](#)

**796.**

1388D

[Captain Flint and Treasure](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2023-07-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees

[ahihi1234's solution](#)

**797.**

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[ahihi1234's solution](#)

**798.**

1733D2

[Zero-One \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2023-03-11 · last AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[ahihi1234's solution](#)

**799.**

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,218 global accepts · Rating: 2000 · first AC: 2023-07-05 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs  
[ahihi1234's solution](#)

**800.**

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2023-07-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math  
[ahihi1234's solution](#)

**801.**

1599C

[Bubble Strike](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2000 · first AC: 2023-06-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities, ternary search  
[ahihi1234's solution](#)

**802.**

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2023-06-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, two pointers  
[ahihi1234's solution](#)

**803.**

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2023-06-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math  
[ahihi1234's solution](#)

**804.**

1725C

[Circular Mirror](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2000 · first AC: 2023-06-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, geometry, math, two pointers  
[ahihi1234's solution](#)

**805.**

1830B

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

Quality: 5,853 global accepts · Rating: 2000 · first AC: 2023-05-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math  
[ahihi1234's solution](#)

**806.**

1244C

[The Football Season](#) · [Tutorial](#)

Quality: 8,295 global accepts · Rating: 2000 · first AC: 2023-05-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory  
[ahihi1234's solution](#)

**807.**

1716C

[Robot in a Hallway](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2023-05-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search  
[ahihi1234's solution](#)

**808.**

1827B1

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

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-14 · last AC: 2023-05-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers  
[ahihi1234's solution](#)

**809.**

380C

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

Quality: 19,779 global accepts · Rating: 2000 · first AC: 2023-05-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, schedules  
[ahihi1234's solution](#)

**810.**

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 2000 · first AC: 2023-04-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, number theory  
[ahihi1234's solution](#)

**811.**

877E

[Danil and a Part-time Job](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 2000 · first AC: 2022-06-01 · last AC: 2023-04-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees  
[ahihi1234's solution](#)

**812.**

346B

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

Quality: 4,260 global accepts · Rating: 2000 · first AC: 2023-04-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings  
[ahihi1234's solution](#)

**813.**

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,363 global accepts · Rating: 2000 · first AC: 2023-04-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings  
[ahihi1234's solution](#)

**814.**

432D

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

Quality: 11,990 global accepts · Rating: 2000 · first AC: 2023-04-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings, two pointers  
[ahihi1234's solution](#)

**815.**

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation  
[ahihi1234's solution](#)

**816.**

59E

[Shortest Path](#) · [Tutorial](#)

Quality: 4,811 global accepts · Rating: 2000 · first AC: 2023-02-01 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths  
[ahihi1234's solution](#)

**817.**

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2023-01-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy  
[ahihi1234's solution](#)

**818.**

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation  
[ahihi1234's solution](#)

**819.**

749D

[Leaving Auction](#) · [Tutorial](#)

Quality: 2,711 global accepts · Rating: 2000 · first AC: 2022-12-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures  
[ahihi1234's solution](#)

**820.**

264C

[Choosing Balls](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 2000 · first AC: 2022-09-08 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[ahihi1234's solution](#)

**821.**

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-07 · last AC: 2022-09-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees  
[ahihi1234's solution](#)

**822.**

1250N

[Wires](#) · [Tutorial](#)

Quality: 1,766 global accepts · Rating: 2000 · first AC: 2022-08-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy  
[ahihi1234's solution](#)

**823.**

509C

[Sums of Digits](#) · [Tutorial](#)

Quality: 2,392 global accepts · Rating: 2000 · first AC: 2022-08-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation  
[ahihi1234's solution](#)

**824.**

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,103 global accepts · Rating: 2000 · first AC: 2022-08-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths  
[ahihi1234's solution](#)

**825.**

578C

[Weakness and Poorness](#) · [Tutorial](#)

Quality: 5,181 global accepts · Rating: 2000 · first AC: 2022-08-12 · C++14 (GCC 6-32) (first AC) · Tags: ternary search  
[ahihi1234's solution](#)

**826.**

1185E

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

Quality: 2,807 global accepts · Rating: 2000 · first AC: 2022-08-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation  
[ahihi1234's solution](#)

**827.**

478D

[Red-Green Towers](#) · [Tutorial](#)

Quality: 7,142 global accepts · Rating: 2000 · first AC: 2022-07-20 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[ahihi1234's solution](#)

**828.**

413D

[2048](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2000 · first AC: 2022-07-19 · last AC: 2022-07-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp  
[ahihi1234's solution](#)

**829.**

196B

[Infinite Maze](#) · [Tutorial](#)

Quality: 2,378 global accepts · Rating: 2000 · first AC: 2022-06-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[ahih1234's solution](#)

**830.**

1294F

[Three Paths on a Tree](#) · [Tutorial](#)

Quality: 6,861 global accepts · Rating: 2000 · first AC: 2022-06-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[ahih1234's solution](#)

**831.**

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,658 global accepts · Rating: 2000 · first AC: 2022-04-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[ahih1234's solution](#)

**832.**

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,947 global accepts · Rating: 2000 · first AC: 2022-02-21 · last AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[ahih1234's solution](#)

**833.**

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2022-02-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[ahih1234's solution](#)

**834.**

1618F

[Reverse](#) · [Tutorial](#)

Quality: 4,734 global accepts · Rating: 2000 · first AC: 2021-12-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, implementation, math, strings

[ahih1234's solution](#)

**835.**

2172K

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

Quality: 843 global accepts · Rating: 2100 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[ahih1234's solution](#)

**836.**

2152E

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

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[ahih1234's solution](#)

**837.**

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2025-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[ahih1234's solution](#)

**838.**

1938J

[There and Back Again](#) · [Tutorial](#)

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[ahih1234's solution](#)

**839.**

309B

[Context Advertising](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2100 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, two pointers

[ahih1234's solution](#)

**840.**

1920E

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

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2024-01-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math  
[ahihi1234's solution](#)

**841.**

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees  
[ahihi1234's solution](#)

**842.**

1906J

[Count BFS Graph](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2100 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp  
[ahihi1234's solution](#)

**843.**

1906F

[Maximize The Value](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings  
[ahihi1234's solution](#)

**844.**

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings  
[ahihi1234's solution](#)

**845.**

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math  
[ahihi1234's solution](#)

**846.**

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 2100 · first AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, interactive  
[ahihi1234's solution](#)

**847.**

1868B2

[Candy Party \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,752 global accepts · Rating: 2100 · first AC: 2023-09-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math  
[ahihi1234's solution](#)

**848.**

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics  
[ahihi1234's solution](#)

**849.**

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers  
[ahihi1234's solution](#)

**850.**

1811F

[Is It Flower?](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2100 · first AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation  
[ahihi1234's solution](#)

**851.**

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2023-07-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math  
[ahihi1234's solution](#)

**852.**

1029E

[Tree with Small Distances](#) · [Tutorial](#)

Quality: 3,416 global accepts · Rating: 2100 · first AC: 2023-07-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy  
[ahihi1234's solution](#)

**853.**

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 2100 · first AC: 2023-07-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees  
[ahihi1234's solution](#)

**854.**

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,863 global accepts · Rating: 2100 · first AC: 2023-07-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings  
[ahihi1234's solution](#)

**855.**

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,888 global accepts · Rating: 2100 · first AC: 2023-07-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle  
[ahihi1234's solution](#)

**856.**

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2023-07-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math  
[ahihi1234's solution](#)

**857.**

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,184 global accepts · Rating: 2100 · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math  
[ahihi1234's solution](#)

**858.**

1629F1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Rating: 2100 · first AC: 2023-06-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, games  
[ahihi1234's solution](#)

**859.**

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2023-06-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, games, math  
[ahihi1234's solution](#)

**860.**

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,592 global accepts · Rating: 2100 · first AC: 2022-06-15 · last AC: 2023-06-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry  
[ahihi1234's solution](#)

**861.**

1003E

[Tree Constructing](#) · [Tutorial](#)

Quality: 3,029 global accepts · Rating: 2100 · first AC: 2023-06-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs  
[ahihi1234's solution](#)

**862.**

811D

[Vladik and Favorite Game](#) · [Tutorial](#)

Quality: 1,902 global accepts · Rating: 2100 · first AC: 2023-05-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, interactive  
[ahihi1234's solution](#)

**863.**

1775E

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

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-05-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[ahihi1234's solution](#)

**864.**

269C

[Flawed Flow](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2100 · first AC: 2023-05-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy  
[ahihi1234's solution](#)

**865.**

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,508 global accepts · Rating: 2100 · first AC: 2023-05-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, games  
[ahihi1234's solution](#)

**866.**

498C

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

Quality: 4,188 global accepts · Rating: 2100 · first AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, number theory  
[ahihi1234's solution](#)

**867.**

546E

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

Quality: 4,310 global accepts · Rating: 2100 · first AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs, math  
[ahihi1234's solution](#)

**868.**

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2023-04-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation  
[ahihi1234's solution](#)

**869.**

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 2100 · first AC: 2022-07-20 · last AC: 2023-04-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees  
[ahihi1234's solution](#)

**870.**

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,088 global accepts · Rating: 2100 · first AC: 2022-06-01 · last AC: 2023-04-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees

[ahihi1234's solution](#)

**871.**

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,921 global accepts · Rating: 2100 · first AC: 2023-04-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[ahihi1234's solution](#)

**872.**

519E

[A and B and Lecture Rooms](#) · [Tutorial](#)

Quality: 8,356 global accepts · Rating: 2100 · first AC: 2023-04-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees

[ahihi1234's solution](#)

**873.**

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,595 global accepts · Rating: 2100 · first AC: 2023-04-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory

[ahihi1234's solution](#)

**874.**

1163D

[Mysterious Code](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2100 · first AC: 2023-04-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[ahihi1234's solution](#)

**875.**

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,718 global accepts · Rating: 2100 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[ahihi1234's solution](#)

**876.**

877D

[Olya and Energy Drinks](#) · [Tutorial](#)

Quality: 5,085 global accepts · Rating: 2100 · first AC: 2023-01-28 · last AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[ahihi1234's solution](#)

**877.**

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2023-01-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, number theory

[ahihi1234's solution](#)

**878.**

577E

[Points on Plane](#) · [Tutorial](#)

Rating: 2100 · first AC: 2023-01-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[ahihi1234's solution](#)

**879.**

1767C

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

Quality: 3,034 global accepts · Rating: 2100 · first AC: 2022-12-16 · last AC: 2022-12-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[ahihi1234's solution](#)

**880.**

1077F2

[Pictures with Kittens \(hard version\)](#) · [Tutorial](#)

Quality: 4,184 global accepts · Rating: 2100 · first AC: 2022-12-03 · last AC: 2022-12-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures,

dp

[ahihi1234's solution](#)

**881.**

1185G1

[Playlist for Polycarp \(easy version\)](#) · [Tutorial](#)

Quality: 3,198 global accepts · Rating: 2100 · first AC: 2022-11-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[ahihi1234's solution](#)

**882.**

919E

[Congruence Equation](#) · [Tutorial](#)

Quality: 2,434 global accepts · Rating: 2100 · first AC: 2022-08-23 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[ahihi1234's solution](#)

**883.**

1223E

[Paint the Tree](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2022-08-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings, trees

[ahihi1234's solution](#)

**884.**

734E

[Anton and Tree](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 2100 · first AC: 2022-07-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[ahihi1234's solution](#)

**885.**

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2022-07-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[ahihi1234's solution](#)

**886.**

322E

[Ciel the Commander](#) · [Tutorial](#)

Rating: 2100 · first AC: 2022-07-07 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer

[ahihi1234's solution](#)

**887.**

166B

[Polygons](#) · [Tutorial](#)

Quality: 3,027 global accepts · Rating: 2100 · first AC: 2022-06-07 · C++14 (GCC 6-32) (first AC) · Tags: geometry, sortings

[ahihi1234's solution](#)

**888.**

1278D

[Segment Tree](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2100 · first AC: 2022-06-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees

[ahihi1234's solution](#)

**889.**

1538G

[Gift Set](#) · [Tutorial](#)

Quality: 5,214 global accepts · Rating: 2100 · first AC: 2021-11-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, ternary search

[ahihi1234's solution](#)

**890.**

2206C

[Upside Down Dijkstra](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar

[ahihi1234's solution](#)

**891.**

165E

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

Quality: 9,385 global accepts · Rating: 2200 · first AC: 2024-01-03 · last AC: 2025-12-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[ahih1234's solution](#)

**892.**

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[ahih1234's solution](#)

**893.**

1575G

[GCD Festival](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2200 · first AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[ahih1234's solution](#)

**894.**

2073G

[Corrupted File](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2200 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ahih1234's solution](#)

**895.**

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[ahih1234's solution](#)

**896.**

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, trees

[ahih1234's solution](#)

**897.**

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

[ahih1234's solution](#)

**898.**

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[ahih1234's solution](#)

**899.**

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math

[ahih1234's solution](#)

**900.**

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

Quality: 1,274 global accepts · Rating: 2200 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[ahih1234's solution](#)

**901.**

1906H

[Twin Friends](#) · [Tutorial](#)

Quality: 1,088 global accepts · Rating: 2200 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp  
[ahihi1234's solution](#)

**902.**

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees  
[ahihi1234's solution](#)

**903.**

1034B

[Little C Loves 3 II](#) · [Tutorial](#)

Quality: 2,290 global accepts · Rating: 2200 · first AC: 2023-09-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, flows, graph matchings  
[ahihi1234's solution](#)

**904.**

1471F

[Strange Housing](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-09-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy  
[ahihi1234's solution](#)

**905.**

1468A

[LaIS](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2200 · first AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy  
[ahihi1234's solution](#)

**906.**

1730D

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

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2023-07-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings, two pointers  
[ahihi1234's solution](#)

**907.**

27D

[Ring Road 2](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 2200 · first AC: 2023-07-05 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs  
[ahihi1234's solution](#)

**908.**

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,278 global accepts · Rating: 2200 · first AC: 2023-07-04 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[ahihi1234's solution](#)

**909.**

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2023-06-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs, trees  
[ahihi1234's solution](#)

**910.**

1666I

[Interactive Treasure Hunt](#) · [Tutorial](#)

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2023-06-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math  
[ahihi1234's solution](#)

**911.**

1155E

[Guess the Root](#) · [Tutorial](#)

Quality: 1,600 global accepts · Rating: 2200 · first AC: 2022-06-08 · last AC: 2023-05-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, interactive, math

[ahih1234's solution](#)

**912.**

1253E

[Antenna Coverage](#) · [Tutorial](#)

Quality: 3,064 global accepts · Rating: 2200 · first AC: 2023-05-25 · last AC: 2023-05-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings

[ahih1234's solution](#)

**913.**

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 2200 · first AC: 2023-05-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math, two pointers

[ahih1234's solution](#)

**914.**

1184B2

[The Doctor Meets Vader \(Medium\)](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2200 · first AC: 2023-05-18 · last AC: 2023-05-18 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs, shortest paths, sortings

[ahih1234's solution](#)

**915.**

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2023-05-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[ahih1234's solution](#)

**916.**

612E

[Square Root of Permutation](#) · [Tutorial](#)

Quality: 2,007 global accepts · Rating: 2200 · first AC: 2023-05-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, graphs, math

[ahih1234's solution](#)

**917.**

1567E

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

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2023-05-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, math

[ahih1234's solution](#)

**918.**

850C

[Arpa and a game with Mojtaba](#) · [Tutorial](#)

Quality: 1,867 global accepts · Rating: 2200 · first AC: 2023-05-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, games

[ahih1234's solution](#)

**919.**

653D

[Delivery Bears](#) · [Tutorial](#)

Quality: 2,933 global accepts · Rating: 2200 · first AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graphs

[ahih1234's solution](#)

**920.**

369E

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

Quality: 2,782 global accepts · Rating: 2200 · first AC: 2023-04-27 · last AC: 2023-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[ahih1234's solution](#)

**921.**

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2022-07-11 · last AC: 2023-04-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[ahih1234's solution](#)

**922.**

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,449 global accepts · Rating: 2200 · first AC: 2023-04-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[ahih1234's solution](#)

**923.**

567E

[President and Roads](#) · [Tutorial](#)

Quality: 2,240 global accepts · Rating: 2200 · first AC: 2023-02-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths

[ahih1234's solution](#)

**924.**

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2023-01-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, math, number theory

[ahih1234's solution](#)

**925.**

1763D

[Valid Bitonic Permutations](#) · [Tutorial](#)

Quality: 2,347 global accepts · Rating: 2200 · first AC: 2023-01-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[ahih1234's solution](#)

**926.**

847D

[Dog Show](#) · [Tutorial](#)

Quality: 1,387 global accepts · Rating: 2200 · first AC: 2022-10-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[ahih1234's solution](#)

**927.**

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2022-07-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[ahih1234's solution](#)

**928.**

855E

[Salazar Slytherin's Locket](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 2200 · first AC: 2022-07-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[ahih1234's solution](#)

**929.**

915D

[Almost Acyclic Graph](#) · [Tutorial](#)

Quality: 4,056 global accepts · Rating: 2200 · first AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[ahih1234's solution](#)

**930.**

1065E

[Side Transmutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2300 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, strings

[ahih1234's solution](#)

**931.**

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,542 global accepts · Rating: 2300 · first AC: 2024-01-02 · last AC: 2025-12-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[ahih1234's solution](#)

**932.**

2172J

[Sliding Tiles](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: 2300 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu

[ahih1234's solution](#)

**933.**

2172L

[Maximum Color Segment](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2300 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[ahih1234's solution](#)

**934.**

1528C

[Trees of Tranquility](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[ahih1234's solution](#)

**935.**

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[ahih1234's solution](#)

**936.**

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy

[ahih1234's solution](#)

**937.**

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

[ahih1234's solution](#)

**938.**

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

[ahih1234's solution](#)

**939.**

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[ahih1234's solution](#)

**940.**

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[ahih1234's solution](#)

**941.**

808G

[Anthem of Berland](#) · [Tutorial](#)

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2023-04-22 · last AC: 2024-01-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings  
[ahihi1234's solution](#)

**942.**

1912J

[Joy of Pokémon Observation](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2300 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ahihi1234's solution](#)

**943.**

570E

[Pig and Palindromes](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2300 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp  
[ahihi1234's solution](#)

**944.**

1870E

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

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths  
[ahihi1234's solution](#)

**945.**

1874C

[Jellyfish and EVA](#) · [Tutorial](#)

Quality: 2,194 global accepts · Rating: 2300 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities  
[ahihi1234's solution](#)

**946.**

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, greedy, math  
[ahihi1234's solution](#)

**947.**

1743F

[Intersection and Union](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices, probabilities  
[ahihi1234's solution](#)

**948.**

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 2300 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings  
[ahihi1234's solution](#)

**949.**

1385F

[Removing Leaves](#) · [Tutorial](#)

Quality: 2,821 global accepts · Rating: 2300 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, trees  
[ahihi1234's solution](#)

**950.**

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2023-09-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, math  
[ahihi1234's solution](#)

**951.**

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs  
[ahihi1234's solution](#)

**952.**

1843F2

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

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2023-08-27 · Rust 2021 (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees  
[ahihi1234's solution](#)

**953.**

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, probabilities  
[ahihi1234's solution](#)

**954.**

1451E2

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

Quality: 3,379 global accepts · Rating: 2300 · first AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math  
[ahihi1234's solution](#)

**955.**

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2023-07-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, hashing  
[ahihi1234's solution](#)

**956.**

585D

[Lizard Era: Beginning](#) · [Tutorial](#)

Quality: 2,038 global accepts · Rating: 2300 · first AC: 2023-07-04 · C++14 (GCC 6-32) (first AC) · Tags: meet-in-the-middle  
[ahihi1234's solution](#)

**957.**

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,208 global accepts · Rating: 2300 · first AC: 2023-06-06 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices  
[ahihi1234's solution](#)

**958.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,404 global accepts · Rating: 2300 · first AC: 2022-06-06 · last AC: 2023-05-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees  
[ahihi1234's solution](#)

**959.**

877F

[Ann and Books](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2300 · first AC: 2023-05-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, flows, hashing  
[ahihi1234's solution](#)

**960.**

812E

[Sagheer and Apple Tree](#) · [Tutorial](#)

Quality: 1,326 global accepts · Rating: 2300 · first AC: 2023-05-10 · C++14 (GCC 6-32) (first AC) · Tags: games, trees  
[ahihi1234's solution](#)

**961.**

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2023-04-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths  
[ahihi1234's solution](#)

**962.**

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-01-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory  
[ahihi1234's solution](#)

**963.**

429C

[Guess the Tree](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2300 · first AC: 2022-06-16 · last AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, trees  
[ahihi1234's solution](#)

**964.**

1282D

[Enchanted Artifact](#) · [Tutorial](#)

Quality: 2,375 global accepts · Rating: 2300 · first AC: 2022-06-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, strings  
[ahihi1234's solution](#)

**965.**

2206F

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

Quality: 422 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, number theory  
[ahihi1234's solution](#)

**966.**

1139E

[Maximize Mex](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 2400 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graph matchings, graphs  
[ahihi1234's solution](#)

**967.**

1765A

[Access Levels](#) · [Tutorial](#)

Quality: 849 global accepts · Rating: 2400 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dsu, flows, graph matchings  
[ahihi1234's solution](#)

**968.**

1252F

[Regular Forestation](#) · [Tutorial](#)

Quality: 1,069 global accepts · Rating: 2400 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, trees  
[ahihi1234's solution](#)

**969.**

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees  
[ahihi1234's solution](#)

**970.**

2073D

[Tower of Hanoi](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2400 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[ahihi1234's solution](#)

**971.**

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[ahih1234's solution](#)

**972.**

377D

[Developing Game](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2025-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[ahih1234's solution](#)

**973.**

1818E

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

Rating: 2400 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: math

[ahih1234's solution](#)

**974.**

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[ahih1234's solution](#)

**975.**

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[ahih1234's solution](#)

**976.**

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[ahih1234's solution](#)

**977.**

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[ahih1234's solution](#)

**978.**

1912G

[Great City Saint Petersburg](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2400 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[ahih1234's solution](#)

**979.**

5E

[Bindian Signaling](#) · [Tutorial](#)

Quality: 2,487 global accepts · Rating: 2400 · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[ahih1234's solution](#)

**980.**

1443E

[Long Permutation](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2400 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, two pointers

[ahih1234's solution](#)

**981.**

1036E

[Covered Points](#) · [Tutorial](#)

Quality: 1,772 global accepts · Rating: 2400 · first AC: 2023-11-28 · C++14 (GCC 6-32) (first AC) · Tags: fft, geometry, number theory

[ahih1234's solution](#)

**982.**

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: dp

[ahih1234's solution](#)

**983.**

626E

[Simple Skewness](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2400 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, ternary search

[ahih1234's solution](#)

**984.**

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[ahih1234's solution](#)

**985.**

1738F

[Connectivity Addicts](#) · [Tutorial](#)

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[ahih1234's solution](#)

**986.**

1874B

[Jellyfish and Math](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[ahih1234's solution](#)

**987.**

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[ahih1234's solution](#)

**988.**

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,865 global accepts · Rating: 2400 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp

[ahih1234's solution](#)

**989.**

1107G

[Vasya and Maximum Profit](#) · [Tutorial](#)

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu

[ahih1234's solution](#)

**990.**

1132G

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

Quality: 1,230 global accepts · Rating: 2400 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, trees

[ahih1234's solution](#)

**991.**

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[ahihi1234's solution](#)

**992.**

1186F

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

Quality: 997 global accepts · Rating: 2400 · first AC: 2023-09-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation

[ahihi1234's solution](#)

**993.**

1866L

[Lihmuf Balling](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2400 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[ahihi1234's solution](#)

**994.**

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[ahihi1234's solution](#)

**995.**

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[ahihi1234's solution](#)

**996.**

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 2400 · first AC: 2023-01-05 · last AC: 2023-09-04 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, fft, math

[ahihi1234's solution](#)

**997.**

914E

[Palindromes in a Tree](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, trees

[ahihi1234's solution](#)

**998.**

873F

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

Quality: 1,862 global accepts · Rating: 2400 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: dsu, string suffix structures, strings

[ahihi1234's solution](#)

**999.**

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2022-07-05 · last AC: 2023-08-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, probabilities

[ahihi1234's solution](#)

**1000.**

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2023-08-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures

[ahihi1234's solution](#)

**1001.**

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks,

combinatorics, divide and conquer, dp, math

[ahihi1234's solution](#)

**1002.**

865D

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

Quality: 8,017 global accepts · Rating: 2400 · first AC: 2023-07-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[ahihi1234's solution](#)

**1003.**

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[ahihi1234's solution](#)

**1004.**

912E

[Prime Gift](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2400 · first AC: 2023-07-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle, number theory, two pointers

[ahihi1234's solution](#)

**1005.**

1629F2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-06-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, games

[ahihi1234's solution](#)

**1006.**

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2023-06-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, games, math

[ahihi1234's solution](#)

**1007.**

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2022-06-15 · last AC: 2023-06-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry

[ahihi1234's solution](#)

**1008.**

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,916 global accepts · Rating: 2400 · first AC: 2023-06-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[ahihi1234's solution](#)

**1009.**

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,828 global accepts · Rating: 2400 · first AC: 2023-06-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math, matrices

[ahihi1234's solution](#)

**1010.**

662A

[Gambling Nim](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: 2400 · first AC: 2023-06-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math, matrices, probabilities

[ahihi1234's solution](#)

**1011.**

1617D2

[Too Many Impostors \(hard version\)](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2023-06-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, interactive, math

[ahihi1234's solution](#)

### 1012.

825F

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

Quality: 1,952 global accepts · Rating: 2400 · first AC: 2023-05-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing, string suffix structures, strings

[ahihi1234's solution](#)

### 1013.

835E

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

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2023-05-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[ahihi1234's solution](#)

### 1014.

1061F

[Lost Root](#) · [Tutorial](#)

Quality: 900 global accepts · Rating: 2400 · first AC: 2023-05-29 · C++14 (GCC 6-32) (first AC) · Tags: interactive, probabilities

[ahihi1234's solution](#)

### 1015.

1370F1

[The Hidden Pair \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2023-05-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[ahihi1234's solution](#)

### 1016.

1830C

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

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

[ahihi1234's solution](#)

### 1017.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2023-05-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[ahihi1234's solution](#)

### 1018.

1827B2

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

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy

[ahihi1234's solution](#)

### 1019.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2023-05-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[ahihi1234's solution](#)

### 1020.

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2400 · first AC: 2023-05-18 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[ahihi1234's solution](#)

### 1021.

1202E

[You Are Given Some Strings...](#) · [Tutorial](#)

Quality: 2,764 global accepts · Rating: 2400 · first AC: 2022-06-14 · last AC: 2023-05-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, string suffix structures, strings

[ahih1234's solution](#)

**1022.**

808F

[Card Game](#) · [Tutorial](#)

Quality: 1,587 global accepts · Rating: 2400 · first AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graphs

[ahih1234's solution](#)

**1023.**

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,933 global accepts · Rating: 2400 · first AC: 2023-05-01 · last AC: 2023-05-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory

[ahih1234's solution](#)

**1024.**

506D

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 2,535 global accepts · Rating: 2400 · first AC: 2023-04-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[ahih1234's solution](#)

**1025.**

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2022-07-07 · last AC: 2023-04-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees

[ahih1234's solution](#)

**1026.**

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2023-04-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[ahih1234's solution](#)

**1027.**

121E

[Lucky Array](#) · [Tutorial](#)

Quality: 2,059 global accepts · Rating: 2400 · first AC: 2023-01-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[ahih1234's solution](#)

**1028.**

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2022-10-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[ahih1234's solution](#)

**1029.**

2206B

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

Quality: 350 global accepts · Rating: 2500 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, games, trees

[ahih1234's solution](#)

**1030.**

2206E

[Parallel Sums](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2500 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry

[ahih1234's solution](#)

**1031.**

1474E

[What Is It?](#) · [Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2025-12-14 · last AC: 2025-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[ahih1234's solution](#)

**1032.**

2172H

[Shuffling Cards with Problem Solver 68! · Tutorial](#)

Quality: 302 global accepts · Rating: 2500 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, string suffix structures, strings

[ahihi1234's solution](#)

**1033.**

1528D

[It's a bird! No, it's a plane! No, it's AaParsa! · Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[ahihi1234's solution](#)

**1034.**

1787F

[Inverse Transformation · Tutorial](#)

Quality: 800 global accepts · Rating: 2500 · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math

[ahihi1234's solution](#)

**1035.**

804D

[Expected diameter of a tree · Tutorial](#)

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees

[ahihi1234's solution](#)

**1036.**

1854C

[Expected Destruction · Tutorial](#)

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2025-01-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[ahihi1234's solution](#)

**1037.**

433E

[Tachibana Kanade's Tofu · Tutorial](#)

Quality: 532 global accepts · Rating: 2500 · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: dp

[ahihi1234's solution](#)

**1038.**

2057E2

[Another Exercise on Graphs \(hard version\) · Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[ahihi1234's solution](#)

**1039.**

1994F

[Stardew Valley · Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[ahihi1234's solution](#)

**1040.**

1987F1

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

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[ahihi1234's solution](#)

**1041.**

1951F

[Inversion Composition · Tutorial](#)

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[ahihi1234's solution](#)

## 1042.

317C

### [Balance](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 2500 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[ahihi1234's solution](#)

## 1043.

1920F1

### [Smooth Sailing \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2024-01-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dsu, graphs, shortest paths

[ahihi1234's solution](#)

## 1044.

1906L

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

Quality: 763 global accepts · Rating: 2500 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[ahihi1234's solution](#)

## 1045.

1906K

### [Deck-Building Game](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 2500 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, math

[ahihi1234's solution](#)

## 1046.

1508C

### [Complete the MST](#) · [Tutorial](#)

Quality: 1,726 global accepts · Rating: 2500 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[ahihi1234's solution](#)

## 1047.

840C

### [On the Bench](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2500 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[ahihi1234's solution](#)

## 1048.

840D

### [Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities

[ahihi1234's solution](#)

## 1049.

995D

### [Game](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2500 · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: math

[ahihi1234's solution](#)

## 1050.

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[ahihi1234's solution](#)

## 1051.

1842F

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

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[ahihi1234's solution](#)

**1052.**

1195F

[Geometers Anonymous Club](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry, math, sortings

[ahihi1234's solution](#)

**1053.**

1186E

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

Quality: 681 global accepts · Rating: 2500 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, implementation, math

[ahihi1234's solution](#)

**1054.**

566G

[Max and Min](#) · [Tutorial](#)

Quality: 385 global accepts · Rating: 2500 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[ahihi1234's solution](#)

**1055.**

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[ahihi1234's solution](#)

**1056.**

360C

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

Quality: 1,226 global accepts · Rating: 2500 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[ahihi1234's solution](#)

**1057.**

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2022-08-19 · last AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[ahihi1234's solution](#)

**1058.**

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2023-07-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[ahihi1234's solution](#)

**1059.**

1847F

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

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings

[ahihi1234's solution](#)

**1060.**

1548C

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

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2023-06-30 · last AC: 2023-06-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[ahihi1234's solution](#)

**1061.**

1773I

[Interactive Factorial Guessing](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2500 · first AC: 2023-05-30 · last AC: 2023-05-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games, implementation, interactive

[ahihi1234's solution](#)

**1062.**

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-05-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[ahihi1234's solution](#)

**1063.**

697F

[Legen...](#) · [Tutorial](#)

Rating: 2500 · first AC: 2023-05-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, strings

[ahihi1234's solution](#)

**1064.**

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2023-05-15 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp

[ahihi1234's solution](#)

**1065.**

1725K

[Kingdom of Criticism](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2500 · first AC: 2023-05-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[ahihi1234's solution](#)

**1066.**

678F

[Lena and Queries](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2500 · first AC: 2023-05-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, geometry

[ahihi1234's solution](#)

**1067.**

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2023-04-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, games, graphs, math

[ahihi1234's solution](#)

**1068.**

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2023-04-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[ahihi1234's solution](#)

**1069.**

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2023-01-19 · last AC: 2023-01-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees

[ahihi1234's solution](#)

**1070.**

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2022-07-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[ahihi1234's solution](#)

**1071.**

660F

[Bear and Bowling 4](#) · [Tutorial](#)

Quality: 2,303 global accepts · Rating: 2500 · first AC: 2022-07-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search

[ahihi1234's solution](#)

**1072.**

2206D

[Christmas Tree Un-decoration](#) · [Tutorial](#)

Quality: 242 global accepts · Rating: 2600 · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, trees  
[ahihi1234's solution](#)

**1073.**

818G

[Four Melodies](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2600 · first AC: 2025-11-03 · last AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs  
[ahihi1234's solution](#)

**1074.**

258D

[Little Elephant and Broken Sorting](#) · [Tutorial](#)

Quality: 1,421 global accepts · Rating: 2600 · first AC: 2023-08-08 · last AC: 2025-03-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities  
[ahihi1234's solution](#)

**1075.**

13D

[Triangles](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 2600 · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry  
[ahihi1234's solution](#)

**1076.**

633F

[The Chocolate Spree](#) · [Tutorial](#)

Quality: 1,386 global accepts · Rating: 2600 · first AC: 2023-11-02 · last AC: 2025-01-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees  
[ahihi1234's solution](#)

**1077.**

1949J

[Amanda the Amoeba](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2600 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: graphs, implementation, trees, two pointers  
[ahihi1234's solution](#)

**1078.**

1949D

[Funny or Scary?](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms  
[ahihi1234's solution](#)

**1079.**

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  
[ahihi1234's solution](#)

**1080.**

1987F2

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

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp  
[ahihi1234's solution](#)

**1081.**

1893D

[Colorful Constructive](#) · [Tutorial](#)

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2024-01-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy  
[ahihi1234's solution](#)

**1082.**

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2023-11-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[ahihi1234's solution](#)

**1083.**

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,879 global accepts · Rating: 2600 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: interactive, math, number theory

[ahihi1234's solution](#)

**1084.**

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[ahihi1234's solution](#)

**1085.**

612F

[Simba on the Circle](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2600 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: dp

[ahihi1234's solution](#)

**1086.**

1889C2

[Doremy's Drying Plan \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[ahihi1234's solution](#)

**1087.**

1858E2

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

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, interactive, trees

[ahihi1234's solution](#)

**1088.**

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, flows, graph matchings, greedy

[ahihi1234's solution](#)

**1089.**

542D

[Superhero's Job](#) · [Tutorial](#)

Quality: 539 global accepts · Rating: 2600 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, hashing, math, number theory

[ahihi1234's solution](#)

**1090.**

919F

[A Game With Numbers](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 2600 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: games, graphs, shortest paths

[ahihi1234's solution](#)

**1091.**

87E

[Mogohu-Rea Idol](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2600 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[ahihi1234's solution](#)

**1092.**

1027G

[X-mouse in the Campus](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2600 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math, number theory  
[ahihi1234's solution](#)

**1093.**

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation  
[ahihi1234's solution](#)

**1094.**

1416D

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

Quality: 2,712 global accepts · Rating: 2600 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, implementation, trees  
[ahihi1234's solution](#)

**1095.**

1863F

[Divide, XOR, and Conquer](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math  
[ahihi1234's solution](#)

**1096.**

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-05-21 · last AC: 2023-05-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings  
[ahihi1234's solution](#)

**1097.**

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,942 global accepts · Rating: 2600 · first AC: 2022-05-31 · last AC: 2023-05-26 · C++14 (GCC 6-32) (first AC) · Tags: math  
[ahihi1234's solution](#)

**1098.**

1584F

[Strange LCS](#) · [Tutorial](#)

Quality: 1,116 global accepts · Rating: 2600 · first AC: 2023-05-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, greedy, strings  
[ahihi1234's solution](#)

**1099.**

1828E

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

Rating: 2600 · first AC: 2023-05-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, hashing, strings  
[ahihi1234's solution](#)

**1100.**

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2022-07-11 · last AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp  
[ahihi1234's solution](#)

**1101.**

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2023-05-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs  
[ahihi1234's solution](#)

**1102.**

958F3

[Lightsabers \(hard\)](#) · [Tutorial](#)

Quality: 922 global accepts · Rating: 2600 · first AC: 2023-04-25 · C++14 (GCC 6-32) (first AC) · Tags: fft

[ahihi1234's solution](#)

**1103.**

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 2600 · first AC: 2022-06-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry

[ahihi1234's solution](#)

**1104.**

1411G

[No Game No Life](#) · [Tutorial](#)

Quality: 890 global accepts · Rating: 2700 · first AC: 2023-08-24 · last AC: 2026-01-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, games, math, matrices

[ahihi1234's solution](#)

**1105.**

1510I

[Is It Rated?](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2700 · first AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, interactive, math, probabilities

[ahihi1234's solution](#)

**1106.**

1264E

[Beautiful League](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, flows, graph matchings

[ahihi1234's solution](#)

**1107.**

2073H

[Secret Lilies and Roses](#) · [Tutorial](#)

Quality: 372 global accepts · Rating: 2700 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive

[ahihi1234's solution](#)

**1108.**

2073C

[Cactus Connectivity](#) · [Tutorial](#)

Quality: 336 global accepts · Rating: 2700 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ahihi1234's solution](#)

**1109.**

1574F

[Occurrences](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 2700 · first AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, fft, graphs

[ahihi1234's solution](#)

**1110.**

1025F

[Disjoint Triangles](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 2700 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[ahihi1234's solution](#)

**1111.**

1408G

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

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[ahihi1234's solution](#)

**1112.**

1817D

[Toy Machine](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2025-01-13 · Python 3 (first AC) · Tags: constructive algorithms, games, implementation  
[ahihi1234's solution](#)

**1113.**

1054F

[Electric Scheme](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 2700 · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings  
[ahihi1234's solution](#)

**1114.**

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation  
[ahihi1234's solution](#)

**1115.**

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 2700 · first AC: 2023-04-26 · last AC: 2024-01-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures  
[ahihi1234's solution](#)

**1116.**

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2024-01-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers  
[ahihi1234's solution](#)

**1117.**

827D

[Best Edge Weight](#) · [Tutorial](#)

Quality: 1,370 global accepts · Rating: 2700 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees  
[ahihi1234's solution](#)

**1118.**

1841F

[Monocarp and a Strategic Game](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: geometry, sortings, two pointers  
[ahihi1234's solution](#)

**1119.**

1866E

[Elevators of Tamem](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2700 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: dp  
[ahihi1234's solution](#)

**1120.**

460E

[Roland and Rose](#) · [Tutorial](#)

Quality: 382 global accepts · Rating: 2700 · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, math, sortings  
[ahihi1234's solution](#)

**1121.**

1313E

[Concatenation with intersection](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, strings, two pointers  
[ahihi1234's solution](#)

**1122.**

827E

[Rusty String](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: fft, math, strings  
[ahihi1234's solution](#)

**1123.**

995E

[Number Clicker](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2700 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, graphs, meet-in-the-middle, number theory  
[ahihi1234's solution](#)

**1124.**

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2700 · first AC: 2023-09-03 · last AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees  
[ahihi1234's solution](#)

**1125.**

1856E2

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

Quality: 1,756 global accepts · Rating: 2700 · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees  
[ahihi1234's solution](#)

**1126.**

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-08-06 · last AC: 2023-08-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths  
[ahihi1234's solution](#)

**1127.**

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math  
[ahihi1234's solution](#)

**1128.**

513F1

[Scaygerboss](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 2700 · first AC: 2023-07-03 · C++14 (GCC 6-32) (first AC) · Tags: flows  
[ahihi1234's solution](#)

**1129.**

1370F2

[The Hidden Pair \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2023-05-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees  
[ahihi1234's solution](#)

**1130.**

995F

[Cowmpany Cowmpensation](#) · [Tutorial](#)

Quality: 1,626 global accepts · Rating: 2700 · first AC: 2023-05-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, trees  
[ahihi1234's solution](#)

**1131.**

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2700 · first AC: 2023-05-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees  
[ahihi1234's solution](#)

**1132.**

351D

[Jeff and Removing Periods](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2700 · first AC: 2023-05-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures  
[ahihi1234's solution](#)

**1133.**

1473F

[Strange Set](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2023-05-09 · C++14 (GCC 6-32) (first AC) · Tags: flows, math  
[ahihi1234's solution](#)

**1134.**

70D

[Professor's task](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 2700 · first AC: 2023-04-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry  
[ahihi1234's solution](#)

**1135.**

13E

[Holes](#) · [Tutorial](#)

Quality: 7,950 global accepts · Rating: 2700 · first AC: 2022-08-11 · last AC: 2023-04-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu  
[ahihi1234's solution](#)

**1136.**

2172N

[New Kingdom](#) · [Tutorial](#)

Quality: 163 global accepts · Rating: 2800 · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, implementation  
[ahihi1234's solution](#)

**1137.**

1721F

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

Quality: 514 global accepts · Rating: 2800 · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, flows, graph matchings, graphs, interactive  
[ahihi1234's solution](#)

**1138.**

1413F

[Roads and Ramen](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2800 · first AC: 2025-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees  
[ahihi1234's solution](#)

**1139.**

1545C

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

Quality: 767 global accepts · Rating: 2800 · first AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs  
[ahihi1234's solution](#)

**1140.**

1578A

[Anti-Tetris](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2800 · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths  
[ahihi1234's solution](#)

**1141.**

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,271 global accepts · Rating: 2800 · first AC: 2022-06-07 · last AC: 2024-11-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory  
[ahihi1234's solution](#)

**1142.**

1949K

[Make Triangle](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2800 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
[ahihi1234's solution](#)

**1143.**

2002F2

[Court Blue \(Hard Version\)](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory  
[ahihi1234's solution](#)

**1144.**

1938L

[XOR Operations](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 2800 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ahihi1234's solution](#)

**1145.**

1866J

[Jackets and Packets](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 2800 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: dp  
[ahihi1234's solution](#)

**1146.**

418D

[Big Problems for Organizers](#) · [Tutorial](#)

Quality: 546 global accepts · Rating: 2800 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, trees  
[ahihi1234's solution](#)

**1147.**

1400F

[x-prime Substrings](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2800 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings  
[ahihi1234's solution](#)

**1148.**

77E

[Martian Food](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2800 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: geometry  
[ahihi1234's solution](#)

**1149.**

461D

[Appleman and Complicated Task](#) · [Tutorial](#)

Quality: 401 global accepts · Rating: 2800 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: dsu, math  
[ahihi1234's solution](#)

**1150.**

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory  
[ahihi1234's solution](#)

**1151.**

833D

[Red-Black Cobweb](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, implementation, trees  
[ahihi1234's solution](#)

**1152.**

986E

[Prince's Problem](#) · [Tutorial](#)

Quality: 898 global accepts · Rating: 2800 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math,

number theory, trees

[ahih1234's solution](#)

**1153.**

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 979 global accepts · Rating: 2800 · first AC: 2023-07-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[ahih1234's solution](#)

**1154.**

513F2

[Scaygerboss](#) · [Tutorial](#)

Quality: 412 global accepts · Rating: 2800 · first AC: 2023-07-03 · last AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: flows

[ahih1234's solution](#)

**1155.**

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 2800 · first AC: 2023-05-31 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ahih1234's solution](#)

**1156.**

1828F

[Two Centroids](#) · [Tutorial](#)

Rating: 2800 · first AC: 2023-05-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar

[ahih1234's solution](#)

**1157.**

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,916 global accepts · Rating: 2800 · first AC: 2023-05-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[ahih1234's solution](#)

**1158.**

620F

[Xors on Segments](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2800 · first AC: 2023-05-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings, trees

[ahih1234's solution](#)

**1159.**

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2023-05-16 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs

[ahih1234's solution](#)

**1160.**

1473G

[Tiles](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2800 · first AC: 2023-04-29 · last AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[ahih1234's solution](#)

**1161.**

2206I

[Growth Factor](#) · [Tutorial](#)

Quality: 166 global accepts · Rating: 2900 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[ahih1234's solution](#)

**1162.**

1528E

[Mashtali and Hagh Trees](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2900 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, trees

[ahih1234's solution](#)

**1163.**

722E

[Research Rover](#) · [Tutorial](#)

Quality: 1,083 global accepts · Rating: 2900 · first AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp  
[ahihi1234's solution](#)

**1164.**

475F

[Meta-universe](#) · [Tutorial](#)

Quality: 267 global accepts · Rating: 2900 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures  
[ahihi1234's solution](#)

**1165.**

1928F

[Digital Patterns](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2900 · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation, math  
[ahihi1234's solution](#)

**1166.**

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2024-03-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math  
[ahihi1234's solution](#)

**1167.**

309E

[Sheep](#) · [Tutorial](#)

Quality: 299 global accepts · Rating: 2900 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy  
[ahihi1234's solution](#)

**1168.**

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,308 global accepts · Rating: 2900 · first AC: 2023-08-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp  
[ahihi1234's solution](#)

**1169.**

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,508 global accepts · Rating: 2900 · first AC: 2023-05-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, probabilities  
[ahihi1234's solution](#)

**1170.**

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2900 · first AC: 2023-03-08 · last AC: 2023-03-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy  
[ahihi1234's solution](#)

**1171.**

235D

[Graph Game](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 3000 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs  
[ahihi1234's solution](#)

**1172.**

1028G

[Guess the number](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 3000 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, interactive  
[ahihi1234's solution](#)

**1173.**

798E

[Mike and code of a permutation](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 3000 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, graphs, sortings

[ahih1234's solution](#)

**1174.**

1920F2

[Smooth Sailing \(Hard Version\)](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 3000 · first AC: 2024-01-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dsu, geometry, graphs, trees

[ahih1234's solution](#)

**1175.**

150E

[Freezing with Style](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 3000 · first AC: 2023-09-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, trees

[ahih1234's solution](#)

**1176.**

696E

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

Quality: 629 global accepts · Rating: 3000 · first AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees

[ahih1234's solution](#)

**1177.**

1667E

[Centroid Probabilities](#) · [Tutorial](#)

Quality: 813 global accepts · Rating: 3000 · first AC: 2023-05-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[ahih1234's solution](#)

**1178.**

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2023-01-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[ahih1234's solution](#)

**1179.**

2147G

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

Quality: 359 global accepts · Rating: 3100 · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[ahih1234's solution](#)

**1180.**

2073I

[Squares on Grid Lines](#) · [Tutorial](#)

Quality: 122 global accepts · Rating: 3100 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ahih1234's solution](#)

**1181.**

1970D3

[Arithmancy \(Hard\)](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: 3100 · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: interactive

[ahih1234's solution](#)

**1182.**

715D

[Create a Maze](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3100 · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[ahih1234's solution](#)

**1183.**

317E

[Princess and Her Shadow](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3100 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, shortest paths

[ahih1234's solution](#)

**1184.**

1510A

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

Quality: 168 global accepts · Rating: 3100 · first AC: 2023-06-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[ahihi1234's solution](#)

**1185.**

1017G

[The Tree](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 3200 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[ahihi1234's solution](#)

**1186.**

755G

[PolandBall and Many Other Balls](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2024-03-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory

[ahihi1234's solution](#)

**1187.**

1149E

[Election Promises](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2023-05-16 · C++14 (GCC 6-32) (first AC) · Tags: games, graphs

[ahihi1234's solution](#)

**1188.**

1500E

[Subset Trick](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3300 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[ahihi1234's solution](#)

**1189.**

1556H

[DIY Tree](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2023-07-24 · last AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, math, probabilities

[ahihi1234's solution](#)

**1190.**

1684H

[Hard Cut](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3400 · first AC: 2026-05-01 · last AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, math

[ahihi1234's solution](#)

**1191.**

2206A

[Compare Suffixes](#) · [Tutorial](#)

Quality: 84 global accepts · Rating: 3500 · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive

[ahihi1234's solution](#)

**1192.**

106488D

[Ataque par](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-20 · PyPy 3-64 (first AC) · Tags: —

[ahihi1234's solution](#)

**1193.**

2214E

[Shortest Paths](#) · [Tutorial](#)

Quality: 1,050 global accepts · Rating: — · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: \*special, shortest paths

[ahihi1234's solution](#)

**1194.**

2214D

[Neural Feud](#) · [Tutorial](#)

Quality: 4,268 global accepts · Rating: — · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: \*special, strings

[ahihi1234's solution](#)

### 1195.

2214J

[Special Problem](#) · [Tutorial](#)

Quality: 3,542 global accepts · Rating: — · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: \*special, brute force, games, interactive

[ahihi1234's solution](#)

### 1196.

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,131 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3-64 (first AC) · Tags: \*special, graph matchings, implementation

[ahihi1234's solution](#)

### 1197.

100712H

[Bridges](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-01 · last AC: 2025-12-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[ahihi1234's solution](#)

### 1198.

105431E

[Elapid Errands](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ahihi1234's solution](#)

### 1199.

104059M

[Mirror Madness](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ahihi1234's solution](#)

### 1200.

104059G

[Guessing Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ahihi1234's solution](#)

### 1201.

104059F

[Formula Flatland](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ahihi1234's solution](#)

### 1202.

106103J

[Threading the Plane](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ahihi1234's solution](#)

### 1203.

106103B

[Buldozer](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ahihi1234's solution](#)

### 1204.

105562G

[Glued Grid](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ahihi1234's solution](#)

### 1205.

105562K

[Kruidnoten](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[ahih1234's solution](#)

**1206.**

105562F

[Flowing Fountain](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[ahih1234's solution](#)

**1207.**

105562E

[Evolving Etymology](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[ahih1234's solution](#)

**1208.**

105562M

[Mouse Trap](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ahih1234's solution](#)

**1209.**

105562J

[Jib Job](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[ahih1234's solution](#)

**1210.**

105562A

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

Rating: — · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[ahih1234's solution](#)

**1211.**

105562D

[Dutch Democracy](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[ahih1234's solution](#)

**1212.**

105562L

[Limited Library](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[ahih1234's solution](#)

**1213.**

106102K

[Textual Compliance](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ahih1234's solution](#)

**1214.**

106102A

[Ballistic Behaviour](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ahih1234's solution](#)

**1215.**

106102I

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

Rating: — · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ahih1234's solution](#)

**1216.**

106102E

[Pencil](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ahihi1234's solution](#)

**1217.**

105748B

[Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ahihi1234's solution](#)

**1218.**

105746B

[Home Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ahihi1234's solution](#)

**1219.**

103438D

[Many LCS](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ahihi1234's solution](#)

**1220.**

103438H

[Colourful Permutation Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[ahihi1234's solution](#)

**1221.**

1192B

[Dynamic Diameter](#) · [Tutorial](#)

Quality: 1,560 global accepts · Rating: — · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: \*special, data structures, dfs and similar, divide and conquer, trees

[ahihi1234's solution](#)

**1222.**

2095G

[Definitely a Geometry Problem](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, geometry

[ahihi1234's solution](#)

**1223.**

2095C

[Would It Be Unrated?](#) · [Tutorial](#)

Quality: 3,745 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: \*special, binary search, brute force

[ahihi1234's solution](#)

**1224.**

2095I

[Mysterious Script](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, expression parsing, number theory

[ahihi1234's solution](#)

**1225.**

2095E

[Pair Count](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, number theory

[ahihi1234's solution](#)

**1226.**

2095D

[Where Am I?](#) · [Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: \*special, geometry

[ahihi1234's solution](#)

**1227.**

2095B

[Plinko](#) · [Tutorial](#)

Quality: 5,995 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: \*special, games, interactive

[ahihi1234's solution](#)

### 1228.

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: \*special, string suffix structures

[ahihi1234's solution](#)

### 1229.

102341F

[Flaaffy](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ahihi1234's solution](#)

### 1230.

104059B

[Breeding Bugs](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ahihi1234's solution](#)

### 1231.

103414F

[Race](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ahihi1234's solution](#)

### 1232.

101182E

[Magical hourglass store](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ahihi1234's solution](#)

### 1233.

105537C

[Capybara Cozy Carnival](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ahihi1234's solution](#)

### 1234.

1952J

[Help, what does it mean to be "Based"](#) · [Tutorial](#)

Quality: 903 global accepts · Rating: — · first AC: 2025-03-09 · last AC: 2025-03-09 · PyPy 3-64 (first AC) · Tags: \*special, brute force, constructive algorithms, expression parsing, implementation, sortings

[ahihi1234's solution](#)

### 1235.

105297L

[Night at Hazrat Sultan](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ahihi1234's solution](#)

### 1236.

105465A

[AND-OR closure](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ahihi1234's solution](#)

### 1237.

105300D

[MasterChef](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ahihi1234's solution](#)

### 1238.

105646E

[Pattern Search II](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[ahihi1234's solution](#)

### 1239.

105677J

[Recovering the Tablet](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[ahihi1234's solution](#)

### 1240.

100792C

[Colder-Hotter](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[ahihi1234's solution](#)

### 1241.

101205F

[Keys](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ahihi1234's solution](#)

### 1242.

101205I

[A Safe Bet](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[ahihi1234's solution](#)

### 1243.

101193F

[Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[ahihi1234's solution](#)

### 1244.

104772C

[Colorful Village](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ahihi1234's solution](#)

### 1245.

104772E

[Every Queen](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ahihi1234's solution](#)

### 1246.

104772I

[Intersegment Activation](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ahihi1234's solution](#)

### 1247.

104772F

[First Solved, Last Coded](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ahihi1234's solution](#)

### 1248.

104772B

[Based Zeros](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ahihi1234's solution](#)

### 1249.

104772J

[Jumping Frogs](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[ahihi1234's solution](#)

**1250.**

104772G

[Game of Nim](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[ahihi1234's solution](#)

**1251.**

104772M

[Missing Vowels](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[ahihi1234's solution](#)

**1252.**

104772D

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

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[ahihi1234's solution](#)

**1253.**

104772K

[Kitchen Timer](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[ahihi1234's solution](#)

**1254.**

104772A

[Axis-Aligned Area](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[ahihi1234's solution](#)

**1255.**

105383E

[Efficient Slabstones Rearrangement](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[ahihi1234's solution](#)

**1256.**

105383C

[Cards](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[ahihi1234's solution](#)

**1257.**

105383F

[Fibonacci Lucky Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[ahihi1234's solution](#)

**1258.**

105383D

[Disbursement on Quarantine Policy](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[ahihi1234's solution](#)

**1259.**

105383I

[In Search of the Lost Array](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[ahihi1234's solution](#)

**1260.**

105383B

[Business Magic](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[ahihi1234's solution](#)

**1261.**

105383K

[Kingdom's Development Plan](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[ahihi1234's solution](#)

**1262.**

105383A

[Animal Farm](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[ahihi1234's solution](#)

**1263.**

105383J

[Just Round Down](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · PyPy 3-64 (first AC) · Tags: —

[ahihi1234's solution](#)

**1264.**

101221A

[Baggage](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[ahihi1234's solution](#)

**1265.**

101221G

[Metal Processing Plant](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[ahihi1234's solution](#)

**1266.**

101221I

[Sensor Network](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[ahihi1234's solution](#)

**1267.**

101221E

[Maze Reduction](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[ahihi1234's solution](#)

**1268.**

104114M

[Mousetrap](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[ahihi1234's solution](#)

**1269.**

103914D

[Poker Game: Decision](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[ahihi1234's solution](#)

**1270.**

100917E

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

Rating: — · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[ahihi1234's solution](#)

**1271.**

1952D

[Are You a Procrastinator?](#) · [Tutorial](#)

Quality: 5,359 global accepts · Rating: — · first AC: 2024-04-05 · Python 3 (first AC) · Tags: \*special, implementation

[ahihi1234's solution](#)

**1272.**

1952F

[Grid](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: — · first AC: 2024-04-01 · C++14 (GCC 6-32) (first AC) · Tags: \*special, brute force

[ahihi1234's solution](#)

**1273.**

1952C

[They Have Fooled](#) · [Tutorial](#)

Quality: 3,263 global accepts · Rating: — · first AC: 2024-04-01 · C++14 (GCC 6-32) (first AC) · Tags: \*special, brute force, schedules

[ahihi1234's solution](#)

**1274.**

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-01 · C++14 (GCC 6-32) (first AC) · Tags: \*special, strings

[ahihi1234's solution](#)

**1275.**

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,101 global accepts · Rating: — · first AC: 2024-04-01 · C++14 (GCC 6-32) (first AC) · Tags: \*special, strings

[ahihi1234's solution](#)

**1276.**

102220D

[Master of Data Structure](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[ahihi1234's solution](#)

**1277.**

102129A

[Tritwise Mex](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[ahihi1234's solution](#)

**1278.**

102512A

[Leakage](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[ahihi1234's solution](#)

**1279.**

104114B

[Birthday Cake](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[ahihi1234's solution](#)

**1280.**

104114A

[AppendAppendAppend](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[ahihi1234's solution](#)

**1281.**

104053C

[Customs Controls 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[ahihi1234's solution](#)

**1282.**

104053K

[Middle Point Graph](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[ahih1234's solution](#)

**1283.**

104053A

[Alice and Her Lost Cat](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[ahih1234's solution](#)

**1284.**

104053I

[Infection](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[ahih1234's solution](#)

**1285.**

104053M

[XOR Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[ahih1234's solution](#)

**1286.**

104787K

[Make SYSU Great Again II](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[ahih1234's solution](#)

**1287.**

104065K

[Pattern Matching in A Minor ``Low Space''](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[ahih1234's solution](#)

**1288.**

104713A

[Art Transaction](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[ahih1234's solution](#)

**1289.**

103960K

[Kalel, the Jumping Frog](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[ahih1234's solution](#)

**1290.**

103870R

[Rock Paper Scissors \(Hard Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[ahih1234's solution](#)

**1291.**

103870K

[Rock Paper Scissors \(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[ahih1234's solution](#)

**1292.**

104745N

[The Omer's orange tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[ahih1234's solution](#)

**1293.**

104745I

[Fake bills](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[ahihi1234's solution](#)

**1294.**

104745G

[XOR + Constructive = Love](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ahihi1234's solution](#)

**1295.**

104118E

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

Rating: — · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ahihi1234's solution](#)

**1296.**

104118I

[Item Crafting](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ahihi1234's solution](#)

**1297.**

104118L

[LCG Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ahihi1234's solution](#)

**1298.**

103886J

[Cereal Grids](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ahihi1234's solution](#)

**1299.**

103729L

[Chtholly and the Broken Chronograph](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ahihi1234's solution](#)

**1300.**

103886F

[Cereal Schemes](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ahihi1234's solution](#)

**1301.**

101955I

[Distance Between Sweethearts](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ahihi1234's solution](#)

**1302.**

104030J

[Junk Journey](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ahihi1234's solution](#)

**1303.**

104030I

[Icy Itinerary](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ahihi1234's solution](#)

**1304.**

104030E

[Enigmatic Enumeration](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[ahihi1234's solution](#)

**1305.**

104021C

[Image Processing](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[ahihi1234's solution](#)

**1306.**

104030K

[Keyboard Queries](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[ahihi1234's solution](#)

**1307.**

104020L

[Lowest Latency](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[ahihi1234's solution](#)

**1308.**

1662N

[Drone Photo](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings

[ahihi1234's solution](#)

**1309.**

102801A

[Micro Structure Thread](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[ahihi1234's solution](#)

**1310.**

102760A

[Advertisement Matching](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-06 · last AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[ahihi1234's solution](#)

**1311.**

104435L

[Starquake!](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-14 · last AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[ahihi1234's solution](#)

**1312.**

104511G

[Taking Breaks](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-14 · last AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[ahihi1234's solution](#)

**1313.**

104435H

[Not Just an NP-Hard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[ahihi1234's solution](#)

**1314.**

103261B

[String Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[ahihi1234's solution](#)

**1315.**

undefined306

[Balance](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[ahih1234's solution](#)

**1316.**

104400H

[Contest Simulation](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[ahih1234's solution](#)

**1317.**

104326A

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

Rating: — · first AC: 2023-06-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[ahih1234's solution](#)

**1318.**

101806Q

[QueryreuQ](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[ahih1234's solution](#)

**1319.**

100962F

[Frank Sinatra](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[ahih1234's solution](#)

**1320.**

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,290 global accepts · Rating: — · first AC: 2023-04-01 · last AC: 2023-04-01 · Mysterious Language (first AC) · Tags: \*special, constructive algorithms, strings

[ahih1234's solution](#)

**1321.**

1812E

[Not a Geometry Problem](#) · [Tutorial](#)

Quality: 4,304 global accepts · Rating: — · first AC: 2023-04-01 · Python 3 (first AC) · Tags: \*special, constructive algorithms, geometry, math

[ahih1234's solution](#)

**1322.**

1812B

[Was it Rated?](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: — · first AC: 2023-04-01 · C++14 (GCC 6-32) (first AC) · Tags: \*special, brute force, implementation

[ahih1234's solution](#)

**1323.**

1812C

[Digits](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: — · first AC: 2023-04-01 · C++14 (GCC 6-32) (first AC) · Tags: \*special

[ahih1234's solution](#)

**1324.**

1812D

[Trivial Conjecture](#) · [Tutorial](#)

Quality: 4,901 global accepts · Rating: — · first AC: 2023-04-01 · Python 3 (first AC) · Tags: \*special, constructive algorithms, math, number theory

[ahih1234's solution](#)

**1325.**

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-01 · C++14 (GCC 6-32) (first AC) · Tags: \*special, expression parsing, strings

[ahih1234's solution](#)

**1326.**

100610K

[Kitchen Robot](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[ahihi1234's solution](#)

**1327.**

102644G

[Recurrence With Square](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[ahihi1234's solution](#)

**1328.**

102644B

[String Mood](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[ahihi1234's solution](#)

**1329.**

102644D

[Count Paths](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[ahihi1234's solution](#)

**1330.**

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2022-06-22 · PyPy 3-64 (first AC) · Tags: \*special, implementation

[ahihi1234's solution](#)

**1331.**

1331B

[Limericks](#) · [Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2022-06-22 · PyPy 3-64 (first AC) · Tags: \*special, math, number theory

[ahihi1234's solution](#)

**1332.**

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,507 global accepts · Rating: — · first AC: 2022-06-22 · PyPy 3-64 (first AC) · Tags: \*special

[ahihi1234's solution](#)

**1333.**

1663H

[Cross-Language Program](#) · [Tutorial](#)

Quality: 1,353 global accepts · Rating: — · first AC: 2022-04-01 · last AC: 2022-06-22 · Text (first AC) · Tags: \*special, constructive algorithms

[ahihi1234's solution](#)

**1334.**

undefined507

[Treediff](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-06 · C++14 (GCC 6-32) (first AC) · Tags: \*special

[ahihi1234's solution](#)

**1335.**

1663B

[Mike's Sequence](#) · [Tutorial](#)

Quality: 3,570 global accepts · Rating: — · first AC: 2022-04-11 · C++14 (GCC 6-32) (first AC) · Tags: \*special, divide and conquer, implementation, math

[ahihi1234's solution](#)

**1336.**

1663D

[Is it rated - 3](#) · [Tutorial](#)

Quality: 1,484 global accepts · Rating: — · first AC: 2022-04-11 · C++14 (GCC 6-32) (first AC) · Tags: \*special, combinatorics, dp, math

[ahihi1234's solution](#)

**1337.**

1663C

[P Ö: Verdon](#) [Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-01 · PyPy 3-64 (first AC) · Tags: \*special, implementation, math  
[ahih1234's solution](#)

**1338.**

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · PyPy 3-64 (first AC) · Tags: \*special, expression parsing, trees  
[ahih1234's solution](#)