

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

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# Unique solved — aimoon

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

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Filters: none

Count: 1,855

- 1.**  
2197A  
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Quality: 22,856 global accepts · Rating: 800 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, expression parsing, math, schedules  
[aimoon's solution](#)
- 2.**  
2193A  
[DBMB and the Array](#) · [Tutorial](#)  
Quality: 42,652 global accepts · Rating: 800 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math  
[aimoon's solution](#)
- 3.**  
2193B  
[Reverse a Permutation](#) · [Tutorial](#)  
Quality: 30,116 global accepts · Rating: 800 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy  
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- 4.**  
2189A  
[Table with Numbers](#) · [Tutorial](#)  
Quality: 24,365 global accepts · Rating: 800 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation  
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- 5.**  
2183A  
[Binary Array Game](#) · [Tutorial](#)  
Quality: 23,668 global accepts · Rating: 800 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games  
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- 6.**  
2178A  
[Yes or Yes](#) · [Tutorial](#)  
Quality: 25,732 global accepts · Rating: 800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings  
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- 7.**  
2157A  
[Dungeon Equilibrium](#) · [Tutorial](#)  
Quality: 16,492 global accepts · Rating: 800 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings  
[aimoon's solution](#)
- 8.**  
2147A  
[Shortest Increasing Path](#) · [Tutorial](#)  
Quality: 18,629 global accepts · Rating: 800 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy  
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- 9.**  
2122A  
[Greedy Grid](#) · [Tutorial](#)  
Quality: 19,205 global accepts · Rating: 800 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

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**10.**

2124A

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**11.**

2096A

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**12.**

2084A

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Quality: 17,430 global accepts · Rating: 800 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

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**13.**

2062A

[String](#) · [Tutorial](#)

Quality: 28,280 global accepts · Rating: 800 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings

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**14.**

2061A

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

Quality: 22,354 global accepts · Rating: 800 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: math

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**15.**

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,511 global accepts · Rating: 800 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

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**16.**

2053A

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Quality: 21,261 global accepts · Rating: 800 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry, greedy, math

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**17.**

2049A

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Quality: 24,130 global accepts · Rating: 800 · first AC: 2024-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

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**18.**

2048A

[Kevin and Combination Lock](#) · [Tutorial](#)

Quality: 22,853 global accepts · Rating: 800 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math, number theory

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**19.**

2034A

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

Quality: 18,401 global accepts · Rating: 800 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

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**20.**

2029A

[Set](#) · [Tutorial](#)

Quality: 14,163 global accepts · Rating: 800 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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**21.**

2035A

[Sliding](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 800 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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**22.**

2002A

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

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

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**23.**

1993A

[Question Marks](#) · [Tutorial](#)

Quality: 33,169 global accepts · Rating: 800 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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**24.**

1991A

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

Quality: 24,426 global accepts · Rating: 800 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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**25.**

1995A

[Diagonals](#) · [Tutorial](#)

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**26.**

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,285 global accepts · Rating: 800 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

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**27.**

1992A

[Only Pluses](#) · [Tutorial](#)

Quality: 49,234 global accepts · Rating: 800 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, sortings

[aimoon's solution](#)

**28.**

1992B

[Angry Monk](#) · [Tutorial](#)

Quality: 37,944 global accepts · Rating: 800 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[aimoon's solution](#)

**29.**

1983A

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

Quality: 28,115 global accepts · Rating: 800 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

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**30.**

1975A

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

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**31.**

1942A

[Farmer John's Challenge](#) · [Tutorial](#)

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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**32.**

1946A

[Median of an Array](#) · [Tutorial](#)

Quality: 28,570 global accepts · Rating: 800 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[aimoon's solution](#)

**33.**

1930A

[Maximise The Score](#) · [Tutorial](#)

Quality: 20,287 global accepts · Rating: 800 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[aimoon's solution](#)

**34.**

1896A

[Jagged Swaps](#) · [Tutorial](#)

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[aimoon's solution](#)

**35.**

1920A

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**36.**

1919B

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**37.**

1919A

[Wallet Exchange](#) · [Tutorial](#)

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**38.**

1916A

[2023](#) · [Tutorial](#)

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[aimoon's solution](#)

**39.**

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

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**40.**

1859A

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Quality: 54,409 global accepts · Rating: 800 · first AC: 2023-08-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number

theory

[aimoon's solution](#)

**41.**

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,953 global accepts · Rating: 800 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

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**42.**

1842A

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

Quality: 20,796 global accepts · Rating: 800 · first AC: 2023-06-27 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[aimoon's solution](#)

**43.**

1823A

[A-characteristic](#) · [Tutorial](#)

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**44.**

1178A

[Prime Minister](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 800 · first AC: 2023-04-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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**45.**

1804A

[Lame King](#) · [Tutorial](#)

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**46.**

1794A

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

Quality: 18,824 global accepts · Rating: 800 · first AC: 2023-03-06 · C++17 (GCC 7-32) (first AC) · Tags: strings

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**47.**

1787A

[Exponential Equation](#) · [Tutorial](#)

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**48.**

1777A

[Everybody Likes Good Arrays!](#) · [Tutorial](#)

Quality: 44,009 global accepts · Rating: 800 · first AC: 2023-01-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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**49.**

1782A

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

Rating: 800 · first AC: 2023-01-16 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

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**50.**

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-01-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

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**51.**

1767B

[Block Towers](#) · [Tutorial](#)

Quality: 21,935 global accepts · Rating: 800 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings  
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**52.**

1767A

[Cut the Triangle](#) · [Tutorial](#)

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[aimoon's solution](#)

**53.**

1758A

[SSeeeiinnngg DDoouubbllee](#) · [Tutorial](#)

Quality: 27,048 global accepts · Rating: 800 · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings  
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**54.**

1760C

[Advantage](#) · [Tutorial](#)

Quality: 43,819 global accepts · Rating: 800 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings  
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**55.**

1760B

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

Quality: 53,341 global accepts · Rating: 800 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings  
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**56.**

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,938 global accepts · Rating: 800 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings  
[aimoon's solution](#)

**57.**

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, two pointers  
[aimoon's solution](#)

**58.**

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[aimoon's solution](#)

**59.**

1754B

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

Quality: 19,713 global accepts · Rating: 800 · first AC: 2022-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[aimoon's solution](#)

**60.**

1754A

[Technical Support](#) · [Tutorial](#)

Quality: 24,868 global accepts · Rating: 800 · first AC: 2022-11-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
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**61.**

1748A

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Quality: 25,313 global accepts · Rating: 800 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: math  
[aimoon's solution](#)

**62.**

1740B

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

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[aimoon's solution](#)

**63.**

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,159 global accepts · Rating: 800 · first AC: 2022-11-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory  
[aimoon's solution](#)

**64.**

1750B

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

Quality: 16,815 global accepts · Rating: 800 · first AC: 2022-11-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation  
[aimoon's solution](#)

**65.**

1750A

[Indirect Sort](#) · [Tutorial](#)

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[aimoon's solution](#)

**66.**

1747A

[Two Groups](#) · [Tutorial](#)

Quality: 26,484 global accepts · Rating: 800 · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
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**67.**

1705A

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

Quality: 26,582 global accepts · Rating: 800 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
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**68.**

1703C

[Cypher](#) · [Tutorial](#)

Quality: 40,839 global accepts · Rating: 800 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings  
[aimoon's solution](#)

**69.**

1703B

[ICPC Balloons](#) · [Tutorial](#)

Quality: 66,171 global accepts · Rating: 800 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation  
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**70.**

1703A

[YES or YES?](#) · [Tutorial](#)

Quality: 97,241 global accepts · Rating: 800 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings  
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**71.**

1696A

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Quality: 20,260 global accepts · Rating: 800 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy  
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**72.**

1697A

[Parkway Walk](#) · [Tutorial](#)

Quality: 26,741 global accepts · Rating: 800 · first AC: 2022-06-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
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**73.**

1684B

[Z mod X = C](#) · [Tutorial](#)

Quality: 21,845 global accepts · Rating: 800 · first AC: 2022-05-19 · last AC: 2022-05-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[aimoon's solution](#)

**74.**

1684A

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

Quality: 24,936 global accepts · Rating: 800 · first AC: 2022-05-19 · last AC: 2022-05-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, math, strings

[aimoon's solution](#)

**75.**

1680B

[Robots](#) · [Tutorial](#)

Quality: 19,085 global accepts · Rating: 800 · first AC: 2022-05-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[aimoon's solution](#)

**76.**

1680A

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

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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**77.**

1674B

[Dictionary](#) · [Tutorial](#)

Quality: 29,408 global accepts · Rating: 800 · first AC: 2022-05-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

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**78.**

1674A

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

Quality: 27,970 global accepts · Rating: 800 · first AC: 2022-05-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

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**79.**

1673A

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

Quality: 19,141 global accepts · Rating: 800 · first AC: 2022-04-30 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, strings

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**80.**

1671A

[String Building](#) · [Tutorial](#)

Quality: 21,387 global accepts · Rating: 800 · first AC: 2022-04-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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**81.**

1672B

[I love AAAB](#) · [Tutorial](#)

Quality: 16,468 global accepts · Rating: 800 · first AC: 2022-04-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

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**82.**

1672A

[Log Chopping](#) · [Tutorial](#)

Quality: 16,818 global accepts · Rating: 800 · first AC: 2022-04-24 · C++14 (GCC 6-32) (first AC) · Tags: games, implementation, math

[aimoon's solution](#)

**83.**

1661A

[Array Balancing](#) · [Tutorial](#)

Quality: 19,370 global accepts · Rating: 800 · first AC: 2022-04-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
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**84.**

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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**85.**

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  
[aimoon's solution](#)

**86.**

1656A

[Good Pairs](#) · [Tutorial](#)

Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-03-28 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings  
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**87.**

1658B

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

Quality: 19,543 global accepts · Rating: 800 · first AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory  
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**88.**

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  
[aimoon's solution](#)

**89.**

1652B

[Prefix Removals](#) · [Tutorial](#)

Rating: 800 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: strings  
[aimoon's solution](#)

**90.**

1652A

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

Rating: 800 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings  
[aimoon's solution](#)

**91.**

1651B

[Prove Him Wrong](#) · [Tutorial](#)

Quality: 20,480 global accepts · Rating: 800 · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
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**92.**

1651A

[Playoff](#) · [Tutorial](#)

Quality: 26,660 global accepts · Rating: 800 · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
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**93.**

1642A

[Hard Way](#) · [Tutorial](#)

Quality: 16,732 global accepts · Rating: 800 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: geometry  
[aimoon's solution](#)

**94.**

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,813 global accepts · Rating: 800 · first AC: 2020-06-11 · last AC: 2022-02-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[aimoon's solution](#)

**95.**

1635B

[Avoid Local Maximums](#) · [Tutorial](#)

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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**96.**

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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**97.**

1634A

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

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**98.**

1632A

[ABC](#) · [Tutorial](#)

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

[aimoon's solution](#)

**99.**

1626A

[Equidistant Letters](#) · [Tutorial](#)

Quality: 30,877 global accepts · Rating: 800 · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[aimoon's solution](#)

**100.**

1627A

[Not Shading](#) · [Tutorial](#)

Quality: 24,897 global accepts · Rating: 800 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[aimoon's solution](#)

**101.**

1621A

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

Quality: 24,767 global accepts · Rating: 800 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[aimoon's solution](#)

**102.**

1616A

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

Quality: 23,829 global accepts · Rating: 800 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[aimoon's solution](#)

**103.**

1623A

[Robot Cleaner](#) · [Tutorial](#)

Quality: 20,720 global accepts · Rating: 800 · first AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[aimoon's solution](#)

**104.**

1622A

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

Quality: 32,033 global accepts · Rating: 800 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[aimoon's solution](#)

**105.**

1615A

[Closing The Gap](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 800 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[aimoon's solution](#)

**106.**

1617A

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

Quality: 17,008 global accepts · Rating: 800 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings  
[aimoon's solution](#)

**107.**

1620A

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

Quality: 23,155 global accepts · Rating: 800 · first AC: 2021-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, implementation  
[aimoon's solution](#)

**108.**

1608A

[Find Array](#) · [Tutorial](#)

Quality: 20,263 global accepts · Rating: 800 · first AC: 2021-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[aimoon's solution](#)

**109.**

1614A

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

Quality: 24,592 global accepts · Rating: 800 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy  
[aimoon's solution](#)

**110.**

1612A

[Distance](#) · [Tutorial](#)

Quality: 18,211 global accepts · Rating: 800 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms  
[aimoon's solution](#)

**111.**

1605A

[A.M. Deviation](#) · [Tutorial](#)

Quality: 21,646 global accepts · Rating: 800 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory  
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**112.**

1582A

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

Quality: 19,751 global accepts · Rating: 800 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: math  
[aimoon's solution](#)

**113.**

1583A

[Windblume Ode](#) · [Tutorial](#)

Quality: 14,381 global accepts · Rating: 800 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory  
[aimoon's solution](#)

**114.**

1593A

[Elections](#) · [Tutorial](#)

Quality: 41,543 global accepts · Rating: 800 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: math  
[aimoon's solution](#)

**115.**

1571A

[Sequence of Comparisons](#) · [Tutorial](#)

Quality: 1,643 global accepts · Rating: 800 · first AC: 2021-10-07 · Kotlin 1.4 (first AC) · Tags: \*special

[aimoon's solution](#)

## 116.

1581A

[CQXYM Count Permutations](#) · [Tutorial](#)

Quality: 14,276 global accepts · Rating: 800 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[aimoon's solution](#)

## 117.

1579A

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

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

[aimoon's solution](#)

## 118.

1574A

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

Quality: 23,066 global accepts · Rating: 800 · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[aimoon's solution](#)

## 119.

1398B

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

Quality: 25,903 global accepts · Rating: 800 · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[aimoon's solution](#)

## 120.

1398A

[Bad Triangle](#) · [Tutorial](#)

Quality: 28,789 global accepts · Rating: 800 · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[aimoon's solution](#)

## 121.

1573A

[Countdown](#) · [Tutorial](#)

Quality: 21,953 global accepts · Rating: 800 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[aimoon's solution](#)

## 122.

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

Quality: 21,212 global accepts · Rating: 800 · first AC: 2021-09-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[aimoon's solution](#)

## 123.

1566A

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

Quality: 25,373 global accepts · Rating: 800 · first AC: 2021-09-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[aimoon's solution](#)

## 124.

1569A

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

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

[aimoon's solution](#)

## 125.

1567A

[Domino Disaster](#) · [Tutorial](#)

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

[aimoon's solution](#)

## 126.

1556A

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

Quality: 18,543 global accepts · Rating: 800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[aimoon's solution](#)

**127.**

1560C

[Infinity Table](#) · [Tutorial](#)

Quality: 27,995 global accepts · Rating: 800 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[aimoon's solution](#)

**128.**

1560B

[Who's Opposite?](#) · [Tutorial](#)

Quality: 38,802 global accepts · Rating: 800 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: math

[aimoon's solution](#)

**129.**

1560A

[Dislike of Threes](#) · [Tutorial](#)

Quality: 73,512 global accepts · Rating: 800 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[aimoon's solution](#)

**130.**

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,524 global accepts · Rating: 800 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[aimoon's solution](#)

**131.**

1554A

[Cherry](#) · [Tutorial](#)

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

[aimoon's solution](#)

**132.**

1552A

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

Quality: 25,341 global accepts · Rating: 800 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: sortings, strings

[aimoon's solution](#)

**133.**

1547B

[Alphabetical Strings](#) · [Tutorial](#)

Quality: 27,901 global accepts · Rating: 800 · first AC: 2021-07-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[aimoon's solution](#)

**134.**

1547A

[Shortest Path with Obstacle](#) · [Tutorial](#)

Quality: 32,287 global accepts · Rating: 800 · first AC: 2021-07-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[aimoon's solution](#)

**135.**

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,634 global accepts · Rating: 800 · first AC: 2021-07-03 · C++14 (GCC 6-32) (first AC) · Tags: math

[aimoon's solution](#)

**136.**

1304A

[Two Rabbits](#) · [Tutorial](#)

Quality: 26,793 global accepts · Rating: 800 · first AC: 2021-06-30 · C++14 (GCC 6-32) (first AC) · Tags: math

[aimoon's solution](#)

**137.**

1301A

[Three Strings](#) · [Tutorial](#)

Quality: 20,111 global accepts · Rating: 800 · first AC: 2021-06-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[aimoon's solution](#)

**138.**

1300A

[Non-zero](#) · [Tutorial](#)

Quality: 21,666 global accepts · Rating: 800 · first AC: 2021-06-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[aimoon's solution](#)

**139.**

1541A

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

Quality: 30,716 global accepts · Rating: 800 · first AC: 2021-06-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[aimoon's solution](#)

**140.**

1285A

[Mezo Playing Zoma](#) · [Tutorial](#)

Quality: 29,889 global accepts · Rating: 800 · first AC: 2021-06-23 · C++14 (GCC 6-32) (first AC) · Tags: math

[aimoon's solution](#)

**141.**

1287A

[Angry Students](#) · [Tutorial](#)

Quality: 22,447 global accepts · Rating: 800 · first AC: 2021-06-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[aimoon's solution](#)

**142.**

1269A

[Equation](#) · [Tutorial](#)

Quality: 24,103 global accepts · Rating: 800 · first AC: 2021-06-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[aimoon's solution](#)

**143.**

1271A

[Suits](#) · [Tutorial](#)

Quality: 15,676 global accepts · Rating: 800 · first AC: 2021-06-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[aimoon's solution](#)

**144.**

1281A

[Suffix Three](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 800 · first AC: 2021-06-19 · last AC: 2021-06-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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**145.**

1537A

[Arithmetic Array](#) · [Tutorial](#)

Quality: 40,982 global accepts · Rating: 800 · first AC: 2021-06-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[aimoon's solution](#)

**146.**

1534A

[Colour the Flag](#) · [Tutorial](#)

Quality: 13,175 global accepts · Rating: 800 · first AC: 2021-06-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[aimoon's solution](#)

**147.**

1255A

[Changing Volume](#) · [Tutorial](#)

Quality: 17,987 global accepts · Rating: 800 · first AC: 2021-05-28 · last AC: 2021-06-12 · C++14 (GCC 6-32) (first AC) · Tags: math

[aimoon's solution](#)

**148.**

1538B

[Friends and Candies](#) · [Tutorial](#)

Quality: 33,537 global accepts · Rating: 800 · first AC: 2021-06-10 · last AC: 2021-06-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[aimoon's solution](#)

**149.**

1538A

[Stone Game](#) · [Tutorial](#)

Quality: 40,401 global accepts · Rating: 800 · first AC: 2021-06-10 · last AC: 2021-06-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy

[aimoon's solution](#)

**150.**

1536A

[Omkar and Bad Story](#) · [Tutorial](#)

Quality: 20,771 global accepts · Rating: 800 · first AC: 2021-06-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[aimoon's solution](#)

**151.**

1535A

[Fair Playoff](#) · [Tutorial](#)

Quality: 57,153 global accepts · Rating: 800 · first AC: 2021-06-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[aimoon's solution](#)

**152.**

1523A

[Game of Life](#) · [Tutorial](#)

Quality: 14,056 global accepts · Rating: 800 · first AC: 2021-05-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[aimoon's solution](#)

**153.**

1526A

[Mean Inequality](#) · [Tutorial](#)

Quality: 25,017 global accepts · Rating: 800 · first AC: 2021-05-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[aimoon's solution](#)

**154.**

1527A

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Quality: 41,903 global accepts · Rating: 800 · first AC: 2021-05-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks

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**155.**

1525A

[Potion-making](#) · [Tutorial](#)

Quality: 27,002 global accepts · Rating: 800 · first AC: 2021-05-16 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[aimoon's solution](#)

**156.**

1515A

[Phoenix and Gold](#) · [Tutorial](#)

Quality: 21,122 global accepts · Rating: 800 · first AC: 2021-05-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[aimoon's solution](#)

**157.**

1519B

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

Quality: 33,397 global accepts · Rating: 800 · first AC: 2021-04-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[aimoon's solution](#)

**158.**

1519A

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

Quality: 30,560 global accepts · Rating: 800 · first AC: 2021-04-29 · C++14 (GCC 6-32) (first AC) · Tags: math

[aimoon's solution](#)

**159.**

1517A

[Sum of 2050](#) · [Tutorial](#)

Quality: 26,881 global accepts · Rating: 800 · first AC: 2021-04-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[aimoon's solution](#)

**160.**

1509A

[Average Height](#) · [Tutorial](#)

Quality: 27,201 global accepts · Rating: 800 · first AC: 2021-04-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[aimoon's solution](#)

**161.**

1511A

[Review Site](#) · [Tutorial](#)

Quality: 28,826 global accepts · Rating: 800 · first AC: 2021-04-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[aimoon's solution](#)

**162.**

1513A

[Array and Peaks](#) · [Tutorial](#)

Quality: 20,017 global accepts · Rating: 800 · first AC: 2021-04-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[aimoon's solution](#)

**163.**

1504A

[Déjà Vu](#) · [Tutorial](#)

Quality: 22,802 global accepts · Rating: 800 · first AC: 2021-04-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[aimoon's solution](#)

**164.**

1498A

[GCD Sum](#) · [Tutorial](#)

Quality: 24,711 global accepts · Rating: 800 · first AC: 2021-03-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[aimoon's solution](#)

**165.**

1484A

[Prison Break](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-03-21 · GNU C++11 (first AC) · Tags: constructive algorithms

[aimoon's solution](#)

**166.**

1499A

[Domino on Windowsill](#) · [Tutorial](#)

Quality: 21,968 global accepts · Rating: 800 · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[aimoon's solution](#)

**167.**

1497A

[Meximization](#) · [Tutorial](#)

Quality: 26,091 global accepts · Rating: 800 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, sortings

[aimoon's solution](#)

**168.**

1501A

[Alexey and Train](#) · [Tutorial](#)

Quality: 12,230 global accepts · Rating: 800 · first AC: 2021-03-13 · GNU C++11 (first AC) · Tags: implementation

[aimoon's solution](#)

**169.**

1493A

[Anti-knapsack](#) · [Tutorial](#)

Quality: 19,773 global accepts · Rating: 800 · first AC: 2021-03-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[aimoon's solution](#)

**170.**

1491A

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

Quality: 19,028 global accepts · Rating: 800 · first AC: 2021-02-28 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation  
[aimoon's solution](#)

**171.**

1492A

[Three swimmers](#) · [Tutorial](#)

Quality: 23,381 global accepts · Rating: 800 · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: math  
[aimoon's solution](#)

**172.**

1490A

[Dense Array](#) · [Tutorial](#)

Quality: 32,974 global accepts · Rating: 800 · first AC: 2021-02-16 · GNU C++11 (first AC) · Tags: greedy, math  
[aimoon's solution](#)

**173.**

1487A

[Arena](#) · [Tutorial](#)

Quality: 27,530 global accepts · Rating: 800 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings  
[aimoon's solution](#)

**174.**

214A

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

Quality: 42,920 global accepts · Rating: 800 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force  
[aimoon's solution](#)

**175.**

344A

[Magnets](#) · [Tutorial](#)

Quality: 153,328 global accepts · Rating: 800 · first AC: 2021-02-11 · C++17 (GCC 9-64) (first AC) · Tags: implementation  
[aimoon's solution](#)

**176.**

1480A

[Yet Another String Game](#) · [Tutorial](#)

Quality: 27,147 global accepts · Rating: 800 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, strings  
[aimoon's solution](#)

**177.**

1481A

[Space Navigation](#) · [Tutorial](#)

Quality: 25,736 global accepts · Rating: 800 · first AC: 2021-02-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings  
[aimoon's solution](#)

**178.**

1478A

[Nezzar and Colorful Balls](#) · [Tutorial](#)

Quality: 28,012 global accepts · Rating: 800 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy  
[aimoon's solution](#)

**179.**

1474A

[Puzzle From the Future](#) · [Tutorial](#)

Quality: 23,358 global accepts · Rating: 800 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[aimoon's solution](#)

**180.**

1472B

[Fair Division](#) · [Tutorial](#)

Quality: 59,838 global accepts · Rating: 800 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math  
[aimoon's solution](#)

**181.**

1472A

[Cards for Friends](#) · [Tutorial](#)

Quality: 45,522 global accepts · Rating: 800 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math  
[aimoon's solution](#)

**182.**

1466B

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

Quality: 23,595 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy  
[aimoon's solution](#)

**183.**

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math  
[aimoon's solution](#)

**184.**

1433B

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

Quality: 29,855 global accepts · Rating: 800 · first AC: 2020-12-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation  
[aimoon's solution](#)

**185.**

1465A

[In-game Chat](#) · [Tutorial](#)

Rating: 800 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings  
[aimoon's solution](#)

**186.**

1459A

[Red-Blue Shuffle](#) · [Tutorial](#)

Quality: 17,658 global accepts · Rating: 800 · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: math, probabilities  
[aimoon's solution](#)

**187.**

1461A

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

Quality: 19,000 global accepts · Rating: 800 · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy  
[aimoon's solution](#)

**188.**

1450A

[Avoid Trygub](#) · [Tutorial](#)

Quality: 18,487 global accepts · Rating: 800 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings  
[aimoon's solution](#)

**189.**

1453A

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

Quality: 24,264 global accepts · Rating: 800 · first AC: 2020-12-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[aimoon's solution](#)

**190.**

1455A

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

Quality: 27,408 global accepts · Rating: 800 · first AC: 2020-12-01 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[aimoon's solution](#)

**191.**

1223A

[CME](#) · [Tutorial](#)

Quality: 22,287 global accepts · Rating: 800 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: math  
[aimoon's solution](#)

**192.**

1415A

[Prison Break](#) · [Tutorial](#)

Quality: 15,869 global accepts · Rating: 800 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math  
[aimoon's solution](#)

**193.**

1454B

[Unique Bid Auction](#) · [Tutorial](#)

Quality: 30,041 global accepts · Rating: 800 · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[aimoon's solution](#)

**194.**

1454A

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

Quality: 44,057 global accepts · Rating: 800 · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, probabilities  
[aimoon's solution](#)

**195.**

1452C

[Two Brackets](#) · [Tutorial](#)

Quality: 21,118 global accepts · Rating: 800 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[aimoon's solution](#)

**196.**

1452A

[Robot Program](#) · [Tutorial](#)

Quality: 22,939 global accepts · Rating: 800 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: math  
[aimoon's solution](#)

**197.**

1451A

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

Quality: 25,281 global accepts · Rating: 800 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[aimoon's solution](#)

**198.**

1440A

[Buy the String](#) · [Tutorial](#)

Quality: 20,378 global accepts · Rating: 800 · first AC: 2020-11-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[aimoon's solution](#)

**199.**

1447A

[Add Candies](#) · [Tutorial](#)

Quality: 14,451 global accepts · Rating: 800 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[aimoon's solution](#)

**200.**

1438A

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

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

**201.**

1422A

[Fence](#) · [Tutorial](#)

Quality: 21,866 global accepts · Rating: 800 · first AC: 2020-11-08 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math  
[aimoon's solution](#)

**202.**

1436A

[Reorder](#) · [Tutorial](#)

Quality: 23,549 global accepts · Rating: 800 · first AC: 2020-11-08 · C++17 (GCC 7-32) (first AC) · Tags: math  
[aimoon's solution](#)

**203.**

1437A

[Marketing Scheme](#) · [Tutorial](#)

Quality: 18,466 global accepts · Rating: 800 · first AC: 2020-10-28 · last AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[aimoon's solution](#)

**204.**

1443A

[Kids Seating](#) · [Tutorial](#)

Quality: 16,682 global accepts · Rating: 800 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[aimoon's solution](#)

**205.**

1445A

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

Quality: 20,361 global accepts · Rating: 800 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[aimoon's solution](#)

**206.**

1413A

[Finding Sasuke](#) · [Tutorial](#)

Quality: 15,292 global accepts · Rating: 800 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[aimoon's solution](#)

**207.**

1433A

[Boring Apartments](#) · [Tutorial](#)

Quality: 62,647 global accepts · Rating: 800 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[aimoon's solution](#)

**208.**

1421A

[XORwice](#) · [Tutorial](#)

Quality: 35,470 global accepts · Rating: 800 · first AC: 2020-10-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[aimoon's solution](#)

**209.**

1409A

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

Quality: 80,422 global accepts · Rating: 800 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[aimoon's solution](#)

**210.**

1382A

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

Quality: 27,360 global accepts · Rating: 800 · first AC: 2020-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[aimoon's solution](#)

**211.**

1385B

[Restore the Permutation by Merger](#) · [Tutorial](#)

Quality: 39,581 global accepts · Rating: 800 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[aimoon's solution](#)

**212.**

1385A

[Three Pairwise Maximums](#) · [Tutorial](#)

Quality: 43,337 global accepts · Rating: 800 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[aimoon's solution](#)

**213.**

1371A

[Magical Sticks](#) · [Tutorial](#)

Quality: 51,260 global accepts · Rating: 800 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[aimoon's solution](#)

**214.**

1370A

[Maximum GCD](#) · [Tutorial](#)

Quality: 64,470 global accepts · Rating: 800 · first AC: 2020-06-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory

[aimoon's solution](#)

**215.**

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,255 global accepts · Rating: 800 · first AC: 2020-06-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[aimoon's solution](#)

**216.**

59A

[Word](#) · [Tutorial](#)

Quality: 227,916 global accepts · Rating: 800 · first AC: 2020-06-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[aimoon's solution](#)

**217.**

41A

[Translation](#) · [Tutorial](#)

Quality: 188,438 global accepts · Rating: 800 · first AC: 2020-06-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[aimoon's solution](#)

**218.**

110A

[Nearly Lucky Number](#) · [Tutorial](#)

Quality: 199,494 global accepts · Rating: 800 · first AC: 2020-06-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[aimoon's solution](#)

**219.**

266B

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

Quality: 166,078 global accepts · Rating: 800 · first AC: 2020-06-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths

[aimoon's solution](#)

**220.**

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,124 global accepts · Rating: 800 · first AC: 2020-06-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[aimoon's solution](#)

**221.**

977A

[Wrong Subtraction](#) · [Tutorial](#)

Quality: 217,481 global accepts · Rating: 800 · first AC: 2020-06-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[aimoon's solution](#)

**222.**

791A

[Bear and Big Brother](#) · [Tutorial](#)

Quality: 257,208 global accepts · Rating: 800 · first AC: 2020-06-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[aimoon's solution](#)

**223.**

116A

[Tram](#) · [Tutorial](#)

Quality: 176,547 global accepts · Rating: 800 · first AC: 2020-06-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[aimoon's solution](#)

**224.**

546A

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

Quality: 235,199 global accepts · Rating: 800 · first AC: 2020-06-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math  
[aimoon's solution](#)

**225.**

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,020 global accepts · Rating: 800 · first AC: 2020-06-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings  
[aimoon's solution](#)

**226.**

266A

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

Quality: 244,553 global accepts · Rating: 800 · first AC: 2020-06-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[aimoon's solution](#)

**227.**

281A

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

Quality: 270,978 global accepts · Rating: 800 · first AC: 2020-06-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[aimoon's solution](#)

**228.**

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,342 global accepts · Rating: 800 · first AC: 2020-06-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, strings  
[aimoon's solution](#)

**229.**

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 317,988 global accepts · Rating: 800 · first AC: 2020-06-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[aimoon's solution](#)

**230.**

112A

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

Quality: 287,243 global accepts · Rating: 800 · first AC: 2020-06-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[aimoon's solution](#)

**231.**

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,275 global accepts · Rating: 800 · first AC: 2020-06-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[aimoon's solution](#)

**232.**

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,703 global accepts · Rating: 800 · first AC: 2020-06-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
[aimoon's solution](#)

**233.**

231A

[Team](#) · [Tutorial](#)

Quality: 430,248 global accepts · Rating: 800 · first AC: 2020-06-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy  
[aimoon's solution](#)

**234.**

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,466 global accepts · Rating: 800 · first AC: 2020-06-14 · C++14 (GCC 6-32) (first AC) · Tags: \*special, implementation  
[aimoon's solution](#)

**235.**

71A

[Way Too Long Words](#) · [Tutorial](#)

Quality: 503,243 global accepts · Rating: 800 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: strings

[aimoon's solution](#)

**236.**

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,584 global accepts · Rating: 900 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings

[aimoon's solution](#)

**237.**

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,865 global accepts · Rating: 900 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[aimoon's solution](#)

**238.**

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[aimoon's solution](#)

**239.**

2048B

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

Quality: 20,650 global accepts · Rating: 900 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[aimoon's solution](#)

**240.**

2035B

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

Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[aimoon's solution](#)

**241.**

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,451 global accepts · Rating: 900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[aimoon's solution](#)

**242.**

1988A

[Split the Multiset](#) · [Tutorial](#)

Quality: 26,997 global accepts · Rating: 900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[aimoon's solution](#)

**243.**

1992C

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

Quality: 33,257 global accepts · Rating: 900 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[aimoon's solution](#)

**244.**

1954A

[Painting the Ribbon](#) · [Tutorial](#)

Quality: 27,629 global accepts · Rating: 900 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[aimoon's solution](#)

**245.**

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,421 global accepts · Rating: 900 · first AC: 2024-01-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings, two pointers

[aimoon's solution](#)

**246.**

1848A

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

Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[aimoon's solution](#)

**247.**

1808A

[Lucky Numbers](#) · [Tutorial](#)

Quality: 20,614 global accepts · Rating: 900 · first AC: 2023-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[aimoon's solution](#)

**248.**

1794B

[Not Dividing](#) · [Tutorial](#)

Quality: 39,868 global accepts · Rating: 900 · first AC: 2023-03-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[aimoon's solution](#)

**249.**

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,195 global accepts · Rating: 900 · first AC: 2023-01-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[aimoon's solution](#)

**250.**

1779B

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

Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[aimoon's solution](#)

**251.**

1758B

[XOR = Average](#) · [Tutorial](#)

Quality: 23,890 global accepts · Rating: 900 · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[aimoon's solution](#)

**252.**

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,955 global accepts · Rating: 900 · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[aimoon's solution](#)

**253.**

1705B

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

Quality: 25,449 global accepts · Rating: 900 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[aimoon's solution](#)

**254.**

1696B

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

Quality: 36,322 global accepts · Rating: 900 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[aimoon's solution](#)

**255.**

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

[aimoon's solution](#)

**256.**

1679A

[AvtoBus](#) · [Tutorial](#)

Quality: 40,167 global accepts · Rating: 900 · first AC: 2022-05-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[aimoon's solution](#)

**257.**

1617B

[GCD Problem](#) · [Tutorial](#)

Quality: 26,831 global accepts · Rating: 900 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[aimoon's solution](#)

**258.**

1613A

[Long Comparison](#) · [Tutorial](#)

Quality: 26,627 global accepts · Rating: 900 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[aimoon's solution](#)

**259.**

1609A

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

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

[aimoon's solution](#)

**260.**

1610A

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

Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[aimoon's solution](#)

**261.**

1612B

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

Quality: 18,432 global accepts · Rating: 900 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[aimoon's solution](#)

**262.**

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,483 global accepts · Rating: 900 · first AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: strings

[aimoon's solution](#)

**263.**

1582B

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

Quality: 33,362 global accepts · Rating: 900 · first AC: 2021-10-24 · last AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[aimoon's solution](#)

**264.**

1593B

[Make it Divisible by 25](#) · [Tutorial](#)

Quality: 40,645 global accepts · Rating: 900 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, math

[aimoon's solution](#)

**265.**

1313A

[Fast Food Restaurant](#) · [Tutorial](#)

Quality: 16,232 global accepts · Rating: 900 · first AC: 2021-07-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[aimoon's solution](#)

**266.**

1291A

[Even But Not Even](#) · [Tutorial](#)

Quality: 20,684 global accepts · Rating: 900 · first AC: 2021-06-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, strings

[aimoon's solution](#)

**267.**

1282A

[Temporarily unavailable](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 900 · first AC: 2021-06-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[aimoon's solution](#)

**268.**

1537B

[Bad Boy](#) · [Tutorial](#)

Quality: 42,303 global accepts · Rating: 900 · first AC: 2021-06-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math  
[aimoon's solution](#)

**269.**

1535B

[Array Reodering](#) · [Tutorial](#)

Quality: 34,200 global accepts · Rating: 900 · first AC: 2021-06-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory, sortings  
[aimoon's solution](#)

**270.**

1525B

[Permutation Sort](#) · [Tutorial](#)

Quality: 26,659 global accepts · Rating: 900 · first AC: 2021-05-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy  
[aimoon's solution](#)

**271.**

1505A

[Is it rated - 2](#) · [Tutorial](#)

Quality: 16,088 global accepts · Rating: 900 · first AC: 2021-04-01 · C++14 (GCC 6-32) (first AC) · Tags: \*special, implementation, interactive  
[aimoon's solution](#)

**272.**

1501B

[Napoleon Cake](#) · [Tutorial](#)

Quality: 21,076 global accepts · Rating: 900 · first AC: 2021-03-13 · last AC: 2021-03-13 · GNU C++11 (first AC) · Tags: dp, implementation, sortings  
[aimoon's solution](#)

**273.**

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: greedy, implementation  
[aimoon's solution](#)

**274.**

115A

[Party](#) · [Tutorial](#)

Quality: 43,353 global accepts · Rating: 900 · first AC: 2021-02-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees  
[aimoon's solution](#)

**275.**

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,904 global accepts · Rating: 900 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy  
[aimoon's solution](#)

**276.**

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,060 global accepts · Rating: 900 · first AC: 2021-02-11 · C++17 (GCC 9-64) (first AC) · Tags: strings  
[aimoon's solution](#)

**277.**

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,099 global accepts · Rating: 900 · first AC: 2021-02-11 · C++17 (GCC 9-64) (first AC) · Tags: math

[aimoon's solution](#)

**278.**

1480B

[The Great Hero](#) · [Tutorial](#)

Quality: 17,930 global accepts · Rating: 900 · first AC: 2021-02-07 · last AC: 2021-02-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[aimoon's solution](#)

**279.**

1475B

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

Quality: 57,245 global accepts · Rating: 900 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[aimoon's solution](#)

**280.**

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,814 global accepts · Rating: 900 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[aimoon's solution](#)

**281.**

1471A

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

Quality: 38,205 global accepts · Rating: 900 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[aimoon's solution](#)

**282.**

1451B

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

Quality: 20,213 global accepts · Rating: 900 · first AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings

[aimoon's solution](#)

**283.**

1440B

[Sum of Medians](#) · [Tutorial](#)

Quality: 30,329 global accepts · Rating: 900 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[aimoon's solution](#)

**284.**

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,724 global accepts · Rating: 900 · first AC: 2020-11-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[aimoon's solution](#)

**285.**

451A

[Game With Sticks](#) · [Tutorial](#)

Quality: 75,690 global accepts · Rating: 900 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[aimoon's solution](#)

**286.**

1445B

[Elimination](#) · [Tutorial](#)

Quality: 15,925 global accepts · Rating: 900 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[aimoon's solution](#)

**287.**

1430A

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

Quality: 21,755 global accepts · Rating: 900 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[aimoon's solution](#)

**288.**

1433C

[Dominant Piranha](#) · [Tutorial](#)

Quality: 28,606 global accepts · Rating: 900 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[aimoon's solution](#)

**289.**

1420A

[Cubes Sorting](#) · [Tutorial](#)

Quality: 25,204 global accepts · Rating: 900 · first AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings  
[aimoon's solution](#)

**290.**

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,983 global accepts · Rating: 900 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
[aimoon's solution](#)

**291.**

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,675 global accepts · Rating: 900 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: games  
[aimoon's solution](#)

**292.**

96A

[Football](#) · [Tutorial](#)

Quality: 193,644 global accepts · Rating: 900 · first AC: 2020-06-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[aimoon's solution](#)

**293.**

2193C

[Replace and Sum](#) · [Tutorial](#)

Quality: 28,716 global accepts · Rating: 1000 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy  
[aimoon's solution](#)

**294.**

2147B

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

Quality: 16,960 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms  
[aimoon's solution](#)

**295.**

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,271 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy  
[aimoon's solution](#)

**296.**

2057B

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

Quality: 23,275 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings  
[aimoon's solution](#)

**297.**

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, two pointers  
[aimoon's solution](#)

**298.**

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games  
[aimoon's solution](#)

**299.**

1975B

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

Quality: 21,070 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings  
[aimoon's solution](#)

**300.**

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[aimoon's solution](#)

**301.**

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,909 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[aimoon's solution](#)

**302.**

1859B

[Olya and Game with Arrays](#) · [Tutorial](#)

Quality: 43,898 global accepts · Rating: 1000 · first AC: 2023-08-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[aimoon's solution](#)

**303.**

1844B

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

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[aimoon's solution](#)

**304.**

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[aimoon's solution](#)

**305.**

1785A

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

Rating: 1000 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[aimoon's solution](#)

**306.**

1782B

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

Rating: 1000 · first AC: 2023-01-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[aimoon's solution](#)

**307.**

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[aimoon's solution](#)

**308.**

1770A

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

Quality: 25,244 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[aimoon's solution](#)

**309.**

1760D

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

Quality: 27,015 global accepts · Rating: 1000 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[aimoon's solution](#)

**310.**

1674C

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

Quality: 26,354 global accepts · Rating: 1000 · first AC: 2022-05-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, implementation, strings

[aimoon's solution](#)

**311.**

1671B

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Quality: 19,737 global accepts · Rating: 1000 · first AC: 2022-04-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, sortings

[aimoon's solution](#)

**312.**

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

[aimoon's solution](#)

**313.**

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

[aimoon's solution](#)

**314.**

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,317 global accepts · Rating: 1000 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[aimoon's solution](#)

**315.**

1620B

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Quality: 31,474 global accepts · Rating: 1000 · first AC: 2021-12-19 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

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**316.**

103433M

[The Pleasant Walk](#) · [Tutorial](#)

Rating: 1000 · first AC: 2021-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[aimoon's solution](#)

**317.**

1040A

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Quality: 10,200 global accepts · Rating: 1000 · first AC: 2021-12-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[aimoon's solution](#)

**318.**

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,313 global accepts · Rating: 1000 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[aimoon's solution](#)

**319.**

1614B

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

Quality: 29,028 global accepts · Rating: 1000 · first AC: 2021-11-26 · last AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[aimoon's solution](#)

**320.**

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,334 global accepts · Rating: 1000 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[aimoon's solution](#)

**321.**

1593C

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Quality: 27,885 global accepts · Rating: 1000 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[aimoon's solution](#)

**322.**

1579E1

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

[aimoon's solution](#)

**323.**

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,034 global accepts · Rating: 1000 · first AC: 2021-09-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[aimoon's solution](#)

**324.**

1569B

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

[aimoon's solution](#)

**325.**

1567B

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

[aimoon's solution](#)

**326.**

1300B

[Assigning to Classes](#) · [Tutorial](#)

Quality: 25,913 global accepts · Rating: 1000 · first AC: 2021-06-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[aimoon's solution](#)

**327.**

1293B

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Quality: 22,296 global accepts · Rating: 1000 · first AC: 2021-06-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[aimoon's solution](#)

**328.**

1277A

[Happy Birthday, Polycarp!](#) · [Tutorial](#)

Quality: 14,488 global accepts · Rating: 1000 · first AC: 2021-06-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[aimoon's solution](#)

**329.**

1265A

[Beautiful String](#) · [Tutorial](#)

Quality: 15,950 global accepts · Rating: 1000 · first AC: 2021-06-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[aimoon's solution](#)

**330.**

1253A

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Quality: 19,434 global accepts · Rating: 1000 · first AC: 2021-05-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[aimoon's solution](#)

**331.**

1521A

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

Quality: 42,044 global accepts · Rating: 1000 · first AC: 2021-05-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[aimoon's solution](#)

**332.**

1515B

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

Quality: 27,065 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math, number theory

[aimoon's solution](#)

**333.**

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation

[aimoon's solution](#)

**334.**

1474B

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

Quality: 40,330 global accepts · Rating: 1000 · first AC: 2021-01-19 · last AC: 2021-03-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[aimoon's solution](#)

**335.**

1490B

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

Quality: 27,900 global accepts · Rating: 1000 · first AC: 2021-02-16 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math

[aimoon's solution](#)

**336.**

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,144 global accepts · Rating: 1000 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[aimoon's solution](#)

**337.**

230A

[Dragons](#) · [Tutorial](#)

Quality: 97,484 global accepts · Rating: 1000 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[aimoon's solution](#)

**338.**

339B

[Xenia and Ringroad](#) · [Tutorial](#)

Quality: 81,375 global accepts · Rating: 1000 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[aimoon's solution](#)

**339.**

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,885 global accepts · Rating: 1000 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[aimoon's solution](#)

**340.**

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,059 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[aimoon's solution](#)

**341.**

1469A

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

Quality: 30,033 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy  
[aimoon's solution](#)

**342.**

1465B

[Fair Numbers](#) · [Tutorial](#)

Rating: 1000 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory  
[aimoon's solution](#)

**343.**

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,038 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy  
[aimoon's solution](#)

**344.**

1447B

[Numbers Box](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 1000 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[aimoon's solution](#)

**345.**

1438B

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

Quality: 29,070 global accepts · Rating: 1000 · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings  
[aimoon's solution](#)

**346.**

1418A

[Buying Torches](#) · [Tutorial](#)

Quality: 33,848 global accepts · Rating: 1000 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: math  
[aimoon's solution](#)

**347.**

479A

[Expression](#) · [Tutorial](#)

Quality: 112,278 global accepts · Rating: 1000 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math  
[aimoon's solution](#)

**348.**

131A

[cAPS IOCK](#) · [Tutorial](#)

Quality: 100,976 global accepts · Rating: 1000 · first AC: 2020-06-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[aimoon's solution](#)

**349.**

58A

[Chat room](#) · [Tutorial](#)

Quality: 155,989 global accepts · Rating: 1000 · first AC: 2020-06-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings  
[aimoon's solution](#)

**350.**

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,796 global accepts · Rating: 1000 · first AC: 2020-06-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory  
[aimoon's solution](#)

**351.**

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,361 global accepts · Rating: 1000 · first AC: 2020-06-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[aimoon's solution](#)

**352.**

118A

[String Task](#) · [Tutorial](#)

Quality: 231,423 global accepts · Rating: 1000 · first AC: 2020-06-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[aimoon's solution](#)

**353.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,198 global accepts · Rating: 1000 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: math  
[aimoon's solution](#)

**354.**

2197B

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

Quality: 15,896 global accepts · Rating: 1100 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, schedules, sortings, two pointers  
[aimoon's solution](#)

**355.**

2193D

[Monster Game](#) · [Tutorial](#)

Quality: 21,573 global accepts · Rating: 1100 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, sortings, two pointers  
[aimoon's solution](#)

**356.**

2183B

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

Quality: 16,174 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy  
[aimoon's solution](#)

**357.**

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math  
[aimoon's solution](#)

**358.**

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,570 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings  
[aimoon's solution](#)

**359.**

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory  
[aimoon's solution](#)

**360.**

2061B

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

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry  
[aimoon's solution](#)

**361.**

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,741 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, strings  
[aimoon's solution](#)

**362.**

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,448 global accepts · Rating: 1100 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[aimoon's solution](#)

**363.**

1991B

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

Quality: 18,903 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[aimoon's solution](#)

**364.**

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,490 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[aimoon's solution](#)

**365.**

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,499 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[aimoon's solution](#)

**366.**

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,526 global accepts · Rating: 1100 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[aimoon's solution](#)

**367.**

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,123 global accepts · Rating: 1100 · first AC: 2024-01-13 · PyPy 3-64 (first AC) · Tags: games, greedy, math, sortings

[aimoon's solution](#)

**368.**

1842B

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

Quality: 25,540 global accepts · Rating: 1100 · first AC: 2023-06-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[aimoon's solution](#)

**369.**

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,808 global accepts · Rating: 1100 · first AC: 2023-05-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings, two pointers

[aimoon's solution](#)

**370.**

1787B

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

Quality: 14,891 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[aimoon's solution](#)

**371.**

1760E

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

Quality: 23,007 global accepts · Rating: 1100 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[aimoon's solution](#)

**372.**

1703D

[Double Strings](#) · [Tutorial](#)

Quality: 29,206 global accepts · Rating: 1100 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, strings

[aimoon's solution](#)

**373.**

1685A

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

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2022-06-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[aimoon's solution](#)

**374.**

1673B

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

Quality: 21,773 global accepts · Rating: 1100 · first AC: 2022-04-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings

[aimoon's solution](#)

**375.**

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,035 global accepts · Rating: 1100 · first AC: 2022-04-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[aimoon's solution](#)

**376.**

1656B

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

Quality: 26,805 global accepts · Rating: 1100 · first AC: 2022-03-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, two pointers

[aimoon's solution](#)

**377.**

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2022-02-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math

[aimoon's solution](#)

**378.**

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[aimoon's solution](#)

**379.**

1616B

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

Quality: 20,709 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[aimoon's solution](#)

**380.**

1623B

[Game on Ranges](#) · [Tutorial](#)

Quality: 14,665 global accepts · Rating: 1100 · first AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, implementation, sortings

[aimoon's solution](#)

**381.**

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,477 global accepts · Rating: 1100 · first AC: 2021-12-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[aimoon's solution](#)

**382.**

1609B

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

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

[aimoon's solution](#)

**383.**

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,384 global accepts · Rating: 1100 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[aimoon's solution](#)

**384.**

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,510 global accepts · Rating: 1100 · first AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math  
[aimoon's solution](#)

**385.**

1593D1

[All are Same](#) · [Tutorial](#)

Quality: 21,803 global accepts · Rating: 1100 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory  
[aimoon's solution](#)

**386.**

1579B

[Shifting Sort](#) · [Tutorial](#)

Quality: 18,887 global accepts · Rating: 1100 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings  
[aimoon's solution](#)

**387.**

1574B

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

Quality: 18,221 global accepts · Rating: 1100 · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math  
[aimoon's solution](#)

**388.**

1566D1

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

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings  
[aimoon's solution](#)

**389.**

1557B

[Moamen and k-subarrays](#) · [Tutorial](#)

Quality: 24,611 global accepts · Rating: 1100 · first AC: 2021-08-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[aimoon's solution](#)

**390.**

1304B

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

Quality: 18,753 global accepts · Rating: 1100 · first AC: 2021-06-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings  
[aimoon's solution](#)

**391.**

1293A

[ConneR and the A.R.C. Markland-N](#) · [Tutorial](#)

Quality: 16,152 global accepts · Rating: 1100 · first AC: 2021-06-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation  
[aimoon's solution](#)

**392.**

1263A

[Sweet Problem](#) · [Tutorial](#)

Quality: 17,226 global accepts · Rating: 1100 · first AC: 2021-06-16 · C++14 (GCC 6-32) (first AC) · Tags: math  
[aimoon's solution](#)

**393.**

1534B

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

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math  
[aimoon's solution](#)

**394.**

1262A

[Math Problem](#) · [Tutorial](#)

Rating: 1100 · first AC: 2021-06-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[aimoon's solution](#)

**395.**

1255B

[Fridge Lockers](#) · [Tutorial](#)

Quality: 12,526 global accepts · Rating: 1100 · first AC: 2021-05-28 · last AC: 2021-06-12 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[aimoon's solution](#)

**396.**

1523B

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

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[aimoon's solution](#)

**397.**

1365A

[Matrix Game](#) · [Tutorial](#)

Quality: 25,046 global accepts · Rating: 1100 · first AC: 2020-06-07 · last AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation

[aimoon's solution](#)

**398.**

869A

[The Artful Expedient](#) · [Tutorial](#)

Quality: 9,796 global accepts · Rating: 1100 · first AC: 2021-04-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[aimoon's solution](#)

**399.**

1509B

[TMT Document](#) · [Tutorial](#)

Quality: 23,055 global accepts · Rating: 1100 · first AC: 2021-04-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[aimoon's solution](#)

**400.**

1511C

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

Quality: 32,809 global accepts · Rating: 1100 · first AC: 2021-04-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, trees

[aimoon's solution](#)

**401.**

1511B

[GCD Length](#) · [Tutorial](#)

Quality: 24,678 global accepts · Rating: 1100 · first AC: 2021-04-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[aimoon's solution](#)

**402.**

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,405 global accepts · Rating: 1100 · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: data structures, greedy, math

[aimoon's solution](#)

**403.**

1490C

[Sum of Cubes](#) · [Tutorial](#)

Quality: 38,824 global accepts · Rating: 1100 · first AC: 2021-02-16 · GNU C++11 (first AC) · Tags: binary search, brute force, math

[aimoon's solution](#)

**404.**

1481B

[New Colony](#) · [Tutorial](#)

Quality: 19,907 global accepts · Rating: 1100 · first AC: 2021-02-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[aimoon's solution](#)

**405.**

1478B

[Nezzar and Lucky Number](#) · [Tutorial](#)

Quality: 19,004 global accepts · Rating: 1100 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math  
[aimoon's solution](#)

**406.**

1471B

[Strange List](#) · [Tutorial](#)

Quality: 19,932 global accepts · Rating: 1100 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math  
[aimoon's solution](#)

**407.**

1472C

[Long Jumps](#) · [Tutorial](#)

Quality: 35,341 global accepts · Rating: 1100 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs  
[aimoon's solution](#)

**408.**

1463A

[Dungeon](#) · [Tutorial](#)

Quality: 27,927 global accepts · Rating: 1100 · first AC: 2020-12-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math  
[aimoon's solution](#)

**409.**

1455C

[Ping-pong](#) · [Tutorial](#)

Quality: 20,444 global accepts · Rating: 1100 · first AC: 2020-12-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, math  
[aimoon's solution](#)

**410.**

1415B

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

Quality: 12,533 global accepts · Rating: 1100 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy  
[aimoon's solution](#)

**411.**

1413B

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**412.**

1407A

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**413.**

570A

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1370B

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349A

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82A

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1382B

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478A

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467B

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**423.**

363B

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368B

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456A

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1327A

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1335C

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313B

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519B

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158B

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**432.**

1366A

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**433.**

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**436.**

2178C

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2135A

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2048C

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2002C

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**443.**

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1983B

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**445.**

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1916C

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1848B

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Quality: 24,407 global accepts · Rating: 1200 · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

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1510K

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**456.**

1674D

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1671C

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1656C

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1657C

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1637C

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**463.**

1608B

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**464.**

1613C

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**465.**

1214C

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**466.**

1582C

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**467.**

1583B

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[aimoon's solution](#)

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1578E

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1581B

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Quality: 12,482 global accepts · Rating: 1200 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math  
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1541B

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1537C

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1277B

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Quality: 17,044 global accepts · Rating: 1200 · first AC: 2021-06-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory  
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1262B

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1536B

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1517B

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1504B

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1497B

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1490D

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**482.**

1487B

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1485B

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217A

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1472D

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1455B

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1029B

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1272C

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**489.**

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1354B

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**491.**

1437B

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Quality: 20,852 global accepts · Rating: 1200 · first AC: 2020-10-28 · last AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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**492.**

977C

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**493.**

1433D

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1375B

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1384A

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**496.**

1311B

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**497.**

285C

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Quality: 26,334 global accepts · Rating: 1200 · first AC: 2020-09-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

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**498.**

1362B

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Quality: 21,042 global accepts · Rating: 1200 · first AC: 2020-09-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

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**499.**

1409C

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Quality: 24,640 global accepts · Rating: 1200 · first AC: 2020-09-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory  
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**500.**

445A

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**501.**

1294B

[Collecting Packages](#) · [Tutorial](#)

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**502.**

1406B

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**503.**

1339B

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459A

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1343C

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Quality: 44,067 global accepts · Rating: 1200 · first AC: 2020-09-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers  
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1385C

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Quality: 28,915 global accepts · Rating: 1200 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
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**507.**

1371B

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Quality: 19,609 global accepts · Rating: 1200 · first AC: 2020-07-03 · last AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: math  
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**508.**

1355B

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**509.**

514A

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Quality: 71,315 global accepts · Rating: 1200 · first AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[aimoon's solution](#)

**510.**

327A

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Quality: 49,905 global accepts · Rating: 1200 · first AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation  
[aimoon's solution](#)

**511.**

433B

[Kuriyama Mirai's Stones](#) · [Tutorial](#)

Quality: 53,862 global accepts · Rating: 1200 · first AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, sortings  
[aimoon's solution](#)

**512.**

1355A

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

Quality: 28,801 global accepts · Rating: 1200 · first AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math  
[aimoon's solution](#)

**513.**

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,366 global accepts · Rating: 1200 · first AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[aimoon's solution](#)

**514.**

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,395 global accepts · Rating: 1200 · first AC: 2020-06-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math  
[aimoon's solution](#)

**515.**

1352B

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

Quality: 44,819 global accepts · Rating: 1200 · first AC: 2020-06-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[aimoon's solution](#)

**516.**

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,082 global accepts · Rating: 1200 · first AC: 2020-06-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[aimoon's solution](#)

**517.**

1352C

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

Quality: 69,767 global accepts · Rating: 1200 · first AC: 2020-06-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math  
[aimoon's solution](#)

**518.**

474B

[Worms](#) · [Tutorial](#)

Quality: 62,541 global accepts · Rating: 1200 · first AC: 2020-06-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation  
[aimoon's solution](#)

**519.**

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,737 global accepts · Rating: 1200 · first AC: 2020-06-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers  
[aimoon's solution](#)

**520.**

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,020 global accepts · Rating: 1200 · first AC: 2020-06-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[aimoon's solution](#)

**521.**

492B

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

Quality: 90,187 global accepts · Rating: 1200 · first AC: 2020-06-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math, sortings

[aimoon's solution](#)

**522.**

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,362 global accepts · Rating: 1200 · first AC: 2020-06-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, number theory, two pointers

[aimoon's solution](#)

**523.**

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

[aimoon's solution](#)

**524.**

2187A

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

Quality: 15,868 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[aimoon's solution](#)

**525.**

2189C1

[XOR Convenience \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,897 global accepts · Rating: 1300 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[aimoon's solution](#)

**526.**

2193E

[Product Queries](#) · [Tutorial](#)

Quality: 15,202 global accepts · Rating: 1300 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory, shortest paths

[aimoon's solution](#)

**527.**

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,111 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[aimoon's solution](#)

**528.**

2124C

[Subset Multiplication](#) · [Tutorial](#)

Quality: 14,592 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[aimoon's solution](#)

**529.**

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,428 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[aimoon's solution](#)

**530.**

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[aimoon's solution](#)

**531.**

2023A

[Concatenation of Arrays](#) · [Tutorial](#)

Quality: 16,569 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[aimoon's solution](#)

**532.**

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[aimoon's solution](#)

**533.**

1988C

[Increasing Sequence with Fixed OR](#) · [Tutorial](#)

Quality: 20,294 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[aimoon's solution](#)

**534.**

1942C1

[Bessie's Birthday Cake \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[aimoon's solution](#)

**535.**

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,480 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[aimoon's solution](#)

**536.**

1889A

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

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[aimoon's solution](#)

**537.**

1868A

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

Quality: 13,613 global accepts · Rating: 1300 · first AC: 2023-09-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[aimoon's solution](#)

**538.**

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, math

[aimoon's solution](#)

**539.**

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,226 global accepts · Rating: 1300 · first AC: 2023-04-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[aimoon's solution](#)

**540.**

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,677 global accepts · Rating: 1300 · first AC: 2023-04-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[aimoon's solution](#)

**541.**

1815A

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

Quality: 15,974 global accepts · Rating: 1300 · first AC: 2023-04-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[aimoon's solution](#)

**542.**

1794C

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

Quality: 22,083 global accepts · Rating: 1300 · first AC: 2023-03-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers

[aimoon's solution](#)

**543.**

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[aimoon's solution](#)

**544.**

1753A1

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

Quality: 16,452 global accepts · Rating: 1300 · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[aimoon's solution](#)

**545.**

1703F

[Yet Another Problem About Pairs Satisfying an Inequality](#) · [Tutorial](#)

Quality: 30,049 global accepts · Rating: 1300 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[aimoon's solution](#)

**546.**

1693A

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

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2022-06-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[aimoon's solution](#)

**547.**

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-05-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[aimoon's solution](#)

**548.**

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,687 global accepts · Rating: 1300 · first AC: 2022-04-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[aimoon's solution](#)

**549.**

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

[aimoon's solution](#)

**550.**

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[aimoon's solution](#)

**551.**

1615B

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

Quality: 17,916 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math  
[aimoon's solution](#)

**552.**

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, sortings  
[aimoon's solution](#)

**553.**

103433A

[Company Merging](#) · [Tutorial](#)

Rating: 1300 · first AC: 2021-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[aimoon's solution](#)

**554.**

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,807 global accepts · Rating: 1300 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math  
[aimoon's solution](#)

**555.**

1603A

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

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

**556.**

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, ternary search  
[aimoon's solution](#)

**557.**

1382C1

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

Rating: 1300 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, strings  
[aimoon's solution](#)

**558.**

1556B

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

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

**559.**

1558A

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

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math  
[aimoon's solution](#)

**560.**

1560D

[Make a Power of Two](#) · [Tutorial](#)

Quality: 19,458 global accepts · Rating: 1300 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings  
[aimoon's solution](#)

**561.**

1291B

[Array Sharpening](#) · [Tutorial](#)

Quality: 15,359 global accepts · Rating: 1300 · first AC: 2021-06-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[aimoon's solution](#)

**562.**

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,829 global accepts · Rating: 1300 · first AC: 2021-06-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[aimoon's solution](#)

**563.**

1271C

[Shawarma Tent](#) · [Tutorial](#)

Quality: 11,120 global accepts · Rating: 1300 · first AC: 2021-06-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy, implementation

[aimoon's solution](#)

**564.**

1271B

[Blocks](#) · [Tutorial](#)

Quality: 12,098 global accepts · Rating: 1300 · first AC: 2021-06-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[aimoon's solution](#)

**565.**

1265B

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

Quality: 13,525 global accepts · Rating: 1300 · first AC: 2021-06-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math, two pointers

[aimoon's solution](#)

**566.**

1534C

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

Quality: 13,811 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[aimoon's solution](#)

**567.**

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,400 global accepts · Rating: 1300 · first AC: 2021-06-10 · last AC: 2021-06-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, math, two pointers

[aimoon's solution](#)

**568.**

1521B

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

Quality: 22,930 global accepts · Rating: 1300 · first AC: 2021-05-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[aimoon's solution](#)

**569.**

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,345 global accepts · Rating: 1300 · first AC: 2021-03-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[aimoon's solution](#)

**570.**

1493B

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

Quality: 12,568 global accepts · Rating: 1300 · first AC: 2021-03-06 · GNU C++11 (first AC) · Tags: brute force, implementation

[aimoon's solution](#)

**571.**

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,637 global accepts · Rating: 1300 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[aimoon's solution](#)

**572.**

1471C

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

Rating: 1300 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[aimoon's solution](#)

**573.**

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings

[aimoon's solution](#)

**574.**

476B

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

Quality: 37,025 global accepts · Rating: 1300 · first AC: 2020-12-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities

[aimoon's solution](#)

**575.**

1459B

[Move and Turn](#) · [Tutorial](#)

Quality: 20,882 global accepts · Rating: 1300 · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[aimoon's solution](#)

**576.**

1447C

[Knapsack](#) · [Tutorial](#)

Rating: 1300 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[aimoon's solution](#)

**577.**

1418B

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

Quality: 17,558 global accepts · Rating: 1300 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[aimoon's solution](#)

**578.**

1443B

[Saving the City](#) · [Tutorial](#)

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, sortings

[aimoon's solution](#)

**579.**

1341B

[Nastya and Door](#) · [Tutorial](#)

Quality: 21,093 global accepts · Rating: 1300 · first AC: 2020-09-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[aimoon's solution](#)

**580.**

545D

[Queue](#) · [Tutorial](#)

Quality: 29,518 global accepts · Rating: 1300 · first AC: 2020-09-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[aimoon's solution](#)

**581.**

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,995 global accepts · Rating: 1300 · first AC: 2020-09-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation, shortest paths

[aimoon's solution](#)

**582.**

1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,105 global accepts · Rating: 1300 · first AC: 2020-09-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[aimoon's solution](#)

**583.**

1352D

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

Quality: 29,855 global accepts · Rating: 1300 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[aimoon's solution](#)

**584.**

1372B

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

Quality: 36,392 global accepts · Rating: 1300 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory  
[aimoon's solution](#)

**585.**

1294C

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

Quality: 46,275 global accepts · Rating: 1300 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory  
[aimoon's solution](#)

**586.**

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,842 global accepts · Rating: 1300 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[aimoon's solution](#)

**587.**

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 42,997 global accepts · Rating: 1300 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[aimoon's solution](#)

**588.**

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,463 global accepts · Rating: 1300 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[aimoon's solution](#)

**589.**

1328B

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

Quality: 32,046 global accepts · Rating: 1300 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math  
[aimoon's solution](#)

**590.**

478B

[Random Teams](#) · [Tutorial](#)

Quality: 41,262 global accepts · Rating: 1300 · first AC: 2020-09-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math  
[aimoon's solution](#)

**591.**

451B

[Sort the Array](#) · [Tutorial](#)

Quality: 52,869 global accepts · Rating: 1300 · first AC: 2020-09-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings  
[aimoon's solution](#)

**592.**

459B

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

Quality: 47,490 global accepts · Rating: 1300 · first AC: 2020-09-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, sortings

[aimoon's solution](#)

**593.**

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,824 global accepts · Rating: 1300 · first AC: 2020-09-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, number theory

[aimoon's solution](#)

**594.**

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,879 global accepts · Rating: 1300 · first AC: 2020-09-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[aimoon's solution](#)

**595.**

4C

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

Quality: 108,143 global accepts · Rating: 1300 · first AC: 2020-06-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, implementation

[aimoon's solution](#)

**596.**

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,876 global accepts · Rating: 1300 · first AC: 2020-06-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[aimoon's solution](#)

**597.**

2190B1

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

Quality: 10,673 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[aimoon's solution](#)

**598.**

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,247 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[aimoon's solution](#)

**599.**

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,585 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, math, sortings

[aimoon's solution](#)

**600.**

2084C

[You Soared Afar With Grace](#) · [Tutorial](#)

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[aimoon's solution](#)

**601.**

2066A

[Object Identification](#) · [Tutorial](#)

Quality: 7,172 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, implementation, interactive

[aimoon's solution](#)

**602.**

2034C

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

Quality: 9,139 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[aimoon's solution](#)

### 603.

2035C

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

Quality: 11,529 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[aimoon's solution](#)

### 604.

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,179 global accepts · Rating: 1400 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[aimoon's solution](#)

### 605.

1983C

[Have Your Cake and Eat It Too](#) · [Tutorial](#)

Quality: 14,710 global accepts · Rating: 1400 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation

[aimoon's solution](#)

### 606.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,707 global accepts · Rating: 1400 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings

[aimoon's solution](#)

### 607.

1967B1

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

Quality: 16,057 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[aimoon's solution](#)

### 608.

1967A

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

Quality: 14,940 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[aimoon's solution](#)

### 609.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1400 · first AC: 2024-01-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[aimoon's solution](#)

### 610.

1919C

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

Quality: 28,579 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[aimoon's solution](#)

### 611.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[aimoon's solution](#)

### 612.

1854A1

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

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

**613.**

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings  
[aimoon's solution](#)

**614.**

1830A

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

Quality: 20,319 global accepts · Rating: 1400 · first AC: 2023-05-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees  
[aimoon's solution](#)

**615.**

1824A

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

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2023-05-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[aimoon's solution](#)

**616.**

1758C

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

Quality: 15,260 global accepts · Rating: 1400 · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory  
[aimoon's solution](#)

**617.**

1748B

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

Quality: 16,780 global accepts · Rating: 1400 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings  
[aimoon's solution](#)

**618.**

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,334 global accepts · Rating: 1400 · first AC: 2022-11-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, sortings  
[aimoon's solution](#)

**619.**

1750C

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

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[aimoon's solution](#)

**620.**

1705C

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

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[aimoon's solution](#)

**621.**

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[aimoon's solution](#)

**622.**

1697C

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

Quality: 15,800 global accepts · Rating: 1400 · first AC: 2022-06-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[aimoon's solution](#)

**623.**

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-05-19 · last AC: 2022-05-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[aimoon's solution](#)

**624.**

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-05-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[aimoon's solution](#)

**625.**

1214A

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

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2021-12-02 · last AC: 2022-04-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[aimoon's solution](#)

**626.**

1652C

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

Rating: 1400 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[aimoon's solution](#)

**627.**

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,768 global accepts · Rating: 1400 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[aimoon's solution](#)

**628.**

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,301 global accepts · Rating: 1400 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[aimoon's solution](#)

**629.**

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-23 · last AC: 2022-01-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[aimoon's solution](#)

**630.**

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,241 global accepts · Rating: 1400 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[aimoon's solution](#)

**631.**

1609C

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

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

[aimoon's solution](#)

**632.**

1605C

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

Quality: 18,856 global accepts · Rating: 1400 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, strings

[aimoon's solution](#)

**633.**

1606C

[Banknotes](#) · [Tutorial](#)

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

[aimoon's solution](#)

**634.**

1579D

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

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

[aimoon's solution](#)

**635.**

1573B

[Swaps](#) · [Tutorial](#)

Quality: 15,574 global accepts · Rating: 1400 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[aimoon's solution](#)

**636.**

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2021-07-24 · last AC: 2021-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[aimoon's solution](#)

**637.**

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2021-06-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[aimoon's solution](#)

**638.**

1293C

[NEKO's Maze Game](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-06-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[aimoon's solution](#)

**639.**

1285C

[Fadi and LCM](#) · [Tutorial](#)

Quality: 28,137 global accepts · Rating: 1400 · first AC: 2021-06-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[aimoon's solution](#)

**640.**

1282B1

[K for the Price of One \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,150 global accepts · Rating: 1400 · first AC: 2021-06-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[aimoon's solution](#)

**641.**

1277C

[As Simple as One and Two](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-06-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[aimoon's solution](#)

**642.**

1263C

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

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2021-06-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, meet-in-the-middle, number theory

[aimoon's solution](#)

**643.**

1263B

[PIN Codes](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1400 · first AC: 2021-06-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[aimoon's solution](#)

**644.**

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,724 global accepts · Rating: 1400 · first AC: 2021-06-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers  
[aimoon's solution](#)

**645.**

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,734 global accepts · Rating: 1400 · first AC: 2021-05-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory  
[aimoon's solution](#)

**646.**

1253B

[Silly Mistake](#) · [Tutorial](#)

Quality: 11,705 global accepts · Rating: 1400 · first AC: 2021-05-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[aimoon's solution](#)

**647.**

295A

[Greg and Array](#) · [Tutorial](#)

Quality: 26,007 global accepts · Rating: 1400 · first AC: 2021-05-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation  
[aimoon's solution](#)

**648.**

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy  
[aimoon's solution](#)

**649.**

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,464 global accepts · Rating: 1400 · first AC: 2021-04-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings  
[aimoon's solution](#)

**650.**

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation  
[aimoon's solution](#)

**651.**

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,105 global accepts · Rating: 1400 · first AC: 2021-04-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math  
[aimoon's solution](#)

**652.**

277A

[Learning Languages](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 1400 · first AC: 2021-02-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu  
[aimoon's solution](#)

**653.**

1462D

[Add to Neighbour and Remove](#) · [Tutorial](#)

Quality: 18,136 global accepts · Rating: 1400 · first AC: 2021-01-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory  
[aimoon's solution](#)

**654.**

1350B

[Orac and Models](#) · [Tutorial](#)

Quality: 29,458 global accepts · Rating: 1400 · first AC: 2020-12-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory  
[aimoon's solution](#)

**655.**

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,167 global accepts · Rating: 1400 · first AC: 2020-12-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy  
[aimoon's solution](#)

**656.**

1461B

[Find the Spruce](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1400 · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation  
[aimoon's solution](#)

**657.**

1453B

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

Quality: 14,063 global accepts · Rating: 1400 · first AC: 2020-12-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[aimoon's solution](#)

**658.**

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,872 global accepts · Rating: 1400 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings, two pointers  
[aimoon's solution](#)

**659.**

1415C

[Bouncing Ball](#) · [Tutorial](#)

Quality: 11,733 global accepts · Rating: 1400 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation  
[aimoon's solution](#)

**660.**

1365C

[Rotation Matching](#) · [Tutorial](#)

Quality: 24,983 global accepts · Rating: 1400 · first AC: 2020-11-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation  
[aimoon's solution](#)

**661.**

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,293 global accepts · Rating: 1400 · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, hashing, implementation, strings  
[aimoon's solution](#)

**662.**

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,090 global accepts · Rating: 1400 · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers  
[aimoon's solution](#)

**663.**

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,492 global accepts · Rating: 1400 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings  
[aimoon's solution](#)

**664.**

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,711 global accepts · Rating: 1400 · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings  
[aimoon's solution](#)

**665.**

1374D

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

Quality: 31,087 global accepts · Rating: 1400 · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings, two pointers  
[aimoon's solution](#)

**666.**

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,124 global accepts · Rating: 1400 · first AC: 2020-11-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[aimoon's solution](#)

**667.**

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,142 global accepts · Rating: 1400 · first AC: 2020-11-09 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory  
[aimoon's solution](#)

**668.**

507B

[Amr and Pins](#) · [Tutorial](#)

Quality: 26,685 global accepts · Rating: 1400 · first AC: 2020-11-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math  
[aimoon's solution](#)

**669.**

515C

[Drazil and Factorial](#) · [Tutorial](#)

Quality: 28,708 global accepts · Rating: 1400 · first AC: 2020-11-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings  
[aimoon's solution](#)

**670.**

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,942 global accepts · Rating: 1400 · first AC: 2020-11-08 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[aimoon's solution](#)

**671.**

479C

[Exams](#) · [Tutorial](#)

Quality: 33,073 global accepts · Rating: 1400 · first AC: 2020-11-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[aimoon's solution](#)

**672.**

489C

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

Quality: 51,680 global accepts · Rating: 1400 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation  
[aimoon's solution](#)

**673.**

279B

[Books](#) · [Tutorial](#)

Quality: 72,428 global accepts · Rating: 1400 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[aimoon's solution](#)

**674.**

1348B

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

Quality: 27,488 global accepts · Rating: 1400 · first AC: 2020-09-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[aimoon's solution](#)

**675.**

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,183 global accepts · Rating: 1400 · first AC: 2020-09-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

[aimoon's solution](#)

**676.**

2183D1

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

Quality: 8,855 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[aimoon's solution](#)

**677.**

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers

[aimoon's solution](#)

**678.**

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,745 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[aimoon's solution](#)

**679.**

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[aimoon's solution](#)

**680.**

2060E

[Graph Composition](#) · [Tutorial](#)

Quality: 12,252 global accepts · Rating: 1500 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[aimoon's solution](#)

**681.**

2057C

[Trip to the Olympiad](#) · [Tutorial](#)

Quality: 13,801 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[aimoon's solution](#)

**682.**

2053C

[Bewitching Stargazer](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[aimoon's solution](#)

**683.**

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,641 global accepts · Rating: 1500 · first AC: 2024-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[aimoon's solution](#)

### 684.

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,897 global accepts · Rating: 1500 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[aimoon's solution](#)

### 685.

1924A

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

Quality: 16,751 global accepts · Rating: 1500 · first AC: 2024-01-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[aimoon's solution](#)

### 686.

1842C

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

Quality: 16,494 global accepts · Rating: 1500 · first AC: 2023-06-27 · C++17 (GCC 7-32) (first AC) · Tags: dp

[aimoon's solution](#)

### 687.

1817A

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

Quality: 12,756 global accepts · Rating: 1500 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[aimoon's solution](#)

### 688.

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2023-04-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[aimoon's solution](#)

### 689.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,836 global accepts · Rating: 1500 · first AC: 2023-03-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[aimoon's solution](#)

### 690.

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 1500 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[aimoon's solution](#)

### 691.

103994I

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

Rating: 1500 · first AC: 2022-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[aimoon's solution](#)

### 692.

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,790 global accepts · Rating: 1500 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[aimoon's solution](#)

### 693.

1753A2

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

Quality: 11,607 global accepts · Rating: 1500 · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy  
[aimoon's solution](#)

**694.**

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-11-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures  
[aimoon's solution](#)

**695.**

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  
[aimoon's solution](#)

**696.**

1651C

[Fault-tolerant Network](#) · [Tutorial](#)

Quality: 11,583 global accepts · Rating: 1500 · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation  
[aimoon's solution](#)

**697.**

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,152 global accepts · Rating: 1500 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms  
[aimoon's solution](#)

**698.**

1010A

[Fly](#) · [Tutorial](#)

Quality: 9,004 global accepts · Rating: 1500 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math  
[aimoon's solution](#)

**699.**

1012A

[Photo of The Sky](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 1500 · first AC: 2022-01-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, sortings  
[aimoon's solution](#)

**700.**

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation  
[aimoon's solution](#)

**701.**

1616C

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

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, implementation, math  
[aimoon's solution](#)

**702.**

1614C

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

Quality: 11,314 global accepts · Rating: 1500 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math  
[aimoon's solution](#)

**703.**

891A

[Pride](#) · [Tutorial](#)

Quality: 14,280 global accepts · Rating: 1500 · first AC: 2021-11-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math,

number theory

[aimoon's solution](#)

**704.**

1569C

[Jury Meeting](#) · [Tutorial](#)

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

[aimoon's solution](#)

**705.**

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[aimoon's solution](#)

**706.**

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings, two pointers

[aimoon's solution](#)

**707.**

1542B

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

Quality: 26,537 global accepts · Rating: 1500 · first AC: 2021-07-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[aimoon's solution](#)

**708.**

1313C1

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

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2021-07-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy

[aimoon's solution](#)

**709.**

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,748 global accepts · Rating: 1500 · first AC: 2021-06-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[aimoon's solution](#)

**710.**

1301B

[Motarack's Birthday](#) · [Tutorial](#)

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2021-06-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, ternary search

[aimoon's solution](#)

**711.**

1300C

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

Rating: 1500 · first AC: 2021-06-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[aimoon's solution](#)

**712.**

1287B

[Hyperset](#) · [Tutorial](#)

Quality: 9,787 global accepts · Rating: 1500 · first AC: 2021-06-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[aimoon's solution](#)

**713.**

1269B

[Modulo Equality](#) · [Tutorial](#)

Quality: 9,616 global accepts · Rating: 1500 · first AC: 2021-06-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings

[aimoon's solution](#)

**714.**

1265C

[Beautiful Regional Contest](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-06-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[aimoon's solution](#)

**715.**

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,005 global accepts · Rating: 1500 · first AC: 2021-06-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[aimoon's solution](#)

**716.**

1538F

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

Quality: 22,215 global accepts · Rating: 1500 · first AC: 2021-06-10 · last AC: 2021-06-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, math, number theory

[aimoon's solution](#)

**717.**

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,120 global accepts · Rating: 1500 · first AC: 2021-06-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, hashing, number theory

[aimoon's solution](#)

**718.**

1526C1

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

Quality: 27,189 global accepts · Rating: 1500 · first AC: 2021-05-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy

[aimoon's solution](#)

**719.**

1253C

[Sweets Eating](#) · [Tutorial](#)

Quality: 15,304 global accepts · Rating: 1500 · first AC: 2021-05-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, sortings

[aimoon's solution](#)

**720.**

332B

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

Quality: 8,711 global accepts · Rating: 1500 · first AC: 2021-05-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation

[aimoon's solution](#)

**721.**

1515D

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

Quality: 12,821 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[aimoon's solution](#)

**722.**

255C

[Almost Arithmetical Progression](#) · [Tutorial](#)

Quality: 5,050 global accepts · Rating: 1500 · first AC: 2021-04-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[aimoon's solution](#)

**723.**

494A

[Treasure](#) · [Tutorial](#)

Quality: 6,549 global accepts · Rating: 1500 · first AC: 2021-04-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[aimoon's solution](#)

**724.**

1484B

[Restore Modulo](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[aimoon's solution](#)

**725.**

1499C

[Minimum Grid Path](#) · [Tutorial](#)

Quality: 13,420 global accepts · Rating: 1500 · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, math

[aimoon's solution](#)

**726.**

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,495 global accepts · Rating: 1500 · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[aimoon's solution](#)

**727.**

1486B

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

Quality: 20,483 global accepts · Rating: 1500 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: binary search, geometry, shortest paths, sortings

[aimoon's solution](#)

**728.**

1487D

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 20,590 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[aimoon's solution](#)

**729.**

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[aimoon's solution](#)

**730.**

1473C

[No More Inversions](#) · [Tutorial](#)

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-01-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[aimoon's solution](#)

**731.**

1399D

[Binary String To Subsequences](#) · [Tutorial](#)

Quality: 19,902 global accepts · Rating: 1500 · first AC: 2021-01-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[aimoon's solution](#)

**732.**

276C

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

Quality: 39,550 global accepts · Rating: 1500 · first AC: 2021-01-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[aimoon's solution](#)

**733.**

1462E1

[Close Tuples \(easy version\)](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1500 · first AC: 2021-01-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, math, sortings, two pointers

[aimoon's solution](#)

**734.**

676C

[Vasya and String](#) · [Tutorial](#)

Quality: 22,437 global accepts · Rating: 1500 · first AC: 2021-01-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, strings, two pointers

[aimoon's solution](#)

**735.**

1466D

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

Quality: 14,631 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings, trees

[aimoon's solution](#)

**736.**

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,959 global accepts · Rating: 1500 · first AC: 2020-11-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation

[aimoon's solution](#)

**737.**

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,565 global accepts · Rating: 1500 · first AC: 2020-11-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, two pointers

[aimoon's solution](#)

**738.**

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,623 global accepts · Rating: 1500 · first AC: 2020-11-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices

[aimoon's solution](#)

**739.**

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 1500 · first AC: 2020-11-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[aimoon's solution](#)

**740.**

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,868 global accepts · Rating: 1500 · first AC: 2020-11-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[aimoon's solution](#)

**741.**

550C

[Divisibility by Eight](#) · [Tutorial](#)

Quality: 32,137 global accepts · Rating: 1500 · first AC: 2020-11-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[aimoon's solution](#)

**742.**

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,642 global accepts · Rating: 1500 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, strings

[aimoon's solution](#)

**743.**

1445C

[Division](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[aimoon's solution](#)

**744.**

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,462 global accepts · Rating: 1500 · first AC: 2020-09-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees  
[aimoon's solution](#)

**745.**

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,976 global accepts · Rating: 1500 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[aimoon's solution](#)

**746.**

2196B

[Another Problem about Beautiful Pairs](#) · [Tutorial](#)

Quality: 8,582 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, two pointers  
[aimoon's solution](#)

**747.**

2193F

[Pizza Delivery](#) · [Tutorial](#)

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy  
[aimoon's solution](#)

**748.**

2157D

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

Quality: 6,005 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers  
[aimoon's solution](#)

**749.**

2052A

[Adrenaline Rush](#) · [Tutorial](#)

Quality: 4,240 global accepts · Rating: 1600 · first AC: 2025-11-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms  
[aimoon's solution](#)

**750.**

2084D

[Arcology On Permafrost](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math  
[aimoon's solution](#)

**751.**

2061D

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures  
[aimoon's solution](#)

**752.**

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,960 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, combinatorics, dp  
[aimoon's solution](#)

**753.**

2048D

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

Quality: 8,310 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers  
[aimoon's solution](#)

**754.**

2046B

[Move Back at a Cost](#) · [Tutorial](#)

Quality: 10,868 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings

[aimoon's solution](#)

## 755.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[aimoon's solution](#)

## 756.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,617 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[aimoon's solution](#)

## 757.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, two pointers

[aimoon's solution](#)

## 758.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,718 global accepts · Rating: 1600 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[aimoon's solution](#)

## 759.

1801A

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

Quality: 9,747 global accepts · Rating: 1600 · first AC: 2023-03-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[aimoon's solution](#)

## 760.

1787C

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

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[aimoon's solution](#)

## 761.

1782C

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

Rating: 1600 · first AC: 2023-01-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[aimoon's solution](#)

## 762.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,389 global accepts · Rating: 1600 · first AC: 2023-01-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[aimoon's solution](#)

## 763.

103994D

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

Rating: 1600 · first AC: 2022-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[aimoon's solution](#)

## 764.

1753B

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[aimoon's solution](#)

**765.**

1748C

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

Quality: 13,008 global accepts · Rating: 1600 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[aimoon's solution](#)

**766.**

1703G

[Good Key, Bad Key](#) · [Tutorial](#)

Quality: 12,744 global accepts · Rating: 1600 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[aimoon's solution](#)

**767.**

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

[aimoon's solution](#)

**768.**

1677A

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

Quality: 9,355 global accepts · Rating: 1600 · first AC: 2022-05-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[aimoon's solution](#)

**769.**

1671D

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

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2022-04-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[aimoon's solution](#)

**770.**

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, trees

[aimoon's solution](#)

**771.**

1660E

[Matrix and Shifts](#) · [Tutorial](#)

Quality: 8,088 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[aimoon's solution](#)

**772.**

1660D

[Maximum Product Strikes Back](#) · [Tutorial](#)

Quality: 11,498 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, two pointers

[aimoon's solution](#)

**773.**

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

[aimoon's solution](#)

**774.**

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,698 global accepts · Rating: 1600 · first AC: 2022-02-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[aimoon's solution](#)

**775.**

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,073 global accepts · Rating: 1600 · first AC: 2022-01-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[aimoon's solution](#)

**776.**

906A

[Shockers](#) · [Tutorial](#)

Quality: 4,420 global accepts · Rating: 1600 · first AC: 2022-01-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[aimoon's solution](#)

**777.**

1623C

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

Quality: 14,313 global accepts · Rating: 1600 · first AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[aimoon's solution](#)

**778.**

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,541 global accepts · Rating: 1600 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[aimoon's solution](#)

**779.**

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, math

[aimoon's solution](#)

**780.**

1609D

[Social Network](#) · [Tutorial](#)

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

[aimoon's solution](#)

**781.**

1610C

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

Quality: 15,623 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[aimoon's solution](#)

**782.**

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,263 global accepts · Rating: 1600 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[aimoon's solution](#)

**783.**

1607E

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

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2021-11-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[aimoon's solution](#)

**784.**

1603B

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

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[aimoon's solution](#)

**785.**

1582D

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

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2021-10-24 · last AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[aimoon's solution](#)

**786.**

1593E

[Gardener and Tree](#) · [Tutorial](#)

Quality: 14,728 global accepts · Rating: 1600 · first AC: 2021-10-13 · last AC: 2021-10-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees

[aimoon's solution](#)

**787.**

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,605 global accepts · Rating: 1600 · first AC: 2021-02-11 · last AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[aimoon's solution](#)

**788.**

1566D2

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

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2021-09-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[aimoon's solution](#)

**789.**

1567C

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

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

[aimoon's solution](#)

**790.**

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,708 global accepts · Rating: 1600 · first AC: 2021-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[aimoon's solution](#)

**791.**

1321C

[Remove Adjacent](#) · [Tutorial](#)

Quality: 10,525 global accepts · Rating: 1600 · first AC: 2021-07-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[aimoon's solution](#)

**792.**

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,182 global accepts · Rating: 1600 · first AC: 2021-07-03 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[aimoon's solution](#)

**793.**

1291C

[Mind Control](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-06-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, math

[aimoon's solution](#)

**794.**

1282B2

[K for the Price of One \(Hard Version\)](#) · [Tutorial](#)

Quality: 11,009 global accepts · Rating: 1600 · first AC: 2021-06-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[aimoon's solution](#)

**795.**

1281B

[Azamon Web Services](#) · [Tutorial](#)

Quality: 8,687 global accepts · Rating: 1600 · first AC: 2021-06-19 · last AC: 2021-06-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[aimoon's solution](#)

**796.**

1537E1

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

Quality: 16,313 global accepts · Rating: 1600 · first AC: 2021-06-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers  
[aimoon's solution](#)

**797.**

1262D1

[Optimal Subsequences \(Easy Version\)](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-06-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy  
[aimoon's solution](#)

**798.**

1255C

[League of Leesins](#) · [Tutorial](#)

Quality: 7,223 global accepts · Rating: 1600 · first AC: 2021-06-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation  
[aimoon's solution](#)

**799.**

1523C

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

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation, trees  
[aimoon's solution](#)

**800.**

1526C2

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

Quality: 29,733 global accepts · Rating: 1600 · first AC: 2021-05-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy  
[aimoon's solution](#)

**801.**

1527C

[Sequence Pair Weight](#) · [Tutorial](#)

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2021-05-20 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation, math  
[aimoon's solution](#)

**802.**

1519D

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

Quality: 17,631 global accepts · Rating: 1600 · first AC: 2021-04-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, math, two pointers  
[aimoon's solution](#)

**803.**

371C

[Hamburgers](#) · [Tutorial](#)

Quality: 34,501 global accepts · Rating: 1600 · first AC: 2021-04-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force  
[aimoon's solution](#)

**804.**

243A

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

Quality: 4,466 global accepts · Rating: 1600 · first AC: 2021-04-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks  
[aimoon's solution](#)

**805.**

446A

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

Quality: 13,530 global accepts · Rating: 1600 · first AC: 2021-04-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, two pointers  
[aimoon's solution](#)

**806.**

369C

[Valera and Elections](#) · [Tutorial](#)

Quality: 12,034 global accepts · Rating: 1600 · first AC: 2021-04-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees  
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**807.**

1511D

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**808.**

1513C

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**809.**

1498C

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

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[aimoon's solution](#)

**810.**

1484C

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**811.**

1497C2

[k-LCM \(hard version\)](#) · [Tutorial](#)

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math  
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**812.**

246D

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**813.**

780C

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Quality: 10,017 global accepts · Rating: 1600 · first AC: 2021-02-26 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, trees  
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**814.**

500B

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

Quality: 9,601 global accepts · Rating: 1600 · first AC: 2021-02-24 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings  
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**815.**

763A

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Quality: 11,868 global accepts · Rating: 1600 · first AC: 2021-02-24 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs,

implementation, trees

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**816.**

601A

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Quality: 13,874 global accepts · Rating: 1600 · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: graphs, shortest paths

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**817.**

510C

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Quality: 22,164 global accepts · Rating: 1600 · first AC: 2021-02-22 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, sortings

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**818.**

1486C1

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**819.**

1B

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Quality: 26,314 global accepts · Rating: 1600 · first AC: 2021-02-17 · GNU C++11 (first AC) · Tags: implementation, math

[aimoon's solution](#)

**820.**

706C

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Quality: 19,364 global accepts · Rating: 1600 · first AC: 2021-02-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[aimoon's solution](#)

**821.**

1336A

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**822.**

431C

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Quality: 29,777 global accepts · Rating: 1600 · first AC: 2021-02-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, trees

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**823.**

1481C

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Quality: 12,401 global accepts · Rating: 1600 · first AC: 2021-02-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

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**824.**

1476C

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Quality: 12,300 global accepts · Rating: 1600 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy

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**825.**

1475E

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**826.**

1459C

[Row GCD](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

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**827.**

1461D

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**828.**

1455D

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**829.**

75C

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Quality: 15,648 global accepts · Rating: 1600 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, number theory

[aimoon's solution](#)

**830.**

1437D

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Quality: 14,374 global accepts · Rating: 1600 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths, trees

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**831.**

2206J

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

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**832.**

2178D

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Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

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**833.**

2052F

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**834.**

2159A

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**835.**

2147D

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**836.**

2135B

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Quality: 7,340 global accepts · Rating: 1700 · first AC: 2025-09-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

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**837.**

2122C

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**838.**

2124D

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[aimoon's solution](#)

**839.**

2096C

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**840.**

2089A

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**841.**

2053D

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**842.**

2029C

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Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[aimoon's solution](#)

**843.**

2023B

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**844.**

2018C

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**845.**

2006A

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**846.**

1992E

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Quality: 10,758 global accepts · Rating: 1700 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math, strings

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**847.**

1983D

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**848.**

1975D

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**849.**

1948D

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**850.**

1942C2

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Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

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**851.**

1930C

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**852.**

1896D

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**853.**

1916D

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Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

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**854.**

1889B

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Quality: 8,628 global accepts · Rating: 1700 · first AC: 2023-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[aimoon's solution](#)

**855.**

1835A

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Quality: 8,734 global accepts · Rating: 1700 · first AC: 2023-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

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**856.**

1792D

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Quality: 8,039 global accepts · Rating: 1700 · first AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[aimoon's solution](#)

**857.**

1777C

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**858.**

1779D

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Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

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**859.**

1770C

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**860.**

183B

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**861.**

1760G

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**862.**

1702F

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[aimoon's solution](#)

**863.**

1693B

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**864.**

1681D

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1684D

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1677B

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**867.**

1670D

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**868.**

1280A

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**869.**

1672D

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Quality: 6,939 global accepts · Rating: 1700 · first AC: 2022-04-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

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**870.**

1661C

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Quality: 10,539 global accepts · Rating: 1700 · first AC: 2022-04-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

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**871.**

1660F1

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**872.**

1658C

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[aimoon's solution](#)

**873.**

1628B

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Quality: 12,715 global accepts · Rating: 1700 · first AC: 2022-01-23 · last AC: 2022-01-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

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**874.**

1626C

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**875.**

484A

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Quality: 13,396 global accepts · Rating: 1700 · first AC: 2022-01-11 · last AC: 2022-01-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[aimoon's solution](#)

**876.**

1621C

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Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, interactive, math  
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**877.**

1608C

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Quality: 7,370 global accepts · Rating: 1700 · first AC: 2021-12-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers  
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**878.**

1583C

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Quality: 7,440 global accepts · Rating: 1700 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp  
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1598D

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Quality: 10,485 global accepts · Rating: 1700 · first AC: 2021-10-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math  
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**880.**

1581C

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**881.**

1579F

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

**882.**

1579E2

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

Quality: 7,368 global accepts · Rating: 1700 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy  
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**883.**

1550C

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Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, implementation  
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**884.**

598D

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Quality: 13,092 global accepts · Rating: 1700 · first AC: 2021-09-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths  
[aimoon's solution](#)

**885.**

1382C2

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Rating: 1700 · first AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings  
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**886.**

1557C

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Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-08-10 · last AC: 2021-08-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

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**887.**

1554B

[Cobb](#) · [Tutorial](#)

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

[aimoon's solution](#)

**888.**

1362D

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Rating: 1700 · first AC: 2021-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, sortings

[aimoon's solution](#)

**889.**

1341D

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Rating: 1700 · first AC: 2021-07-19 · last AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy

[aimoon's solution](#)

**890.**

1337D

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

Rating: 1700 · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, sortings

[aimoon's solution](#)

**891.**

1333C

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Quality: 13,364 global accepts · Rating: 1700 · first AC: 2021-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[aimoon's solution](#)

**892.**

1330D

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[aimoon's solution](#)

**893.**

1332D

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Quality: 8,444 global accepts · Rating: 1700 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

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**894.**

1325D

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Quality: 13,589 global accepts · Rating: 1700 · first AC: 2021-07-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[aimoon's solution](#)

**895.**

1321D

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

Rating: 1700 · first AC: 2021-07-06 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

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**896.**

1315D

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-07-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

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**897.**

1313B

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Quality: 7,009 global accepts · Rating: 1700 · first AC: 2021-07-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

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**898.**

1301C

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Quality: 9,878 global accepts · Rating: 1700 · first AC: 2021-06-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, greedy, math, strings

[aimoon's solution](#)

**899.**

1293D

[Aroma's Search](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-06-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[aimoon's solution](#)

**900.**

1269C

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Rating: 1700 · first AC: 2021-06-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[aimoon's solution](#)

**901.**

1281C

[Cut and Paste](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-06-19 · last AC: 2021-06-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

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**902.**

1537D

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Quality: 13,613 global accepts · Rating: 1700 · first AC: 2021-06-18 · C++14 (GCC 6-32) (first AC) · Tags: games, math, number theory

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**903.**

1262C

[Messy](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-06-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[aimoon's solution](#)

**904.**

1255D

[Feeding Chicken](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-06-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[aimoon's solution](#)

**905.**

1538D

[Another Problem About Dividing Numbers](#) · [Tutorial](#)

Quality: 15,268 global accepts · Rating: 1700 · first AC: 2021-06-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[aimoon's solution](#)

**906.**

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,249 global accepts · Rating: 1700 · first AC: 2021-05-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

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**907.**

1237C1

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

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2021-05-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy

[aimoon's solution](#)

**908.**

493D

[Vasya and Chess](#) · [Tutorial](#)

Quality: 10,201 global accepts · Rating: 1700 · first AC: 2021-05-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, math

[aimoon's solution](#)

**909.**

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,474 global accepts · Rating: 1700 · first AC: 2021-04-22 · C++14 (GCC 6-32) (first AC) · Tags: dp

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**910.**

269B

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

Quality: 6,991 global accepts · Rating: 1700 · first AC: 2021-04-21 · C++14 (GCC 6-32) (first AC) · Tags: dp

[aimoon's solution](#)

**911.**

349B

[Color the Fence](#) · [Tutorial](#)

Quality: 15,119 global accepts · Rating: 1700 · first AC: 2021-04-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation

[aimoon's solution](#)

**912.**

279C

[Ladder](#) · [Tutorial](#)

Quality: 8,924 global accepts · Rating: 1700 · first AC: 2021-04-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, two pointers

[aimoon's solution](#)

**913.**

1504D

[3-Coloring](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-04-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, graphs, interactive

[aimoon's solution](#)

**914.**

276D

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

Quality: 16,370 global accepts · Rating: 1700 · first AC: 2021-03-08 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy, implementation, math

[aimoon's solution](#)

**915.**

1491C

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

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-03-02 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[aimoon's solution](#)

**916.**

295B

[Greg and Graph](#) · [Tutorial](#)

Quality: 17,659 global accepts · Rating: 1700 · first AC: 2021-02-26 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths

[aimoon's solution](#)

**917.**

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,901 global accepts · Rating: 1700 · first AC: 2021-02-24 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, two pointers

[aimoon's solution](#)

**918.**

1383A

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

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[aimoon's solution](#)

**919.**

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,101 global accepts · Rating: 1700 · first AC: 2021-02-22 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[aimoon's solution](#)

**920.**

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,819 global accepts · Rating: 1700 · first AC: 2021-02-22 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[aimoon's solution](#)

**921.**

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,005 global accepts · Rating: 1700 · first AC: 2021-02-12 · last AC: 2021-02-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, number theory

[aimoon's solution](#)

**922.**

1480C

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

Rating: 1700 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, math, ternary search

[aimoon's solution](#)

**923.**

1474C

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

Quality: 14,159 global accepts · Rating: 1700 · first AC: 2021-01-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[aimoon's solution](#)

**924.**

1462E2

[Close Tuples \(hard version\)](#) · [Tutorial](#)

Quality: 11,367 global accepts · Rating: 1700 · first AC: 2021-01-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers

[aimoon's solution](#)

**925.**

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,208 global accepts · Rating: 1700 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[aimoon's solution](#)

**926.**

1465C

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, greedy, implementation

[aimoon's solution](#)

**927.**

1453C

[Triangles](#) · [Tutorial](#)

Quality: 6,260 global accepts · Rating: 1700 · first AC: 2020-12-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[aimoon's solution](#)

**928.**

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: games, geometry, math  
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**929.**

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,889 global accepts · Rating: 1700 · first AC: 2020-11-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers  
[aimoon's solution](#)

**930.**

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  
[aimoon's solution](#)

**931.**

2196C1

[Interactive Graph \(Simple Version\)](#) · [Tutorial](#)

Quality: 3,594 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive  
[aimoon's solution](#)

**932.**

2187B

[Shortest Statement Ever](#) · [Tutorial](#)

Quality: 5,287 global accepts · Rating: 1800 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy  
[aimoon's solution](#)

**933.**

2189C2

[XOR-convenience \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,209 global accepts · Rating: 1800 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math  
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**934.**

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings  
[aimoon's solution](#)

**935.**

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,178 global accepts · Rating: 1800 · first AC: 2025-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees  
[aimoon's solution](#)

**936.**

2035D

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

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math  
[aimoon's solution](#)

**937.**

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

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**938.**

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,854 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, strings

[aimoon's solution](#)

**939.**

1859D

[Andrey and Escape from Copygrad](#) · [Tutorial](#)

Quality: 7,996 global accepts · Rating: 1800 · first AC: 2023-08-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[aimoon's solution](#)

**940.**

1852A

[Ntarsis' Set](#) · [Tutorial](#)

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

[aimoon's solution](#)

**941.**

1852B

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

Quality: 5,460 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[aimoon's solution](#)

**942.**

1848C

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

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[aimoon's solution](#)

**943.**

1824B1

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

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities, trees

[aimoon's solution](#)

**944.**

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,547 global accepts · Rating: 1800 · first AC: 2023-03-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[aimoon's solution](#)

**945.**

1782D

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

Rating: 1800 · first AC: 2023-01-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[aimoon's solution](#)

**946.**

1758D

[Range = " Sum](#) [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[aimoon's solution](#)

**947.**

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,075 global accepts · Rating: 1800 · first AC: 2022-11-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data

structures, dfs and similar, dp, greedy, trees

[aimoon's solution](#)

**948.**

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1800 · first AC: 2022-11-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[aimoon's solution](#)

**949.**

1674F

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

Quality: 5,680 global accepts · Rating: 1800 · first AC: 2022-05-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[aimoon's solution](#)

**950.**

1250B

[The Feast and the Bus](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 1800 · first AC: 2022-04-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[aimoon's solution](#)

**951.**

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1800 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[aimoon's solution](#)

**952.**

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[aimoon's solution](#)

**953.**

1630B

[Range and Partition](#) · [Tutorial](#)

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[aimoon's solution](#)

**954.**

1010C

[Border](#) · [Tutorial](#)

Quality: 5,931 global accepts · Rating: 1800 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[aimoon's solution](#)

**955.**

1010B

[Rocket](#) · [Tutorial](#)

Quality: 6,386 global accepts · Rating: 1800 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[aimoon's solution](#)

**956.**

1617D1

[Too Many Impostors \(easy version\)](#) · [Tutorial](#)

Quality: 5,171 global accepts · Rating: 1800 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[aimoon's solution](#)

**957.**

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,274 global accepts · Rating: 1800 · first AC: 2021-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy,

implementation, math

[aimoon's solution](#)

**958.**

103433D

[Similar Arrays](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[aimoon's solution](#)

**959.**

1246B

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: hashing, implementation, math

[aimoon's solution](#)

**960.**

1582F1

[Korney Korneevich and XOR \(easy version\)](#) · [Tutorial](#)

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[aimoon's solution](#)

**961.**

1583D

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

Quality: 5,934 global accepts · Rating: 1800 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive

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**962.**

1338B

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Quality: 9,523 global accepts · Rating: 1800 · first AC: 2021-10-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[aimoon's solution](#)

**963.**

1398D

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Quality: 12,542 global accepts · Rating: 1800 · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[aimoon's solution](#)

**964.**

1573C

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Rating: 1800 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, implementation

[aimoon's solution](#)

**965.**

1382D

[Unmerge](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: dp

[aimoon's solution](#)

**966.**

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · last AC: 2021-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[aimoon's solution](#)

**967.**

1556D

[Take a Guess](#) · [Tutorial](#)

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

[aimoon's solution](#)

**968.**

1560E

[Polycarp and String Transformation](#) · [Tutorial](#)

Quality: 8,863 global accepts · Rating: 1800 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, sortings, strings

[aimoon's solution](#)

**969.**

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,561 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[aimoon's solution](#)

**970.**

1554C

[Mikasa](#) · [Tutorial](#)

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

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**971.**

1552C

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Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[aimoon's solution](#)

**972.**

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · last AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[aimoon's solution](#)

**973.**

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1800 · first AC: 2021-07-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, two pointers

[aimoon's solution](#)

**974.**

1339D

[Edge Weight Assignment](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-07-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, trees

[aimoon's solution](#)

**975.**

1330C

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

Rating: 1800 · first AC: 2021-07-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[aimoon's solution](#)

**976.**

1316C

[Primitive Primes](#) · [Tutorial](#)

Quality: 7,592 global accepts · Rating: 1800 · first AC: 2021-07-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, ternary search

[aimoon's solution](#)

**977.**

1304D

[Shortest and Longest LIS](#) · [Tutorial](#)

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2021-06-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers  
[aimoon's solution](#)

**978.**

1300D

[Aerodynamic](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-06-28 · C++14 (GCC 6-32) (first AC) · Tags: geometry  
[aimoon's solution](#)

**979.**

1291D

[Irreducible Anagrams](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-06-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers  
[aimoon's solution](#)

**980.**

1287D

[Numbers on Tree](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-06-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, trees  
[aimoon's solution](#)

**981.**

1287C

[Garland](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-06-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings  
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**982.**

1282C

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,582 global accepts · Rating: 1800 · first AC: 2021-06-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers  
[aimoon's solution](#)

**983.**

1281D

[Beingawesomeism](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-06-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[aimoon's solution](#)

**984.**

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,810 global accepts · Rating: 1800 · first AC: 2021-06-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, trees  
[aimoon's solution](#)

**985.**

1262D2

[Optimal Subsequences \(Hard Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-06-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, sortings  
[aimoon's solution](#)

**986.**

1255E1

[Send Boxes to Alice \(Easy Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-06-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory  
[aimoon's solution](#)

**987.**

1535D

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

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees  
[aimoon's solution](#)

**988.**

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2021-05-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graph matchings, greedy  
[aimoon's solution](#)

**989.**

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2021-04-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths  
[aimoon's solution](#)

**990.**

358D

[Dima and Hares](#) · [Tutorial](#)

Quality: 4,505 global accepts · Rating: 1800 · first AC: 2021-04-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy  
[aimoon's solution](#)

**991.**

1509C

[The Sports Festival](#) · [Tutorial](#)

Quality: 15,307 global accepts · Rating: 1800 · first AC: 2021-04-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy  
[aimoon's solution](#)

**992.**

482B

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

Quality: 7,729 global accepts · Rating: 1800 · first AC: 2021-04-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, trees  
[aimoon's solution](#)

**993.**

242C

[King's Path](#) · [Tutorial](#)

Quality: 10,925 global accepts · Rating: 1800 · first AC: 2021-04-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths  
[aimoon's solution](#)

**994.**

274B

[Zero Tree](#) · [Tutorial](#)

Quality: 5,571 global accepts · Rating: 1800 · first AC: 2021-04-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees  
[aimoon's solution](#)

**995.**

363D

[Renting Bikes](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 1800 · first AC: 2021-04-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy  
[aimoon's solution](#)

**996.**

478C

[Table Decorations](#) · [Tutorial](#)

Quality: 20,591 global accepts · Rating: 1800 · first AC: 2021-04-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[aimoon's solution](#)

**997.**

701E

[Connecting Universities](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-04-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees  
[aimoon's solution](#)

**998.**

700B

[Connecting Universities](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1800 · first AC: 2021-04-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[aimoon's solution](#)

**999.**

1491D

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

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2021-03-02 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[aimoon's solution](#)

**1000.**

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,524 global accepts · Rating: 1800 · first AC: 2021-02-22 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[aimoon's solution](#)

**1001.**

1463C

[Busy Robot](#) · [Tutorial](#)

Quality: 6,055 global accepts · Rating: 1800 · first AC: 2020-12-17 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[aimoon's solution](#)

**1002.**

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,398 global accepts · Rating: 1800 · first AC: 2020-11-27 · C++17 (GCC 7-32) (first AC) · Tags: dp

[aimoon's solution](#)

**1003.**

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,186 global accepts · Rating: 1800 · first AC: 2020-11-03 · last AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[aimoon's solution](#)

**1004.**

2189D1

[Little String \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,960 global accepts · Rating: 1900 · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[aimoon's solution](#)

**1005.**

2190B2

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

Quality: 3,180 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, implementation, strings

[aimoon's solution](#)

**1006.**

2180C

[XOR-factorization](#) · [Tutorial](#)

Quality: 6,463 global accepts · Rating: 1900 · first AC: 2025-12-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[aimoon's solution](#)

**1007.**

2173D

[Taiga's Carry Chains](#) · [Tutorial](#)

Quality: 3,639 global accepts · Rating: 1900 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[aimoon's solution](#)

**1008.**

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,568 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[aimoon's solution](#)

### 1009.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, sortings

[aimoon's solution](#)

### 1010.

2052E

[Expression Correction](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 1900 · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, expression parsing, strings

[aimoon's solution](#)

### 1011.

2089B1

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

Quality: 3,234 global accepts · Rating: 1900 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[aimoon's solution](#)

### 1012.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[aimoon's solution](#)

### 1013.

2068F

[Mascot Naming](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 1900 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, strings

[aimoon's solution](#)

### 1014.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[aimoon's solution](#)

### 1015.

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[aimoon's solution](#)

### 1016.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[aimoon's solution](#)

### 1017.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[aimoon's solution](#)

**1018.**

1949C

[Annual Ants' Gathering](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees  
[aimoon's solution](#)

**1019.**

2002D1

[DFS Checker \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees  
[aimoon's solution](#)

**1020.**

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive  
[aimoon's solution](#)

**1021.**

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory  
[aimoon's solution](#)

**1022.**

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees  
[aimoon's solution](#)

**1023.**

1992F

[Valuable Cards](#) · [Tutorial](#)

Quality: 7,410 global accepts · Rating: 1900 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, number theory, two pointers  
[aimoon's solution](#)

**1024.**

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation  
[aimoon's solution](#)

**1025.**

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2024-01-13 · PyPy 3-64 (first AC) · Tags: binary search, brute force, dsu, implementation, math  
[aimoon's solution](#)

**1026.**

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory  
[aimoon's solution](#)

**1027.**

1854A2

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

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

**1028.**

1842D

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

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy  
[aimoon's solution](#)

**1029.**

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1900 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs  
[aimoon's solution](#)

**1030.**

1178E

[Archaeology](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2023-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings  
[aimoon's solution](#)

**1031.**

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,333 global accepts · Rating: 1900 · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy  
[aimoon's solution](#)

**1032.**

1808C

[Unlucky Numbers](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 1900 · first AC: 2023-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation  
[aimoon's solution](#)

**1033.**

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings  
[aimoon's solution](#)

**1034.**

1794D

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

Quality: 4,485 global accepts · Rating: 1900 · first AC: 2023-03-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory  
[aimoon's solution](#)

**1035.**

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation  
[aimoon's solution](#)

**1036.**

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation  
[aimoon's solution](#)

**1037.**

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 1900 · first AC: 2023-01-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees  
[aimoon's solution](#)

**1038.**

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[aimoon's solution](#)

**1039.**

1747D

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

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2022-11-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

[aimoon's solution](#)

**1040.**

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[aimoon's solution](#)

**1041.**

1697D

[Guess The String](#) · [Tutorial](#)

Quality: 4,995 global accepts · Rating: 1900 · first AC: 2022-06-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[aimoon's solution](#)

**1042.**

1679D

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

Quality: 5,814 global accepts · Rating: 1900 · first AC: 2022-05-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[aimoon's solution](#)

**1043.**

1677C

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[aimoon's solution](#)

**1044.**

1673D

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

Quality: 3,625 global accepts · Rating: 1900 · first AC: 2022-04-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[aimoon's solution](#)

**1045.**

1661D

[Progressions Covering](#) · [Tutorial](#)

Quality: 5,397 global accepts · Rating: 1900 · first AC: 2022-04-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[aimoon's solution](#)

**1046.**

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[aimoon's solution](#)

**1047.**

1651D

[Nearest Excluded Points](#) · [Tutorial](#)

Quality: 6,504 global accepts · Rating: 1900 · first AC: 2022-03-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths

[aimoon's solution](#)

**1048.**

1647D

[Madoka and the Best School in Russia](#) · [Tutorial](#)

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2022-03-13 · last AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[aimoon's solution](#)

**1049.**

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, implementation

[aimoon's solution](#)

**1050.**

1620E

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

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2021-12-19 · last AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[aimoon's solution](#)

**1051.**

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1900 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[aimoon's solution](#)

**1052.**

1012C

[Hills](#) · [Tutorial](#)

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2022-01-12 · C++17 (GCC 7-32) (first AC) · Tags: dp

[aimoon's solution](#)

**1053.**

1012B

[Chemical table](#) · [Tutorial](#)

Quality: 4,386 global accepts · Rating: 1900 · first AC: 2022-01-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, matrices

[aimoon's solution](#)

**1054.**

500D

[New Year Santa Network](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 1900 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[aimoon's solution](#)

**1055.**

103433B

[LaTeX Expert](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[aimoon's solution](#)

**1056.**

1214D

[Treasure Island](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1900 · first AC: 2021-12-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, flows, hashing

[aimoon's solution](#)

**1057.**

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,305 global accepts · Rating: 1900 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[aimoon's solution](#)

**1058.**

866B

[Ordering Pizza](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-11-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[aimoon's solution](#)

**1059.**

1593D2

[Half of Same](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1900 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[aimoon's solution](#)

**1060.**

1560F1

[Nearest Beautiful Number \(easy version\)](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2021-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy

[aimoon's solution](#)

**1061.**

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,443 global accepts · Rating: 1900 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

[aimoon's solution](#)

**1062.**

1569D

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

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

[aimoon's solution](#)

**1063.**

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-08-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory, two pointers

[aimoon's solution](#)

**1064.**

1371E1

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

Quality: 5,529 global accepts · Rating: 1900 · first AC: 2021-08-07 · last AC: 2021-08-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, sortings

[aimoon's solution](#)

**1065.**

1369D

[TediousLee](#) · [Tutorial](#)

Quality: 9,228 global accepts · Rating: 1900 · first AC: 2021-01-25 · last AC: 2021-08-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, trees

[aimoon's solution](#)

**1066.**

1365E

[Maximum Subsequence Value](#) · [Tutorial](#)

Quality: 8,318 global accepts · Rating: 1900 · first AC: 2021-08-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[aimoon's solution](#)

**1067.**

1362E

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

Rating: 1900 · first AC: 2021-07-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math, number theory, sortings, two pointers

[aimoon's solution](#)

**1068.**

1358D

[The Best Vacation](#) · [Tutorial](#)

Quality: 8,724 global accepts · Rating: 1900 · first AC: 2021-07-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation, two pointers

[aimoon's solution](#)

**1069.**

463D

[Gargari and Permutations](#) · [Tutorial](#)

Quality: 7,297 global accepts · Rating: 1900 · first AC: 2021-07-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[aimoon's solution](#)

**1070.**

552C

[Vanya and Scales](#) · [Tutorial](#)

Quality: 5,875 global accepts · Rating: 1900 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, meet-in-the-middle, number theory

[aimoon's solution](#)

**1071.**

1155D

[Beautiful Array](#) · [Tutorial](#)

Quality: 7,719 global accepts · Rating: 1900 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[aimoon's solution](#)

**1072.**

1036C

[Classy Numbers](#) · [Tutorial](#)

Quality: 13,376 global accepts · Rating: 1900 · first AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[aimoon's solution](#)

**1073.**

1353E

[K-periodic Garland](#) · [Tutorial](#)

Quality: 7,796 global accepts · Rating: 1900 · first AC: 2021-07-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy

[aimoon's solution](#)

**1074.**

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,186 global accepts · Rating: 1900 · first AC: 2021-07-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, trees

[aimoon's solution](#)

**1075.**

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,310 global accepts · Rating: 1900 · first AC: 2021-07-10 · C++14 (GCC 6-32) (first AC) · Tags: dp

[aimoon's solution](#)

**1076.**

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,898 global accepts · Rating: 1900 · first AC: 2021-07-10 · last AC: 2021-07-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, dsu

[aimoon's solution](#)

**1077.**

448C

[Painting Fence](#) · [Tutorial](#)

Quality: 10,791 global accepts · Rating: 1900 · first AC: 2021-07-10 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, greedy

[aimoon's solution](#)

**1078.**

5C

[Longest Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 18,068 global accepts · Rating: 1900 · first AC: 2021-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings

[aimoon's solution](#)

**1079.**

1313C2

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

Quality: 7,288 global accepts · Rating: 1900 · first AC: 2021-07-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[aimoon's solution](#)

**1080.**

1285D

[Dr. Evil Underscores](#) · [Tutorial](#)

Quality: 8,611 global accepts · Rating: 1900 · first AC: 2021-06-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees

[aimoon's solution](#)

**1081.**

1277D

[Let's Play the Words?](#) · [Tutorial](#)

Quality: 3,276 global accepts · Rating: 1900 · first AC: 2021-06-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, implementation, math

[aimoon's solution](#)

**1082.**

1277E

[Two Fairs](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-06-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[aimoon's solution](#)

**1083.**

1265D

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

Rating: 1900 · first AC: 2021-06-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[aimoon's solution](#)

**1084.**

1237C2

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

Quality: 4,534 global accepts · Rating: 1900 · first AC: 2021-05-23 · last AC: 2021-05-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[aimoon's solution](#)

**1085.**

1509D

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

Rating: 1900 · first AC: 2021-04-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[aimoon's solution](#)

**1086.**

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-04-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[aimoon's solution](#)

**1087.**

319B

[Psychos in a Line](#) · [Tutorial](#)

Quality: 4,746 global accepts · Rating: 1900 · first AC: 2021-04-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[aimoon's solution](#)

**1088.**

109C

[Lucky Tree](#) · [Tutorial](#)

Quality: 4,119 global accepts · Rating: 1900 · first AC: 2021-04-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, dsu, trees

[aimoon's solution](#)

**1089.**

930C

[Teodor is not a liar!](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 1900 · first AC: 2021-04-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[aimoon's solution](#)

**1090.**

372B

[Counting Rectangles is Fun](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 1900 · first AC: 2021-04-06 · last AC: 2021-04-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, dp

[aimoon's solution](#)

**1091.**

1484D

[Playlist](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-03-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, implementation

[aimoon's solution](#)

**1092.**

1492D

[Genius's Gambit](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1900 · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[aimoon's solution](#)

**1093.**

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,881 global accepts · Rating: 1900 · first AC: 2021-02-22 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[aimoon's solution](#)

**1094.**

1486C2

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

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2021-02-19 · GNU C++11 (first AC) · Tags: binary search, interactive

[aimoon's solution](#)

**1095.**

1480D1

[Painting the Array I](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation

[aimoon's solution](#)

**1096.**

1478E

[Nezzar and Binary String](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[aimoon's solution](#)

**1097.**

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, sortings

[aimoon's solution](#)

**1098.**

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

[aimoon's solution](#)

### 1099.

1348D

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

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[aimoon's solution](#)

### 1100.

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,859 global accepts · Rating: 1900 · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, two pointers

[aimoon's solution](#)

### 1101.

1453D

[Checkpoints](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1900 · first AC: 2020-12-05 · last AC: 2020-12-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, probabilities

[aimoon's solution](#)

### 1102.

2196C2

[Interactive Graph \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,521 global accepts · Rating: 2000 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

[aimoon's solution](#)

### 1103.

2194E

[The Turtle Strikes Back](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2000 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, greedy, implementation

[aimoon's solution](#)

### 1104.

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, interactive

[aimoon's solution](#)

### 1105.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,521 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[aimoon's solution](#)

### 1106.

2052J

[Judicious Watching](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2000 · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, sortings

[aimoon's solution](#)

### 1107.

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,886 global accepts · Rating: 2000 · first AC: 2025-09-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[aimoon's solution](#)

**1108.**

2096D

[Wonderful Lightbulbs](#) · [Tutorial](#)

Quality: 5,602 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[aimoon's solution](#)

**1109.**

2068J

[The Ultimate Wine Tasting Event](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2000 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, greedy

[aimoon's solution](#)

**1110.**

2062E1

[The Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[aimoon's solution](#)

**1111.**

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[aimoon's solution](#)

**1112.**

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[aimoon's solution](#)

**1113.**

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy

[aimoon's solution](#)

**1114.**

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, trees

[aimoon's solution](#)

**1115.**

1988D

[The Omnipotent Monster Killer](#) · [Tutorial](#)

Quality: 6,010 global accepts · Rating: 2000 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, trees

[aimoon's solution](#)

**1116.**

1992G

[Ultra-Meow](#) · [Tutorial](#)

Quality: 4,156 global accepts · Rating: 2000 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[aimoon's solution](#)

**1117.**

1943B

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

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[aimoon's solution](#)

**1118.**

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[aimoon's solution](#)

**1119.**

1830B

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

Quality: 5,853 global accepts · Rating: 2000 · first AC: 2023-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[aimoon's solution](#)

**1120.**

1827B1

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

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[aimoon's solution](#)

**1121.**

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-04-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[aimoon's solution](#)

**1122.**

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-03-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[aimoon's solution](#)

**1123.**

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[aimoon's solution](#)

**1124.**

1753C

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

Quality: 5,281 global accepts · Rating: 2000 · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[aimoon's solution](#)

**1125.**

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[aimoon's solution](#)

**1126.**

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2022-06-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, strings

[aimoon's solution](#)

**1127.**

1680E

[Moving Chips](#) · [Tutorial](#)

Quality: 4,347 global accepts · Rating: 2000 · first AC: 2022-05-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[aimoon's solution](#)

**1128.**

1674E

[Breaking the Wall](#) · [Tutorial](#)

Quality: 7,304 global accepts · Rating: 2000 · first AC: 2022-05-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[aimoon's solution](#)

**1129.**

1674G

[Remove Directed Edges](#) · [Tutorial](#)

Quality: 2,904 global accepts · Rating: 2000 · first AC: 2022-05-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs

[aimoon's solution](#)

**1130.**

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[aimoon's solution](#)

**1131.**

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,658 global accepts · Rating: 2000 · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[aimoon's solution](#)

**1132.**

1657D

[For Gamers. By Gamers.](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math, sortings

[aimoon's solution](#)

**1133.**

1641B

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

Quality: 4,064 global accepts · Rating: 2000 · first AC: 2022-02-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[aimoon's solution](#)

**1134.**

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,735 global accepts · Rating: 2000 · first AC: 2022-02-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[aimoon's solution](#)

**1135.**

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-02-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math

[aimoon's solution](#)

**1136.**

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,334 global accepts · Rating: 2000 · first AC: 2022-01-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[aimoon's solution](#)

**1137.**

1010D

[Mars rover](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 2000 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[aimoon's solution](#)

**1138.**

1616D

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

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[aimoon's solution](#)

**1139.**

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, two pointers

[aimoon's solution](#)

**1140.**

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2021-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[aimoon's solution](#)

**1141.**

103433L

[Berland University](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-12-08 · last AC: 2021-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[aimoon's solution](#)

**1142.**

103433I

[Minimal Product](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-12-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[aimoon's solution](#)

**1143.**

103433K

[Right Expansion Of The Mind](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-12-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[aimoon's solution](#)

**1144.**

1214E

[Petya and Construction Set](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2021-12-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees

[aimoon's solution](#)

**1145.**

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[aimoon's solution](#)

**1146.**

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[aimoon's solution](#)

**1147.**

1612E

[Messages](#) · [Tutorial](#)

Quality: 2,817 global accepts · Rating: 2000 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, probabilities, sortings

[aimoon's solution](#)

**1148.**

1584D

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

Quality: 3,991 global accepts · Rating: 2000 · first AC: 2021-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, interactive, math

[aimoon's solution](#)

**1149.**

891B

[Gluttony](#) · [Tutorial](#)

Quality: 3,241 global accepts · Rating: 2000 · first AC: 2021-11-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[aimoon's solution](#)

**1150.**

1582E

[Pchelyonok and Segments](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2000 · first AC: 2021-10-24 · last AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[aimoon's solution](#)

**1151.**

1574D

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

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[aimoon's solution](#)

**1152.**

1566E

[Buds Re-hanging](#) · [Tutorial](#)

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

[aimoon's solution](#)

**1153.**

598E

[Chocolate Bar](#) · [Tutorial](#)

Quality: 6,084 global accepts · Rating: 2000 · first AC: 2021-09-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[aimoon's solution](#)

**1154.**

1567D

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

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[aimoon's solution](#)

**1155.**

1558C

[Bottom-Tier Reversals](#) · [Tutorial](#)

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-08-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[aimoon's solution](#)

**1156.**

1370D

[Odd-Even Subsequence](#) · [Tutorial](#)

Quality: 10,927 global accepts · Rating: 2000 · first AC: 2021-07-04 · last AC: 2021-08-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[aimoon's solution](#)

**1157.**

1350E

[Orac and Game of Life](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, implementation, math, shortest paths

[aimoon's solution](#)

**1158.**

1350D

[Orac and Medians](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[aimoon's solution](#)

**1159.**

1345D

[Monopole Magnets](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[aimoon's solution](#)

**1160.**

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2000 · first AC: 2021-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, dp

[aimoon's solution](#)

**1161.**

432D

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

Quality: 11,989 global accepts · Rating: 2000 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[aimoon's solution](#)

**1162.**

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 2000 · first AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[aimoon's solution](#)

**1163.**

1359D

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

Quality: 10,731 global accepts · Rating: 2000 · first AC: 2021-07-10 · last AC: 2021-07-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[aimoon's solution](#)

**1164.**

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,947 global accepts · Rating: 2000 · first AC: 2021-07-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[aimoon's solution](#)

**1165.**

1316D

[Nash Matrix](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2021-07-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[aimoon's solution](#)

**1166.**

1321E

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-07-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, two pointers

[aimoon's solution](#)

**1167.**

1304E

[1-Trees and Queries](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2021-06-30 · last AC: 2021-06-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[aimoon's solution](#)

**1168.**

1301D

[Time to Run](#) · [Tutorial](#)

Quality: 4,236 global accepts · Rating: 2000 · first AC: 2021-06-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[aimoon's solution](#)

**1169.**

1269D

[Domino for Young](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-06-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[aimoon's solution](#)

**1170.**

1281E

[Jeremy Bearimy](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-06-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, trees

[aimoon's solution](#)

**1171.**

1536D

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

Quality: 5,058 global accepts · Rating: 2000 · first AC: 2021-06-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[aimoon's solution](#)

**1172.**

1525C

[Robot Collisions](#) · [Tutorial](#)

Quality: 4,814 global accepts · Rating: 2000 · first AC: 2021-05-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[aimoon's solution](#)

**1173.**

1521C

[Nastia and a Hidden Permutation](#) · [Tutorial](#)

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2021-05-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive

[aimoon's solution](#)

**1174.**

449B

[Jzzhu and Cities](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 2000 · first AC: 2021-04-15 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths

[aimoon's solution](#)

**1175.**

337D

[Book of Evil](#) · [Tutorial](#)

Quality: 6,907 global accepts · Rating: 2000 · first AC: 2021-04-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

[aimoon's solution](#)

**1176.**

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,424 global accepts · Rating: 2000 · first AC: 2021-04-13 · last AC: 2021-04-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[aimoon's solution](#)

**1177.**

940E

[Cashback](#) · [Tutorial](#)

Quality: 4,392 global accepts · Rating: 2000 · first AC: 2021-04-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math

[aimoon's solution](#)

**1178.**

380C

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

Quality: 19,779 global accepts · Rating: 2000 · first AC: 2021-04-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, schedules  
[aimoon's solution](#)

**1179.**

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,966 global accepts · Rating: 2000 · first AC: 2021-04-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths  
[aimoon's solution](#)

**1180.**

916B

[Jamie and Binary Sequence \(changed after round\)](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2021-04-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math  
[aimoon's solution](#)

**1181.**

1451E1

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

Quality: 4,921 global accepts · Rating: 2000 · first AC: 2020-12-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math  
[aimoon's solution](#)

**1182.**

1415D

[XOR-gun](#) · [Tutorial](#)

Quality: 6,165 global accepts · Rating: 2000 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms  
[aimoon's solution](#)

**1183.**

2193G

[Paths in a Tree](#) · [Tutorial](#)

Quality: 2,237 global accepts · Rating: 2100 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, interactive, sortings, trees  
[aimoon's solution](#)

**1184.**

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,853 global accepts · Rating: 2100 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory  
[aimoon's solution](#)

**1185.**

2183D2

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

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees  
[aimoon's solution](#)

**1186.**

2052D

[DAG Serialization](#) · [Tutorial](#)

Quality: 1,214 global accepts · Rating: 2100 · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, graphs  
[aimoon's solution](#)

**1187.**

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2100 · first AC: 2025-10-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers  
[aimoon's solution](#)

**1188.**

2135D1

[From the Unknown \(Easy Version\) · Tutorial](#)

Quality: 2,436 global accepts · Rating: 2100 · first AC: 2025-09-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[aimoon's solution](#)

**1189.**

2124E

[Make it Zero · Tutorial](#)

Quality: 3,826 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[aimoon's solution](#)

**1190.**

2068C

[Ads · Tutorial](#)

Quality: 1,637 global accepts · Rating: 2100 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, two pointers

[aimoon's solution](#)

**1191.**

2061F1

[Kevin and Binary String \(Easy Version\) · Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[aimoon's solution](#)

**1192.**

2046C

[Adventurers · Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[aimoon's solution](#)

**1193.**

1998D

[Determine Winning Islands in Race · Tutorial](#)

Quality: 4,095 global accepts · Rating: 2100 · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[aimoon's solution](#)

**1194.**

1975E

[Chain Queries · Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[aimoon's solution](#)

**1195.**

1942D

[Learning to Paint · Tutorial](#)

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[aimoon's solution](#)

**1196.**

1930D2

[Sum over all Substrings \(Hard Version\) · Tutorial](#)

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[aimoon's solution](#)

**1197.**

1924B

[Space Harbour · Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math,

sortings

[aimoon's solution](#)

**1198.**

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2024-01-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[aimoon's solution](#)

**1199.**

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[aimoon's solution](#)

**1200.**

1808D

[Petya, Petya, Petr, and Palindromes](#) · [Tutorial](#)

Quality: 2,708 global accepts · Rating: 2100 · first AC: 2023-03-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, two pointers

[aimoon's solution](#)

**1201.**

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,863 global accepts · Rating: 2100 · first AC: 2023-03-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[aimoon's solution](#)

**1202.**

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,718 global accepts · Rating: 2100 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[aimoon's solution](#)

**1203.**

1767C

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

Quality: 3,034 global accepts · Rating: 2100 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[aimoon's solution](#)

**1204.**

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,592 global accepts · Rating: 2100 · first AC: 2021-08-29 · last AC: 2022-11-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry

[aimoon's solution](#)

**1205.**

1510G

[Guide](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 2100 · first AC: 2022-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[aimoon's solution](#)

**1206.**

1510D

[Digits](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2022-10-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[aimoon's solution](#)

**1207.**

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,629 global accepts · Rating: 2100 · first AC: 2022-05-19 · last AC: 2022-05-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[aimoon's solution](#)

**1208.**

1667B

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

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2022-05-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[aimoon's solution](#)

**1209.**

1671E

[Preorder](#) · [Tutorial](#)

Quality: 3,170 global accepts · Rating: 2100 · first AC: 2022-04-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees

[aimoon's solution](#)

**1210.**

1660F2

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

Quality: 3,145 global accepts · Rating: 2100 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math, strings

[aimoon's solution](#)

**1211.**

1652D

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

Rating: 2100 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory, trees

[aimoon's solution](#)

**1212.**

771C

[Bear and Tree Jumps](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2100 · first AC: 2022-02-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[aimoon's solution](#)

**1213.**

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[aimoon's solution](#)

**1214.**

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, math

[aimoon's solution](#)

**1215.**

1626D

[Martial Arts Tournament](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2100 · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[aimoon's solution](#)

**1216.**

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 2100 · first AC: 2022-01-11 · last AC: 2022-01-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, sortings, two pointers

[aimoon's solution](#)

**1217.**

1151E

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

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2022-01-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, math

[aimoon's solution](#)

**1218.**

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[aimoon's solution](#)

**1219.**

354C

[Vasya and Beautiful Arrays](#) · [Tutorial](#)

Quality: 3,332 global accepts · Rating: 2100 · first AC: 2022-01-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, number theory

[aimoon's solution](#)

**1220.**

1367F1

[Flying Sort \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,626 global accepts · Rating: 2100 · first AC: 2022-01-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[aimoon's solution](#)

**1221.**

985E

[Pencils and Boxes](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2022-01-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[aimoon's solution](#)

**1222.**

1039B

[Subway Pursuit](#) · [Tutorial](#)

Quality: 2,596 global accepts · Rating: 2100 · first AC: 2021-12-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, probabilities

[aimoon's solution](#)

**1223.**

1614D1

[Divan and Kostomuksha \(easy version\)](#) · [Tutorial](#)

Quality: 4,478 global accepts · Rating: 2100 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory

[aimoon's solution](#)

**1224.**

1605D

[Treelabeling](#) · [Tutorial](#)

Quality: 3,253 global accepts · Rating: 2100 · first AC: 2021-11-12 · last AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees

[aimoon's solution](#)

**1225.**

1354E

[Graph Coloring](#) · [Tutorial](#)

Quality: 3,725 global accepts · Rating: 2100 · first AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs

[aimoon's solution](#)

**1226.**

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[aimoon's solution](#)

**1227.**

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,184 global accepts · Rating: 2100 · first AC: 2021-10-31 · last AC: 2021-10-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[aimoon's solution](#)

**1228.**

734E

[Anton and Tree](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 2100 · first AC: 2021-10-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[aimoon's solution](#)

**1229.**

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,888 global accepts · Rating: 2100 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[aimoon's solution](#)

**1230.**

1593F

[Red-Black Number](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 2100 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, implementation, math, meet-in-the-middle

[aimoon's solution](#)

**1231.**

1598E

[Staircases](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 2100 · first AC: 2021-10-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math

[aimoon's solution](#)

**1232.**

1025D

[Recovering BST](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory, trees

[aimoon's solution](#)

**1233.**

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,526 global accepts · Rating: 2100 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[aimoon's solution](#)

**1234.**

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,215 global accepts · Rating: 2100 · first AC: 2021-09-27 · last AC: 2021-09-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices

[aimoon's solution](#)

**1235.**

1560F2

[Nearest Beautiful Number \(hard version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 2100 · first AC: 2021-09-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[aimoon's solution](#)

**1236.**

1472G

[Moving to the Capital](#) · [Tutorial](#)

Quality: 5,644 global accepts · Rating: 2100 · first AC: 2021-09-27 · last AC: 2021-09-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[aimoon's solution](#)

**1237.**

486D

[Valid Sets](#) · [Tutorial](#)

Quality: 4,380 global accepts · Rating: 2100 · first AC: 2021-09-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, math, trees

[aimoon's solution](#)

**1238.**

796D

[Police Stations](#) · [Tutorial](#)

Quality: 7,190 global accepts · Rating: 2100 · first AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, shortest paths, trees

[aimoon's solution](#)

**1239.**

1393D

[Rarity and New Dress](#) · [Tutorial](#)

Quality: 4,191 global accepts · Rating: 2100 · first AC: 2021-09-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation, shortest paths

[aimoon's solution](#)

**1240.**

1409F

[Subsequences of Length Two](#) · [Tutorial](#)

Quality: 5,120 global accepts · Rating: 2100 · first AC: 2021-09-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[aimoon's solution](#)

**1241.**

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,623 global accepts · Rating: 2100 · first AC: 2021-09-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[aimoon's solution](#)

**1242.**

1420C2

[Pokémon Army \(hard version\)](#) · [Tutorial](#)

Quality: 5,190 global accepts · Rating: 2100 · first AC: 2021-08-05 · last AC: 2021-08-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation

[aimoon's solution](#)

**1243.**

1370E

[Binary Subsequence Rotation](#) · [Tutorial](#)

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2021-08-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[aimoon's solution](#)

**1244.**

1364D

[Ehab's Last Corollary](#) · [Tutorial](#)

Quality: 4,961 global accepts · Rating: 2100 · first AC: 2021-08-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[aimoon's solution](#)

**1245.**

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,757 global accepts · Rating: 2100 · first AC: 2021-08-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[aimoon's solution](#)

**1246.**

1499D

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

Quality: 7,041 global accepts · Rating: 2100 · first AC: 2021-08-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[aimoon's solution](#)

**1247.**

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,378 global accepts · Rating: 2100 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[aimoon's solution](#)

**1248.**

1555E

[Boring Segments](#) · [Tutorial](#)

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

[aimoon's solution](#)

**1249.**

519E

[A and B and Lecture Rooms](#) · [Tutorial](#)

Quality: 8,356 global accepts · Rating: 2100 · first AC: 2021-07-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees

[aimoon's solution](#)

**1250.**

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,281 global accepts · Rating: 2100 · first AC: 2021-07-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[aimoon's solution](#)

**1251.**

1363D

[Guess The Maximums](#) · [Tutorial](#)

Quality: 4,414 global accepts · Rating: 2100 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, interactive, math

[aimoon's solution](#)

**1252.**

1355E

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

Quality: 5,834 global accepts · Rating: 2100 · first AC: 2021-07-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[aimoon's solution](#)

**1253.**

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[aimoon's solution](#)

**1254.**

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 2100 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees

[aimoon's solution](#)

**1255.**

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

[aimoon's solution](#)

**1256.**

1433F

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

Quality: 6,748 global accepts · Rating: 2100 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp

[aimoon's solution](#)

**1257.**

1372D

[Omkar and Circle](#) · [Tutorial](#)

Quality: 5,719 global accepts · Rating: 2100 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games, greedy

[aimoon's solution](#)

**1258.**

1333D

[Challenges in school ! 41 Tutorial](#)

Quality: 4,131 global accepts · Rating: 2100 · first AC: 2021-07-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, graphs, greedy, implementation, sortings

[aimoon's solution](#)

**1259.**

1332E

[Height All the Same · Tutorial](#)

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2021-07-14 · last AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, matrices

[aimoon's solution](#)

**1260.**

1323D

[Present · Tutorial](#)

Rating: 2100 · first AC: 2021-07-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, math, sortings

[aimoon's solution](#)

**1261.**

1300E

[Water Balance · Tutorial](#)

Rating: 2100 · first AC: 2021-06-28 · last AC: 2021-06-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, greedy

[aimoon's solution](#)

**1262.**

1271D

[Portals · Tutorial](#)

Quality: 3,402 global accepts · Rating: 2100 · first AC: 2021-06-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[aimoon's solution](#)

**1263.**

1271E

[Common Number · Tutorial](#)

Quality: 3,712 global accepts · Rating: 2100 · first AC: 2021-06-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, dp, math

[aimoon's solution](#)

**1264.**

1265E

[Beautiful Mirrors · Tutorial](#)

Quality: 4,521 global accepts · Rating: 2100 · first AC: 2021-06-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math, probabilities

[aimoon's solution](#)

**1265.**

1263E

[Editor · Tutorial](#)

Quality: 2,974 global accepts · Rating: 2100 · first AC: 2021-06-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[aimoon's solution](#)

**1266.**

1255E2

[Send Boxes to Alice \(Hard Version\) · Tutorial](#)

Rating: 2100 · first AC: 2021-06-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[aimoon's solution](#)

**1267.**

1538G

[Gift Set · Tutorial](#)

Quality: 5,214 global accepts · Rating: 2100 · first AC: 2021-06-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, ternary search

[aimoon's solution](#)

**1268.**

1538E

[Funny Substrings](#) · [Tutorial](#)

Quality: 3,222 global accepts · Rating: 2100 · first AC: 2021-06-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, implementation, matrices, strings

[aimoon's solution](#)

**1269.**

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 2100 · first AC: 2021-04-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[aimoon's solution](#)

**1270.**

1511E

[Colorings and Dominoes](#) · [Tutorial](#)

Quality: 2,896 global accepts · Rating: 2100 · first AC: 2021-04-12 · last AC: 2021-04-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, greedy, math

[aimoon's solution](#)

**1271.**

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,595 global accepts · Rating: 2100 · first AC: 2021-04-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory

[aimoon's solution](#)

**1272.**

937D

[Sleepy Game](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-04-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, games, graphs

[aimoon's solution](#)

**1273.**

763B

[Timofey and rectangles](#) · [Tutorial](#)

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2021-04-05 · last AC: 2021-04-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry

[aimoon's solution](#)

**1274.**

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,743 global accepts · Rating: 2100 · first AC: 2021-03-06 · GNU C++11 (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[aimoon's solution](#)

**1275.**

1480D2

[Painting the Array II](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-02-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[aimoon's solution](#)

**1276.**

1472F

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

Quality: 3,290 global accepts · Rating: 2100 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, graph matchings, greedy, sortings

[aimoon's solution](#)

**1277.**

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[aimoon's solution](#)

**1278.**

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  
[aimoon's solution](#)

**1279.**

2189D2

[Little String \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,944 global accepts · Rating: 2200 · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, number theory  
[aimoon's solution](#)

**1280.**

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, trees  
[aimoon's solution](#)

**1281.**

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers  
[aimoon's solution](#)

**1282.**

2089C1

[Key of Like \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, math, probabilities  
[aimoon's solution](#)

**1283.**

813E

[Army Creation](#) · [Tutorial](#)

Quality: 3,114 global accepts · Rating: 2200 · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures  
[aimoon's solution](#)

**1284.**

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees  
[aimoon's solution](#)

**1285.**

2060F

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

Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-01-20 · last AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, number theory  
[aimoon's solution](#)

**1286.**

2034E

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

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math  
[aimoon's solution](#)

**1287.**

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings  
[aimoon's solution](#)

**1288.**

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, trees

[aimoon's solution](#)

**1289.**

1998E1

[Eliminating Balls With Merging \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[aimoon's solution](#)

**1290.**

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy

[aimoon's solution](#)

**1291.**

1991F

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

Quality: 2,777 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[aimoon's solution](#)

**1292.**

1967B2

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

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[aimoon's solution](#)

**1293.**

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[aimoon's solution](#)

**1294.**

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, math

[aimoon's solution](#)

**1295.**

1854B

[Earn or Unlock](#) · [Tutorial](#)

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

[aimoon's solution](#)

**1296.**

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 2200 · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, ternary search

[aimoon's solution](#)

**1297.**

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2023-04-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp

[aimoon's solution](#)

**1298.**

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[aimoon's solution](#)

**1299.**

1785C

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

Rating: 2200 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[aimoon's solution](#)

**1300.**

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2023-01-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[aimoon's solution](#)

**1301.**

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2022-11-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[aimoon's solution](#)

**1302.**

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[aimoon's solution](#)

**1303.**

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-04-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[aimoon's solution](#)

**1304.**

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,491 global accepts · Rating: 2200 · first AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graph matchings, math

[aimoon's solution](#)

**1305.**

1641C

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

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[aimoon's solution](#)

**1306.**

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2022-02-21 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[aimoon's solution](#)

**1307.**

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-01-28 · last AC: 2022-01-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[aimoon's solution](#)

**1308.**

906B

[Seating of Students](#) · [Tutorial](#)

Quality: 1,323 global accepts · Rating: 2200 · first AC: 2022-01-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[aimoon's solution](#)

**1309.**

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 2200 · first AC: 2022-01-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

[aimoon's solution](#)

**1310.**

1215E

[Marbles](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2022-01-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[aimoon's solution](#)

**1311.**

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,791 global accepts · Rating: 2200 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

[aimoon's solution](#)

**1312.**

1373E

[Sum of Digits](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2200 · first AC: 2022-01-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[aimoon's solution](#)

**1313.**

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings

[aimoon's solution](#)

**1314.**

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-12-27 · last AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy

[aimoon's solution](#)

**1315.**

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[aimoon's solution](#)

**1316.**

723E

[One-Way Reform](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, flows, graphs, greedy

[aimoon's solution](#)

**1317.**

1039C

[Network Safety](#) · [Tutorial](#)

Quality: 1,492 global accepts · Rating: 2200 · first AC: 2021-12-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, sortings

[aimoon's solution](#)

**1318.**

1503C

[Travelling Salesman Problem](#) · [Tutorial](#)

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[aimoon's solution](#)

**1319.**

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[aimoon's solution](#)

**1320.**

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 7,369 global accepts · Rating: 2200 · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[aimoon's solution](#)

**1321.**

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,390 global accepts · Rating: 2200 · first AC: 2021-11-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs

[aimoon's solution](#)

**1322.**

1246C

[Rock Is Push](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[aimoon's solution](#)

**1323.**

1353F

[Decreasing Heights](#) · [Tutorial](#)

Quality: 3,613 global accepts · Rating: 2200 · first AC: 2021-10-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp

[aimoon's solution](#)

**1324.**

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: dp

[aimoon's solution](#)

**1325.**

1034B

[Little C Loves 3 II](#) · [Tutorial](#)

Quality: 2,290 global accepts · Rating: 2200 · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, flows, graph matchings

[aimoon's solution](#)

**1326.**

1339E

[Perfect Triples](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-07-17 · last AC: 2021-10-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, math

[aimoon's solution](#)

**1327.**

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[aimoon's solution](#)

**1328.**

1581E

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

Quality: 2200 · first AC: 2021-10-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[aimoon's solution](#)

**1329.**

1437E

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

Quality: 3,927 global accepts · Rating: 2200 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[aimoon's solution](#)

**1330.**

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,995 global accepts · Rating: 2200 · first AC: 2021-09-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[aimoon's solution](#)

**1331.**

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,278 global accepts · Rating: 2200 · first AC: 2021-09-27 · last AC: 2021-09-27 · C++17 (GCC 7-32) (first AC) · Tags: dp

[aimoon's solution](#)

**1332.**

1398E

[Two Types of Spells](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2200 · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[aimoon's solution](#)

**1333.**

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[aimoon's solution](#)

**1334.**

1567E

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

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math

[aimoon's solution](#)

**1335.**

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[aimoon's solution](#)

**1336.**

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2021-08-10 · last AC: 2021-08-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[aimoon's solution](#)

**1337.**

1407D

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

Quality: 5,704 global accepts · Rating: 2200 · first AC: 2021-08-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs

[aimoon's solution](#)

**1338.**

165E

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

Quality: 9,385 global accepts · Rating: 2200 · first AC: 2021-08-05 · last AC: 2021-08-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[aimoon's solution](#)

**1339.**

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2021-08-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[aimoon's solution](#)

**1340.**

1400E

[Clear the Multiset](#) · [Tutorial](#)

Quality: 6,310 global accepts · Rating: 2200 · first AC: 2021-08-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[aimoon's solution](#)

**1341.**

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2021-07-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[aimoon's solution](#)

**1342.**

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings

[aimoon's solution](#)

**1343.**

1337E

[Kaavi and Magic Spell](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[aimoon's solution](#)

**1344.**

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2021-07-16 · last AC: 2021-07-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[aimoon's solution](#)

**1345.**

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-07-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[aimoon's solution](#)

**1346.**

1537E2

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

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2021-06-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[aimoon's solution](#)

**1347.**

1262E

[Arson In Berland Forest](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-06-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, graphs, shortest paths

[aimoon's solution](#)

**1348.**

1154G

[Minimum Possible LCM](#) · [Tutorial](#)

Quality: 3,258 global accepts · Rating: 2200 · first AC: 2021-06-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[aimoon's solution](#)

**1349.**

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2021-06-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[aimoon's solution](#)

**1350.**

1253E

[Antenna Coverage](#) · [Tutorial](#)

Quality: 3,064 global accepts · Rating: 2200 · first AC: 2021-05-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings

[aimoon's solution](#)

**1351.**

932D

[Tree](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2200 · first AC: 2021-04-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, trees

[aimoon's solution](#)

**1352.**

922E

[Birds](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 2200 · first AC: 2021-04-05 · C++14 (GCC 6-32) (first AC) · Tags: dp

[aimoon's solution](#)

**1353.**

915D

[Almost Acyclic Graph](#) · [Tutorial](#)

Quality: 4,056 global accepts · Rating: 2200 · first AC: 2021-04-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[aimoon's solution](#)

**1354.**

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-02-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[aimoon's solution](#)

**1355.**

1415E

[New Game Plus!](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2020-12-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[aimoon's solution](#)

**1356.**

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-11-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[aimoon's solution](#)

**1357.**

2194F1

[Again Trees... \(Easy Version\)](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2300 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp, trees

[aimoon's solution](#)

**1358.**

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees

[aimoon's solution](#)

**1359.**

2190C

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

Quality: 1,291 global accepts · Rating: 2300 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[aimoon's solution](#)

**1360.**

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2300 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graph matchings, math

[aimoon's solution](#)

**1361.**

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[aimoon's solution](#)

**1362.**

2124F1

[Appending Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[aimoon's solution](#)

**1363.**

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-27 · last AC: 2025-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[aimoon's solution](#)

**1364.**

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[aimoon's solution](#)

**1365.**

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[aimoon's solution](#)

**1366.**

2068A

[Condorcet Elections](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, probabilities

[aimoon's solution](#)

**1367.**

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math

[aimoon's solution](#)

**1368.**

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[aimoon's solution](#)

**1369.**

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[aimoon's solution](#)

**1370.**

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[aimoon's solution](#)

**1371.**

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[aimoon's solution](#)

**1372.**

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[aimoon's solution](#)

**1373.**

1988E

[Range Minimum Sum](#) · [Tutorial](#)

Quality: 1,791 global accepts · Rating: 2300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[aimoon's solution](#)

**1374.**

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[aimoon's solution](#)

**1375.**

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, games

[aimoon's solution](#)

**1376.**

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[aimoon's solution](#)

**1377.**

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[aimoon's solution](#)

**1378.**

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[aimoon's solution](#)

**1379.**

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry, greedy, math

[aimoon's solution](#)

**1380.**

1824B2

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

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2023-05-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[aimoon's solution](#)

**1381.**

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2023-04-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[aimoon's solution](#)

**1382.**

713C

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

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2021-11-05 · last AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings

[aimoon's solution](#)

**1383.**

1782E

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

Rating: 2300 · first AC: 2023-01-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[aimoon's solution](#)

**1384.**

1748E

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

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2022-11-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[aimoon's solution](#)

**1385.**

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[aimoon's solution](#)

**1386.**

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-06-20 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths

[aimoon's solution](#)

**1387.**

1658D2

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

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, math

[aimoon's solution](#)

**1388.**

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2022-03-20 · last AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, graphs, math

[aimoon's solution](#)

**1389.**

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[aimoon's solution](#)

**1390.**

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[aimoon's solution](#)

**1391.**

1623D

[Robot Cleaner Revisit](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2300 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, probabilities

[aimoon's solution](#)

**1392.**

438D

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

Quality: 11,597 global accepts · Rating: 2300 · first AC: 2021-10-07 · last AC: 2021-12-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[aimoon's solution](#)

**1393.**

103433E

[Horseback Riding](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[aimoon's solution](#)

**1394.**

1589E

[Game with Stones](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-11-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, games, greedy

[aimoon's solution](#)

**1395.**

1614D2

[Divan and Kostomuksha \(hard version\)](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2300 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[aimoon's solution](#)

**1396.**

1610E

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

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2021-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[aimoon's solution](#)

**1397.**

1603C

[Extreme Extension](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-11-05 · last AC: 2021-11-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory

[aimoon's solution](#)

**1398.**

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2021-11-04 · last AC: 2021-11-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs

[aimoon's solution](#)

**1399.**

1607F

[Robot on the Board 2](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2300 · first AC: 2021-11-03 · last AC: 2021-11-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[aimoon's solution](#)

**1400.**

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers

[aimoon's solution](#)

**1401.**

808E

[Selling Souvenirs](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2300 · first AC: 2021-08-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, ternary search

[aimoon's solution](#)

**1402.**

1379D

[New Passenger Trams](#) · [Tutorial](#)

Quality: 1,150 global accepts · Rating: 2300 · first AC: 2021-08-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[aimoon's solution](#)

**1403.**

1371E2

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

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2021-08-08 · last AC: 2021-08-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings

[aimoon's solution](#)

**1404.**

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-26 · last AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[aimoon's solution](#)

**1405.**

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[aimoon's solution](#)

**1406.**

1323E

[Instant Noodles](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-07-11 · C++14 (GCC 6-32) (first AC) · Tags: graphs, math, number theory

[aimoon's solution](#)

**1407.**

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 2300 · first AC: 2021-07-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[aimoon's solution](#)

**1408.**

1304F1

[Animal Observation \(easy version\)](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2021-06-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[aimoon's solution](#)

**1409.**

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2300 · first AC: 2021-06-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[aimoon's solution](#)

**1410.**

1293E

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-06-24 · last AC: 2021-06-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, greedy, trees

[aimoon's solution](#)

**1411.**

1285E

[Delete a Segment](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2021-06-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, sortings, trees, two pointers

[aimoon's solution](#)

**1412.**

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-22 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[aimoon's solution](#)

**1413.**

1282D

[Enchanted Artifact](#) · [Tutorial](#)

Quality: 2,375 global accepts · Rating: 2300 · first AC: 2021-06-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, strings

[aimoon's solution](#)

**1414.**

1269E

[K Integers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-06-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[aimoon's solution](#)

**1415.**

1277F

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

Rating: 2300 · first AC: 2021-06-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, greedy, math

[aimoon's solution](#)

**1416.**

1255F

[Point Ordering](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-06-12 · C++14 (GCC 6-32) (first AC) · Tags: geometry, interactive

[aimoon's solution](#)

**1417.**

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2021-06-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, math, shortest paths

[aimoon's solution](#)

**1418.**

1529E

[Trees of Tranquillity](#) · [Tutorial](#)

Quality: 2300 · first AC: 2021-05-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[aimoon's solution](#)

**1419.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,404 global accepts · Rating: 2300 · first AC: 2021-04-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[aimoon's solution](#)

**1420.**

878B

[Teams Formation](#) · [Tutorial](#)

Quality: 1,119 global accepts · Rating: 2300 · first AC: 2021-04-09 · last AC: 2021-04-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[aimoon's solution](#)

**1421.**

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,401 global accepts · Rating: 2300 · first AC: 2021-04-08 · last AC: 2021-04-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, strings

[aimoon's solution](#)

**1422.**

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 2300 · first AC: 2021-04-07 · last AC: 2021-04-07 · C++14 (GCC 6-32) (first AC) · Tags: dp

[aimoon's solution](#)

**1423.**

915E

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

Quality: 5,569 global accepts · Rating: 2300 · first AC: 2021-04-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[aimoon's solution](#)

**1424.**

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[aimoon's solution](#)

**1425.**

2193H

[Remove the Grail Tree](#) · [Tutorial](#)

Quality: 1,043 global accepts · Rating: 2400 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, trees

[aimoon's solution](#)

**1426.**

2052B

[BitBitJump](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2400 · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aimoon's solution](#)

**1427.**

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[aimoon's solution](#)

**1428.**

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory

[aimoon's solution](#)

**1429.**

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[aimoon's solution](#)

**1430.**

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[aimoon's solution](#)

**1431.**

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2025-03-09 · last AC: 2025-03-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[aimoon's solution](#)

**1432.**

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[aimoon's solution](#)

**1433.**

2063F1

[Counting Is Not Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-01-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees

[aimoon's solution](#)

**1434.**

2060G

[Bugged Sort](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, sortings

[aimoon's solution](#)

**1435.**

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[aimoon's solution](#)

**1436.**

1993F1

[Dyn-scripted Robot \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2024-08-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory

[aimoon's solution](#)

**1437.**

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math  
[aimoon's solution](#)

**1438.**

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math  
[aimoon's solution](#)

**1439.**

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2023-08-04 · last AC: 2023-08-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math  
[aimoon's solution](#)

**1440.**

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-17 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs  
[aimoon's solution](#)

**1441.**

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math  
[aimoon's solution](#)

**1442.**

1830C

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

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2023-05-29 · last AC: 2023-05-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings  
[aimoon's solution](#)

**1443.**

1827B2

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

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy  
[aimoon's solution](#)

**1444.**

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2023-03-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs  
[aimoon's solution](#)

**1445.**

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-02-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math  
[aimoon's solution](#)

**1446.**

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2023-01-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees  
[aimoon's solution](#)

**1447.**

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2023-01-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[aimoon's solution](#)

### 1448.

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[aimoon's solution](#)

### 1449.

103994C

[The Beach](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[aimoon's solution](#)

### 1450.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[aimoon's solution](#)

### 1451.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[aimoon's solution](#)

### 1452.

1679E

[Typical Party in Dorm](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2022-05-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, strings

[aimoon's solution](#)

### 1453.

1673F

[Anti-Theft Road Planning](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2400 · first AC: 2022-05-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, interactive, math

[aimoon's solution](#)

### 1454.

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2022-02-16 · last AC: 2022-02-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[aimoon's solution](#)

### 1455.

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2022-02-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[aimoon's solution](#)

### 1456.

1633E

[Spanning Tree Queries](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2400 · first AC: 2022-02-04 · last AC: 2022-02-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

[aimoon's solution](#)

**1457.**

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2022-01-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[aimoon's solution](#)

**1458.**

906C

[Party](#) · [Tutorial](#)

Quality: 1,509 global accepts · Rating: 2400 · first AC: 2022-01-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, graphs

[aimoon's solution](#)

**1459.**

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, math

[aimoon's solution](#)

**1460.**

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2022-01-20 · C++17 (GCC 7-32) (first AC) · Tags: dp

[aimoon's solution](#)

**1461.**

1626E

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

Quality: 1,857 global accepts · Rating: 2400 · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, trees

[aimoon's solution](#)

**1462.**

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2022-01-12 · last AC: 2022-01-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[aimoon's solution](#)

**1463.**

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2021-12-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[aimoon's solution](#)

**1464.**

1617D2

[Too Many Impostors \(hard version\)](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive, math

[aimoon's solution](#)

**1465.**

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2021-12-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[aimoon's solution](#)

**1466.**

103433C

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

Rating: 2400 · first AC: 2021-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[aimoon's solution](#)

**1467.**

1605E

[Array Equalizer](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2021-11-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, math, number theory, sortings, two pointers

[aimoon's solution](#)

**1468.**

1609E

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

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

[aimoon's solution](#)

**1469.**

449D

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

Quality: 6,138 global accepts · Rating: 2400 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[aimoon's solution](#)

**1470.**

866D

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

Rating: 2400 · first AC: 2021-11-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, two pointers

[aimoon's solution](#)

**1471.**

866C

[Gotta Go Fast](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-11-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, probabilities

[aimoon's solution](#)

**1472.**

1139E

[Maximize Mex](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 2400 · first AC: 2021-11-02 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs

[aimoon's solution](#)

**1473.**

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2021-10-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[aimoon's solution](#)

**1474.**

1098C

[Construct a tree](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2021-10-28 · last AC: 2021-10-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[aimoon's solution](#)

**1475.**

1582F2

[Korney Korneevich and XOR \(hard version\)](#) · [Tutorial](#)

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2021-10-24 · last AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[aimoon's solution](#)

**1476.**

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2021-10-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp

[aimoon's solution](#)

**1477.**

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2021-10-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[aimoon's solution](#)

**1478.**

796E

[Exam Cheating](#) · [Tutorial](#)

Quality: 733 global accepts · Rating: 2400 · first AC: 2021-09-07 · last AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[aimoon's solution](#)

**1479.**

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2021-08-04 · last AC: 2021-08-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[aimoon's solution](#)

**1480.**

1370F1

[The Hidden Pair \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2021-08-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[aimoon's solution](#)

**1481.**

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[aimoon's solution](#)

**1482.**

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2021-07-20 · last AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[aimoon's solution](#)

**1483.**

1341E

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-07-19 · last AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation, shortest paths

[aimoon's solution](#)

**1484.**

1333E

[Road to 1600](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2400 · first AC: 2021-07-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[aimoon's solution](#)

**1485.**

1330E

[Drazil Likes Heap](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-07-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[aimoon's solution](#)

**1486.**

1304F2

[Animal Observation \(hard version\)](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2021-06-30 · last AC: 2021-06-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[aimoon's solution](#)

**1487.**

1291E

[Prefix Enlightenment](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-06-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[aimoon's solution](#)

**1488.**

1287E1

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

Rating: 2400 · first AC: 2021-06-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive

[aimoon's solution](#)

**1489.**

1263F

[Economic Difficulties](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2400 · first AC: 2021-06-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, flows, graphs, trees

[aimoon's solution](#)

**1490.**

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2400 · first AC: 2021-05-29 · last AC: 2021-05-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees

[aimoon's solution](#)

**1491.**

1257F

[Make Them Similar](#) · [Tutorial](#)

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2021-05-15 · last AC: 2021-05-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[aimoon's solution](#)

**1492.**

220E

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

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2021-04-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, two pointers

[aimoon's solution](#)

**1493.**

467D

[Fedor and Essay](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2021-04-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, hashing, strings

[aimoon's solution](#)

**1494.**

922F

[Divisibility](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2400 · first AC: 2021-04-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[aimoon's solution](#)

**1495.**

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,273 global accepts · Rating: 2400 · first AC: 2021-04-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[aimoon's solution](#)

**1496.**

674C

[Levels and Regions](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-02-17 · last AC: 2021-04-01 · GNU C++11 (first AC) · Tags: divide and conquer, dp

[aimoon's solution](#)

**1497.**

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[aimoon's solution](#)

**1498.**

2196D

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

Quality: 994 global accepts · Rating: 2500 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings

[aimoon's solution](#)

**1499.**

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 950 global accepts · Rating: 2500 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[aimoon's solution](#)

**1500.**

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2500 · first AC: 2026-01-08 · last AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[aimoon's solution](#)

**1501.**

2165D

[Path Split](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2500 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, greedy

[aimoon's solution](#)

**1502.**

2101D

[Mani and Segments](#) · [Tutorial](#)

Quality: 1,019 global accepts · Rating: 2500 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings, two pointers

[aimoon's solution](#)

**1503.**

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[aimoon's solution](#)

**1504.**

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[aimoon's solution](#)

**1505.**

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, sortings

[aimoon's solution](#)

**1506.**

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and

similar, dp, trees

[aimoon's solution](#)

**1507.**

1998E2

[Eliminating Balls With Merging \(Hard Version\)](#) · [Tutorial](#)

Quality: 900 global accepts · Rating: 2500 · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy, implementation

[aimoon's solution](#)

**1508.**

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[aimoon's solution](#)

**1509.**

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2023-08-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math

[aimoon's solution](#)

**1510.**

1854C

[Expected Destruction](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-08-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[aimoon's solution](#)

**1511.**

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2023-06-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[aimoon's solution](#)

**1512.**

1824C

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

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-05-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[aimoon's solution](#)

**1513.**

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-17 · last AC: 2023-01-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[aimoon's solution](#)

**1514.**

1771E

[Hossam and a Letter](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 2500 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, two pointers

[aimoon's solution](#)

**1515.**

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[aimoon's solution](#)

**1516.**

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[aimoon's solution](#)

## 1517.

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-05-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[aimoon's solution](#)

## 1518.

1673E

[Power or XOR?](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2500 · first AC: 2022-05-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[aimoon's solution](#)

## 1519.

1661E

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

Quality: 1,122 global accepts · Rating: 2500 · first AC: 2022-04-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, dsu, math, trees

[aimoon's solution](#)

## 1520.

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2500 · first AC: 2022-04-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[aimoon's solution](#)

## 1521.

1658E

[Gojou and Matrix Game](#) · [Tutorial](#)

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings

[aimoon's solution](#)

## 1522.

1647E

[Madoka and the Sixth-graders](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2500 · first AC: 2022-03-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy

[aimoon's solution](#)

## 1523.

55D

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

Quality: 4,620 global accepts · Rating: 2500 · first AC: 2022-01-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory

[aimoon's solution](#)

## 1524.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2022-01-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures

[aimoon's solution](#)

## 1525.

1623E

[Middle Duplication](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2500 · first AC: 2021-12-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, strings, trees

[aimoon's solution](#)

## 1526.

508D

[Tanya and Password](#) · [Tutorial](#)

Quality: 4,229 global accepts · Rating: 2500 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs  
[aimoon's solution](#)

**1527.**

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2500 · first AC: 2021-11-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp  
[aimoon's solution](#)

**1528.**

1573D

[Xor of 3](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[aimoon's solution](#)

**1529.**

1398F

[Controversial Rounds](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2500 · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers  
[aimoon's solution](#)

**1530.**

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers  
[aimoon's solution](#)

**1531.**

1382E

[Mastermind](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-09-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings  
[aimoon's solution](#)

**1532.**

1362F

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-08-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs  
[aimoon's solution](#)

**1533.**

1332F

[Independent Set](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2500 · first AC: 2021-07-14 · last AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees  
[aimoon's solution](#)

**1534.**

1325F

[Ehab's Last Theorem](#) · [Tutorial](#)

Quality: 2,329 global accepts · Rating: 2500 · first AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy  
[aimoon's solution](#)

**1535.**

1321F

[Reachable Strings](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-07-09 · C++14 (GCC 6-32) (first AC) · Tags: hashing, strings  
[aimoon's solution](#)

**1536.**

1315E

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

Rating: 2500 · first AC: 2021-07-06 · C++14 (GCC 6-32) (first AC) · Tags: —  
[aimoon's solution](#)

**1537.**

1313D

[Happy New Year](#) · [Tutorial](#)

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2021-07-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, implementation  
[aimoon's solution](#)

**1538.**

1301E

[Nanosoft](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2021-06-29 · last AC: 2021-06-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, implementation  
[aimoon's solution](#)

**1539.**

1281F

[Miss Punyverse](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-06-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, trees  
[aimoon's solution](#)

**1540.**

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,253 global accepts · Rating: 2500 · first AC: 2021-05-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees  
[aimoon's solution](#)

**1541.**

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2021-05-20 · last AC: 2021-05-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp  
[aimoon's solution](#)

**1542.**

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2021-04-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities  
[aimoon's solution](#)

**1543.**

2189E

[Majority Wins?](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2600 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings  
[aimoon's solution](#)

**1544.**

2173F

[Isla's Memory Thresholds](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2600 · first AC: 2025-12-06 · last AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, math  
[aimoon's solution](#)

**1545.**

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-31 · last AC: 2024-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math  
[aimoon's solution](#)

**1546.**

1949J

[Amanda the Amoeba](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2600 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation, trees, two pointers  
[aimoon's solution](#)

**1547.**

1949D

[Funny or Scary?](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[aimoon's solution](#)

**1548.**

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-25 · last AC: 2024-01-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[aimoon's solution](#)

**1549.**

1889C2

[Doremy's Drying Plan \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-10-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[aimoon's solution](#)

**1550.**

1844F1

[Min Cost Permutation \(Easy Version\)](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2023-07-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[aimoon's solution](#)

**1551.**

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-06-24 · last AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[aimoon's solution](#)

**1552.**

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2023-04-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[aimoon's solution](#)

**1553.**

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2022-11-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[aimoon's solution](#)

**1554.**

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2022-06-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[aimoon's solution](#)

**1555.**

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2022-05-20 · last AC: 2022-05-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, two pointers

[aimoon's solution](#)

**1556.**

484C

[Strange Sorting](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 2600 · first AC: 2022-01-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[aimoon's solution](#)

**1557.**

103433F

[How to Learn You Score](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[aimoon's solution](#)

**1558.**

1614E

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

Quality: 948 global accepts · Rating: 2600 · first AC: 2021-11-30 · last AC: 2021-11-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[aimoon's solution](#)

**1559.**

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2021-08-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, math, number theory

[aimoon's solution](#)

**1560.**

1355F

[Guess Divisors Count](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2021-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, number theory

[aimoon's solution](#)

**1561.**

1345E

[Quantifier Question](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs

[aimoon's solution](#)

**1562.**

1341F

[Nastya and Time Machine](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[aimoon's solution](#)

**1563.**

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 2600 · first AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[aimoon's solution](#)

**1564.**

1301F

[Super Jaber](#) · [Tutorial](#)

Quality: 1,414 global accepts · Rating: 2600 · first AC: 2021-06-30 · last AC: 2021-06-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[aimoon's solution](#)

**1565.**

1265F

[Beautiful Bracket Sequence \(easy version\)](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-06-17 · C++14 (GCC 6-32) (first AC) · Tags: probabilities

[aimoon's solution](#)

**1566.**

1023F

[Mobile Phone Network](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2021-02-15 · last AC: 2021-02-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[aimoon's solution](#)

**1567.**

2052M

[Managing Cluster](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2700 · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, math, trees

[aimoon's solution](#)

**1568.**

2073C

[Cactus Connectivity](#) · [Tutorial](#)

Quality: 336 global accepts · Rating: 2700 · first AC: 2025-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[aimoon's solution](#)

**1569.**

2073H

[Secret Lilies and Roses](#) · [Tutorial](#)

Quality: 372 global accepts · Rating: 2700 · first AC: 2025-09-10 · C++17 (GCC 7-32) (first AC) · Tags: interactive

[aimoon's solution](#)

**1570.**

2063F2

[Counting Is Not Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2025-01-29 · last AC: 2025-01-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dsu, graphs, implementation, trees

[aimoon's solution](#)

**1571.**

1993E

[Xor-Grid Problem](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2700 · first AC: 2024-08-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, implementation

[aimoon's solution](#)

**1572.**

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[aimoon's solution](#)

**1573.**

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math

[aimoon's solution](#)

**1574.**

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-02-18 · last AC: 2024-02-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar

[aimoon's solution](#)

**1575.**

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-01-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[aimoon's solution](#)

**1576.**

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-03-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[aimoon's solution](#)

**1577.**

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2022-11-10 · last AC: 2022-11-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, strings

[aimoon's solution](#)

**1578.**

1510J

[Japanese Game](#) · [Tutorial](#)

Quality: 561 global accepts · Rating: 2700 · first AC: 2022-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[aimoon's solution](#)

**1579.**

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2022-04-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[aimoon's solution](#)

**1580.**

1634F

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

Quality: 1,903 global accepts · Rating: 2700 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[aimoon's solution](#)

**1581.**

1617E

[Christmas Chocolates](#) · [Tutorial](#)

Quality: 1,018 global accepts · Rating: 2700 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games, graphs, implementation, math, number theory, shortest paths, trees

[aimoon's solution](#)

**1582.**

1214F

[Employment](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2021-11-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[aimoon's solution](#)

**1583.**

1034C

[Region Separation](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2700 · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, number theory, trees

[aimoon's solution](#)

**1584.**

1573E

[Paint](#) · [Tutorial](#)

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

[aimoon's solution](#)

**1585.**

1550F

[Jumping Around](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2700 · first AC: 2021-09-17 · last AC: 2021-09-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, graphs, shortest paths

[aimoon's solution](#)

**1586.**

1555F

[Good Graph](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 2700 · first AC: 2021-09-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees

[aimoon's solution](#)

**1587.**

1567F

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

Quality: 880 global accepts · Rating: 2700 · first AC: 2021-09-06 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, implementation

[aimoon's solution](#)

**1588.**

1379F1

[Chess Strikes Back \(easy version\)](#) · [Tutorial](#)

Quality: 685 global accepts · Rating: 2700 · first AC: 2021-08-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[aimoon's solution](#)

**1589.**

1372F

[Omkar and Modes](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2700 · first AC: 2021-08-11 · last AC: 2021-08-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, interactive

[aimoon's solution](#)

**1590.**

1369F

[BareLee](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 2700 · first AC: 2021-08-05 · last AC: 2021-08-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games

[aimoon's solution](#)

**1591.**

1370F2

[The Hidden Pair \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2021-08-04 · last AC: 2021-08-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[aimoon's solution](#)

**1592.**

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2021-08-03 · last AC: 2021-08-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities

[aimoon's solution](#)

**1593.**

1358F

[Tasty Cookie](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[aimoon's solution](#)

**1594.**

1553G

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

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2021-07-23 · last AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[aimoon's solution](#)

**1595.**

1345F

[Résumé Review](#) · [Tutorial](#)

Rating: 2700 · first AC: 2021-07-21 · last AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[aimoon's solution](#)

**1596.**

1313E

[Concatenation with intersection](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2021-07-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, strings, two pointers

[aimoon's solution](#)

**1597.**

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 2700 · first AC: 2021-05-06 · last AC: 2021-05-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[aimoon's solution](#)

**1598.**

13E

[Holes](#) · [Tutorial](#)

Quality: 7,950 global accepts · Rating: 2700 · first AC: 2021-04-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[aimoon's solution](#)

**1599.**

2189F

[Zhora the Vacuum Cleaner](#) · [Tutorial](#)

Quality: 227 global accepts · Rating: 2800 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, sortings, trees

[aimoon's solution](#)

**1600.**

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2025-12-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[aimoon's solution](#)

**1601.**

2052I

[Incompetent Delivery Guy](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: 2800 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths

[aimoon's solution](#)

**1602.**

2124F2

[Appending Permutations \(Hard Version\)](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 2800 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[aimoon's solution](#)

**1603.**

2097D

[Homework](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2800 · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, math, matrices

[aimoon's solution](#)

**1604.**

2053I1

[Affectionate Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2800 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy

[aimoon's solution](#)

**1605.**

2034F2

[Khayyam's Royal Decree \(Hard Version\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2024-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, sortings

[aimoon's solution](#)

**1606.**

1949K

[Make Triangle](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2800 · first AC: 2024-08-15 · last AC: 2024-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[aimoon's solution](#)

**1607.**

1993F2

[Dyn-scripted Robot \(Hard Version\)](#) · [Tutorial](#)

Quality: 543 global accepts · Rating: 2800 · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[aimoon's solution](#)

**1608.**

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2024-05-01 · last AC: 2024-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers

[aimoon's solution](#)

**1609.**

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2023-06-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, trees

[aimoon's solution](#)

**1610.**

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2023-06-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, sortings, trees

[aimoon's solution](#)

**1611.**

1400F

[x-prime Substrings](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2800 · first AC: 2022-11-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings

[aimoon's solution](#)

**1612.**

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2022-11-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, probabilities

[aimoon's solution](#)

**1613.**

1672F2

[Checker for Array Shuffling](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 2800 · first AC: 2022-04-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[aimoon's solution](#)

**1614.**

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2022-03-07 · last AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths

[aimoon's solution](#)

**1615.**

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2022-02-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[aimoon's solution](#)

**1616.**

1608E

[The Cells on the Paper](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2021-12-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, sortings

[aimoon's solution](#)

**1617.**

1039D

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

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2021-12-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees  
[aimoon's solution](#)

**1618.**

1214H

[Tiles Placement](#) · [Tutorial](#)

Quality: 461 global accepts · Rating: 2800 · first AC: 2021-12-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees  
[aimoon's solution](#)

**1619.**

1612F

[Armor and Weapons](#) · [Tutorial](#)

Quality: 694 global accepts · Rating: 2800 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, shortest paths  
[aimoon's solution](#)

**1620.**

1109C

[Sasha and a Patient Friend](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 2800 · first AC: 2021-10-28 · last AC: 2021-10-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation  
[aimoon's solution](#)

**1621.**

1383D

[Rearrange](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2021-09-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, sortings  
[aimoon's solution](#)

**1622.**

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2021-08-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math  
[aimoon's solution](#)

**1623.**

1323F

[Reality Show](#) · [Tutorial](#)

Rating: 2800 · first AC: 2021-07-12 · last AC: 2021-07-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp  
[aimoon's solution](#)

**1624.**

1291F

[Coffee Varieties \(easy version\)](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2800 · first AC: 2021-06-27 · C++14 (GCC 6-32) (first AC) · Tags: graphs, interactive  
[aimoon's solution](#)

**1625.**

1287E2

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

Rating: 2800 · first AC: 2021-06-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive  
[aimoon's solution](#)

**1626.**

2073K

[Book Sorting](#) · [Tutorial](#)

Quality: 238 global accepts · Rating: 2900 · first AC: 2025-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
[aimoon's solution](#)

**1627.**

2084F

[Skyscape](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2900 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy

[aimoon's solution](#)

**1628.**

2062F

[Traveling Salescat](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2900 · first AC: 2025-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings

[aimoon's solution](#)

**1629.**

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2025-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, interactive

[aimoon's solution](#)

**1630.**

2023D

[Many Games](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, probabilities

[aimoon's solution](#)

**1631.**

1949E

[Damage per Second](#) · [Tutorial](#)

Quality: 146 global accepts · Rating: 2900 · first AC: 2024-08-18 · last AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[aimoon's solution](#)

**1632.**

1677E

[Tokitsukaze and Beautiful Subsegments](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2900 · first AC: 2022-05-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[aimoon's solution](#)

**1633.**

1667D

[Edge Elimination](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2900 · first AC: 2022-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[aimoon's solution](#)

**1634.**

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,308 global accepts · Rating: 2900 · first AC: 2022-01-25 · last AC: 2022-01-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[aimoon's solution](#)

**1635.**

1083C

[Max Mex](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2900 · first AC: 2021-10-26 · last AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[aimoon's solution](#)

**1636.**

1372E

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

Quality: 1,433 global accepts · Rating: 2900 · first AC: 2021-08-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[aimoon's solution](#)

**1637.**

2062E2

[The Game \(Hard Version\)](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 3000 · first AC: 2025-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, implementation, trees

[aimoon's solution](#)

**1638.**

2057G

[Secret Message](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2025-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, math

[aimoon's solution](#)

**1639.**

1854D

[Michael and Hotel](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2023-08-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, trees

[aimoon's solution](#)

**1640.**

1610F

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

Quality: 707 global accepts · Rating: 3000 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[aimoon's solution](#)

**1641.**

2147G

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

Quality: 359 global accepts · Rating: 3100 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[aimoon's solution](#)

**1642.**

2073I

[Squares on Grid Lines](#) · [Tutorial](#)

Quality: 122 global accepts · Rating: 3100 · first AC: 2025-09-17 · last AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[aimoon's solution](#)

**1643.**

2097E

[Clearing the Snowdrift](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3100 · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy

[aimoon's solution](#)

**1644.**

2096F

[Wonderful Impostors](#) · [Tutorial](#)

Quality: 458 global accepts · Rating: 3100 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, two pointers

[aimoon's solution](#)

**1645.**

1647F

[Madoka and Laziness](#) · [Tutorial](#)

Quality: 543 global accepts · Rating: 3100 · first AC: 2022-03-14 · last AC: 2022-03-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[aimoon's solution](#)

**1646.**

1337F

[Yui and Mahjong Set](#) · [Tutorial](#)

Rating: 3200 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math

[aimoon's solution](#)

**1647.**

1949A

[Grove](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3300 · first AC: 2024-08-18 · last AC: 2024-08-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, geometry, probabilities

[aimoon's solution](#)

**1648.**

103994L

[N Machines](#) · [Tutorial](#)

Rating: 3300 · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[aimoon's solution](#)

**1649.**

2053G

[Naive String Splits](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3400 · first AC: 2025-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, hashing, math, number theory, strings

[aimoon's solution](#)

**1650.**

1119F

[Niyaz and Small Degrees](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 3400 · first AC: 2022-05-24 · last AC: 2022-05-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[aimoon's solution](#)

**1651.**

2061F2

[Kevin and Binary String \(Hard Version\)](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 3500 · first AC: 2025-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[aimoon's solution](#)

**1652.**

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: — · first AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[aimoon's solution](#)

**1653.**

2222D

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

Quality: 3,182 global accepts · Rating: — · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, sortings

[aimoon's solution](#)

**1654.**

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,768 global accepts · Rating: — · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[aimoon's solution](#)

**1655.**

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,267 global accepts · Rating: — · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[aimoon's solution](#)

**1656.**

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 9,981 global accepts · Rating: — · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[aimoon's solution](#)

**1657.**

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,131 global accepts · Rating: — · first AC: 2026-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, graph matchings, implementation

[aimoon's solution](#)

**1658.**

106242E

[K-th Unique Element \(unique\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[aimoon's solution](#)

**1659.**

104770C

[Carpet Showcase](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aimoon's solution](#)

**1660.**

104770L

[Seats in the subway](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aimoon's solution](#)

**1661.**

104770E

[Accounting Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aimoon's solution](#)

**1662.**

104770I

[Roofs](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aimoon's solution](#)

**1663.**

104770G

[Elevator Ride](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aimoon's solution](#)

**1664.**

104770A

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

Rating: — · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aimoon's solution](#)

**1665.**

105562K

[Kruidnoten](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aimoon's solution](#)

**1666.**

105562F

[Flowing Fountain](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[aimoon's solution](#)

**1667.**

105562L

[Limited Library](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[aimoon's solution](#)

**1668.**

105562H

[Hash Collision](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[aimoon's solution](#)

**1669.**

105562J

[Jib Job](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[aimoon's solution](#)

**1670.**

105562E

[Evolving Etymology](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[aimoon's solution](#)

**1671.**

105562D

[Dutch Democracy](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[aimoon's solution](#)

**1672.**

105562A

[Alphabetical Aristocrats](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[aimoon's solution](#)

**1673.**

102787A

[Shandom Ruffle](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[aimoon's solution](#)

**1674.**

100551A

[Connect and Disconnect](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aimoon's solution](#)

**1675.**

105394G

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

Rating: — · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aimoon's solution](#)

**1676.**

105394E

[Even Odd Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aimoon's solution](#)

**1677.**

105394C

[Copycat Catcher](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aimoon's solution](#)

**1678.**

105394D

[Dark Alley](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aimoon's solution](#)

**1679.**

105394L

[Laundry](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · Python 3 (first AC) · Tags: —

[aimoon's solution](#)

**1680.**

105394I

[Interference](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aimoon's solution](#)

**1681.**

105394M

[Musical Mending](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aimoon's solution](#)

**1682.**

105394B

[Bookshelf Bottleneck](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · PyPy 3-64 (first AC) · Tags: —

[aimoon's solution](#)

**1683.**

105394K

[Kitten of Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · PyPy 3-64 (first AC) · Tags: —

[aimoon's solution](#)

**1684.**

105394A

[Alien Attack 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[aimoon's solution](#)

**1685.**

105465A

[AND-OR closure](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · last AC: 2024-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aimoon's solution](#)

**1686.**

105465C

[Christmas Sky](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aimoon's solution](#)

**1687.**

105465G

[Graph Race](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[aimoon's solution](#)

**1688.**

105465F

[Fast XORting](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[aimoon's solution](#)

**1689.**

105465K

[\\$\\$ Subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[aimoon's solution](#)

**1690.**

105465M

[Max Minus Min](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[aimoon's solution](#)

**1691.**

105465B

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

Rating: — · first AC: 2024-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[aimoon's solution](#)

**1692.**

105465E

[Eliminate Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[aimoon's solution](#)

**1693.**

105465J

[Jackpot](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[aimoon's solution](#)

**1694.**

103443G

[The Treasure of the Sierra Jade](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[aimoon's solution](#)

**1695.**

103443C

[Community Service](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[aimoon's solution](#)

**1696.**

103443L

[Leadfoot](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[aimoon's solution](#)

**1697.**

103443I

[Seesaw](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[aimoon's solution](#)

**1698.**

103443D

[Largest Remainder](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[aimoon's solution](#)

**1699.**

103443J

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

Rating: — · first AC: 2024-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aimoon's solution](#)

**1700.**

103443B

[Maximum Sub-Reverse Matching](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[aimoon's solution](#)

**1701.**

103443M

[Escaping the Foggy Forest](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · PyPy 3-64 (first AC) · Tags: —

[aimoon's solution](#)

**1702.**

103443A

[Ice Cream](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · last AC: 2024-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[aimoon's solution](#)

**1703.**

104017C

[Il Derby della Madonnina](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-29 · PyPy 3-64 (first AC) · Tags: —

[aimoon's solution](#)

**1704.**

104017I

[Antennas](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[aimoon's solution](#)

**1705.**

104017E

[Evolution of Weasels](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[aimoon's solution](#)

**1706.**

104017L

[Circular Maze](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-29 · PyPy 3-64 (first AC) · Tags: —

[aimoon's solution](#)

**1707.**

104017B

[Drone Photo](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[aimoon's solution](#)

**1708.**

104017J

[Boundary](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-29 · PyPy 3-64 (first AC) · Tags: —

[aimoon's solution](#)

**1709.**

104017D

[Ice Cream Shop](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[aimoon's solution](#)

**1710.**

104017F

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

Rating: — · first AC: 2024-08-29 · PyPy 3-64 (first AC) · Tags: —

[aimoon's solution](#)

**1711.**

104017A

[Organizing SWERC](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-29 · PyPy 3-64 (first AC) · Tags: —

[aimoon's solution](#)

**1712.**

105112I

[Isolated Island](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: —  
[aimoon's solution](#)

**1713.**

105112G

[Galaxy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: —  
[aimoon's solution](#)

**1714.**

105112C

[Chair Dance](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: —  
[aimoon's solution](#)

**1715.**

105112J

[Jogging Tour](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: —  
[aimoon's solution](#)

**1716.**

105112F

[Fixing Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: —  
[aimoon's solution](#)

**1717.**

105112L

[Lateral Damage](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[aimoon's solution](#)

**1718.**

105112A

[Arranging Adapters](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[aimoon's solution](#)

**1719.**

105112H

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

Rating: — · first AC: 2024-08-19 · PyPy 3 (first AC) · Tags: —  
[aimoon's solution](#)

**1720.**

105112D

[Date Picker](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[aimoon's solution](#)

**1721.**

105112K

[Klompdansen](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[aimoon's solution](#)

**1722.**

100962F

[Frank Sinatra](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-19 · last AC: 2024-01-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[aimoon's solution](#)

1723.

1042915

[B470cB0=CÔ D :C`>CÔ5](#)

Rating: — · first AC: 2023-05-04 · last AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[aimoon's solution](#)

1724.

1042918

[A\\$KC0=C,,BDÂ ?C`0CÒÀ CÔ> CÔ5 C65D 5C\\$KC0>C`=C,,BDÀ](#)

Rating: — · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[aimoon's solution](#)

1725.

1042916

[A500DCT@CT=Dd8Dö](#)

Rating: — · first AC: 2023-05-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[aimoon's solution](#)

1726.

1042902

[B\\$D0=Cä5 C0>D ;C =C,,5](#)

Rating: — · first AC: 2023-04-28 · last AC: 2023-05-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[aimoon's solution](#)

1727.

1042901

[A\\$80D5Cä=C 1C`NCD5CÔ8CP](#)

Rating: — · first AC: 2023-04-28 · last AC: 2023-05-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[aimoon's solution](#)

1728.

1042903

[B-500>D 4D² 8 C =D\\$8D 5Cα>D 4D°](#)

Rating: — · first AC: 2023-05-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[aimoon's solution](#)

1729.

102443B

[Blocking the View · Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[aimoon's solution](#)

1730.

102443D

[Guess the Path · Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[aimoon's solution](#)

1731.

102443H

[Planet Nine · Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[aimoon's solution](#)

1732.

102443I

[Dates · Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[aimoon's solution](#)

1733.

102443F

[Isosceles triangles · Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[aimoon's solution](#)

1734.

102443A

[Attractive Flowers · Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[aimoon's solution](#)

1735.

100168J

[B 0D AD\\$>Dô=C,,5 CÄ5Cd4D2 >D\\$@CT7C=0CÄ8](#)

Rating: — · first AC: 2022-12-01 · last AC: 2022-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[aimoon's solution](#)

1736.

100168T

[B 0D AD\\$>Dô=C,,5 CÄ5Cd4D2 ;D4GC <C€](#)

Rating: — · first AC: 2022-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[aimoon's solution](#)

1737.

100168Q

[Aô@Cjæ C 4C`5Cd=CäAD\\$L D\\$>Dt:C, ;D4GD0](#)

Rating: — · first AC: 2022-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[aimoon's solution](#)

1738.

100168K

[Aô5D5D 5Dt5CÔ8CR 4C\\$CDR ?D OCÄKDP](#)

Rating: — · first AC: 2022-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[aimoon's solution](#)

1739.

100168R

[Aô@Cjæ C 4C`5Cd=CäAD\\$L D\\$>Dt:C, >D\\$@CT7C= C](#)

Rating: — · first AC: 2022-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[aimoon's solution](#)

1740.

100168H

[B 0D AD\\$>Dô=C,,5 CäB D\\$>Dt:C, 4Câ ;D4GC](#)

Rating: — · first AC: 2022-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[aimoon's solution](#)

1741.

100168L

[ADjCjæ C 2CT:D\\$>D 0](#)

Rating: — · first AC: 2022-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[aimoon's solution](#)

1742.

100168I

[B 0D AD\\$>Dô=C,,5 CäB D\\$>Dt:C, 4Câ >D\\$@CT7C=0](#)

Rating: — · first AC: 2022-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[aimoon's solution](#)

1743.

100168S

[Aô>Cjæ C 4C`5Cd=CäAD\\$L D\\$>Dt:C, ?D OCÄ>C•](#)

Rating: — · first AC: 2022-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[aimoon's solution](#)

1744.

100168P

[Aô@Cjæ C 4C`5Cd=CäAD\\$L D\\$>Dt:C, ?D OCÄ>C•](#)

Rating: — · first AC: 2022-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[aimoon's solution](#)

1745.

100168G

[B 0D AD\\$>Dô=C,,5 CäB D\\$>Dt:C, 4Câ ?D OCÄ>C'](#)

Rating: — · first AC: 2022-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —  
[aimoon's solution](#)

1746.

100168F

[B 0D AD\\$>Dô=C,,5 CäB D\\$>Dt:C, 4Câ ?D OCÄ>C'](#)

Rating: — · first AC: 2022-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —  
[aimoon's solution](#)

1747.

100168N

[B4@C020Ö5CÖ8CR ?D OCÄ>C' ”•](#)

Rating: — · first AC: 2022-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —  
[aimoon's solution](#)

1748.

100168M

[B4@C020Ö5CÖ8CR ?D OCÄ>C' •](#)

Rating: — · first AC: 2022-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —  
[aimoon's solution](#)

1749.

100168E

[A 8D ACT:D\\$@C,,AC](#)

Rating: — · first AC: 2022-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —  
[aimoon's solution](#)

1750.

100168C

[AöCa10 4DÄ <CÖ>C4>D43Cä;DÄ=C,,:C](#)

Rating: — · first AC: 2022-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —  
[aimoon's solution](#)

1751.

100168D

[AöCa10 4DÄ BD 5D43Cä;DÄ=C,,:C](#)

Rating: — · first AC: 2022-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —  
[aimoon's solution](#)

1752.

100168B

[B43Cä;CÄ5Cd4D2 2CT:D\\$>D 0CÄ8](#)

Rating: — · first AC: 2022-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —  
[aimoon's solution](#)

1753.

100168A

[AöCa10 =D`9 D43Cä; D\\$>Dt:C€](#)

Rating: — · first AC: 2022-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —  
[aimoon's solution](#)

1754.

103994H

[A 0D,5CÖ:C€](#)

Rating: — · first AC: 2022-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[aimoon's solution](#)

1755.

103994G

[Split sort · Tutorial](#)

Rating: — · first AC: 2022-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[aimoon's solution](#)

**1756.**

103994K

[A0501aD BC,,@D49](#)

Rating: — · first AC: 2022-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[aimoon's solution](#)

**1757.**

103994E

[B 00Ä1aD BCäOD\\$5C`LCÔKCR 4CT@CT2DÄO](#)

Rating: — · first AC: 2022-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[aimoon's solution](#)

**1758.**

103994J

[A@Dä1a<CäCC4>C`LCÔ>CR 4CT@CT2Cä](#)

Rating: — · first AC: 2022-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[aimoon's solution](#)

**1759.**

103994B

[A`QD101a, GD\\$5CÔ8CR CD ;Cä2C,,9](#)

Rating: — · first AC: 2022-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[aimoon's solution](#)

**1760.**

103369D

[Aä1D\\$8CÄ0C`LCÔ0Dò 2D BC 2C#0](#)

Rating: — · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[aimoon's solution](#)

**1761.**

103369A

[Frog traveler · Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[aimoon's solution](#)

**1762.**

104010L

[Shifting Roads · Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[aimoon's solution](#)

**1763.**

103483J

[Yurik and Woodwork Lesson · Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —  
[aimoon's solution](#)

**1764.**

103483L

[Birthday · Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —  
[aimoon's solution](#)

**1765.**

103483C

[How Many Strings Are Less · Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —  
[aimoon's solution](#)

**1766.**

1662D

[Evolution of Weasels · Tutorial](#)

Quality: 2,155 global accepts · Rating: — · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings  
[aimoon's solution](#)

**1767.**

16620

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[aimoon's solution](#)

**1768.**

1662L

[Il Derby della Madonna](#) · [Tutorial](#)

Quality: 1,332 global accepts · Rating: — · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math

[aimoon's solution](#)

**1769.**

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-05-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, sortings

[aimoon's solution](#)

**1770.**

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-05-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[aimoon's solution](#)

**1771.**

1662M

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

Quality: 3,877 global accepts · Rating: — · first AC: 2022-05-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[aimoon's solution](#)

**1772.**

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-05-05 · last AC: 2022-05-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[aimoon's solution](#)

**1773.**

103464D

[A Task With Queries](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[aimoon's solution](#)

**1774.**

1663C

[P Ö! Verdon](#) [Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: \*special, implementation, math

[aimoon's solution](#)

**1775.**

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: \*special, expression parsing, trees

[aimoon's solution](#)

**1776.**

101341I

[Matrix God](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-05 · last AC: 2022-02-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[aimoon's solution](#)

**1777.**

102644I

[Count Paths Queries](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[aimoon's solution](#)

**1778.**

102644H

[String Mood Updates](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[aimoon's solution](#)

**1779.**

102644G

[Recurrence With Square](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-25 · last AC: 2022-01-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[aimoon's solution](#)

**1780.**

102032B

[Squarow](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[aimoon's solution](#)

**1781.**

102032A

[Innohorse](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[aimoon's solution](#)

**1782.**

102436B

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

Rating: — · first AC: 2021-11-18 · last AC: 2021-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[aimoon's solution](#)

**1783.**

102436D

[Subset ``AND``](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[aimoon's solution](#)

**1784.**

102436C

[Painting Plan](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[aimoon's solution](#)

**1785.**

102032D

[Stones Distribution](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[aimoon's solution](#)

**1786.**

102032C

[Innoforest](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[aimoon's solution](#)

**1787.**

102436A

[Cool Water](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[aimoon's solution](#)

**1788.**

102396F

[Metro 2345](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[aimoon's solution](#)

**1789.**

102396C

[Jet Trains](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —  
[aimoon's solution](#)

**1790.**

102396G

[Weight Overflow](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —  
[aimoon's solution](#)

**1791.**

102396I

[Magic Trick](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —  
[aimoon's solution](#)

**1792.**

102396B

[Cash Gap](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —  
[aimoon's solution](#)

**1793.**

102396H

[Checking Answers to Test](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —  
[aimoon's solution](#)

**1794.**

102396A

[King's Inspection](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —  
[aimoon's solution](#)

**1795.**

102396E

[Unique Solution](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —  
[aimoon's solution](#)

**1796.**

101967J

[A0C0D0 ?D >C4CC :C CÄ0C`LD\\$5C€](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —  
[aimoon's solution](#)

**1797.**

101967C

[A0C0D0 ?D >C,,3D 0D\\$L C0 >C0BCTAD](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —  
[aimoon's solution](#)

**1798.**

101967I

[A0C0D0 \\$D,,5D BC\\$8CR ?Cä BCä@D0](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —  
[aimoon's solution](#)

**1799.**

101967H

[B 500@CTBC0KC' HC,,DD](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[aimoon's solution](#)

**1800.**

101967D

[A d50c50t=D 5 CD>D >C48 A 5D ;Dô=CD8C€](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[aimoon's solution](#)

**1801.**

101967G

[A4B0c0,,5 CăBD 5Ct:C€](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[aimoon's solution](#)

**1802.**

101967L

[B 70c,DA:Că BCTAD\\$>C](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[aimoon's solution](#)

**1803.**

101967E

[B 70c60ÔKCR 7C 4C GC€](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[aimoon's solution](#)

**1804.**

101967A

[A\\$0000C, ?C,,ADÄ<Cà](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[aimoon's solution](#)

**1805.**

101136C

[AD@012CÔ5CR 7C :C`8CÔ0CÔ8CP](#)

Rating: — · first AC: 2021-11-09 · last AC: 2021-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[aimoon's solution](#)

**1806.**

101609B

[A,,ED\\$5D 5D =C O DÔ:D :D4@D 8Dđ](#)

Rating: — · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[aimoon's solution](#)

**1807.**

101609C

[Aô@D16C=8 D ?Că2Că@CăBCă<](#)

Rating: — · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[aimoon's solution](#)

**1808.**

101609I

[Aô8DđFC](#)

Rating: — · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[aimoon's solution](#)

**1809.**

101609F

[B 8D5C\\$0CÔ8CP](#)

Rating: — · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[aimoon's solution](#)

**1810.**

101609J

[B 5D\\$2C,ED\\$8CĂ Gv-çFW](#)

Rating: — · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[aimoon's solution](#)

**1811.**

101609E

[B 00t#D'5 Dd8DD@D°](#)

Rating: — · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[aimoon's solution](#)

**1812.**

101609H

[B 00t#C,,AC =C,,5](#)

Rating: — · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[aimoon's solution](#)

**1813.**

101609D

[A6>00ADt5D\\$K C" AD\\$@Cän](#)

Rating: — · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[aimoon's solution](#)

**1814.**

101609G

[A6>D;0T4CÔODò 1C,,BC\\$0](#)

Rating: — · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[aimoon's solution](#)

**1815.**

101609A

[A0C#>CÔ>CÄ5D =CäAD\\$8](#)

Rating: — · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[aimoon's solution](#)

**1816.**

101609K

[AD@Cä1C'5CÔ8CP](#)

Rating: — · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[aimoon's solution](#)

**1817.**

101136E

[B 5D8C ;](#)

Rating: — · first AC: 2021-11-08 · last AC: 2021-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[aimoon's solution](#)

**1818.**

101136K

[B\\$0CÔ0;CÄ ODt8 C, '8D :C'NDt0DäICT5 C,,;C:°](#)

Rating: — · first AC: 2021-11-08 · last AC: 2021-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[aimoon's solution](#)

**1819.**

101136B

[A6>CÄ5DT0 D ?D 0C\\$0](#)

Rating: — · first AC: 2021-11-08 · last AC: 2021-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[aimoon's solution](#)

**1820.**

101136D

[B0A0C0C'0D\\$>D](#)

Rating: — · first AC: 2021-11-08 · last AC: 2021-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[aimoon's solution](#)

**1821.**

101136I

[Aä?0T@0 FC,,O «Aô5D 5D BC =Cä2C#0»](#)

Rating: — · first AC: 2021-11-08 · last AC: 2021-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[aimoon's solution](#)

**1822.**

101136J

[B\\$T@D4CÔ>D BC, ?CT@CT?C,,AC#8](#)

Rating: — · first AC: 2021-11-08 · last AC: 2021-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[aimoon's solution](#)

**1823.**

101136H

[«A#BCäFCäGCTB D BC BDÂ <C,,;C`8Cä=CT@Cä<?»](#)

Rating: — · first AC: 2021-11-08 · last AC: 2021-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[aimoon's solution](#)

**1824.**

101136A

[A>C\(üD\),>C' :D CC4;D`9 D BCä;](#)

Rating: — · first AC: 2021-11-08 · last AC: 2021-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[aimoon's solution](#)

**1825.**

101136F

[AôUD0GD>C#A D 4D >C OCÄ8](#)

Rating: — · first AC: 2021-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[aimoon's solution](#)

**1826.**

101136G

[A4#C1#C\\$>C'>CÄ:C](#)

Rating: — · first AC: 2021-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[aimoon's solution](#)

**1827.**

100799E

[AD50i5CÔ8CP](#)

Rating: — · first AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[aimoon's solution](#)

**1828.**

100799H

[BÔAD\\$ODD5D\\$0](#)

Rating: — · first AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[aimoon's solution](#)

**1829.**

100799C

[B,,CD,2C =Dt8C#8 C, :C,,=CäBCT0D\\$@](#)

Rating: — · first AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[aimoon's solution](#)

**1830.**

100799K

[Aô@Cä1C#8](#)

Rating: — · first AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[aimoon's solution](#)

**1831.**

100799A

[A`BCä#D°](#)

Rating: — · first AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[aimoon's solution](#)

**1832.**

100799J

[A#Z0T7QDK CÔ0 Cô>C4>CÔ0DP](#)

Rating: — · first AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[aimoon's solution](#)

**1833.**

100799G

[B T C s d](#)

Rating: — · first AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[aimoon's solution](#)

**1834.**

100799D

[A D s d r B C 2 C = 0 D D C D \\$ 1 C ä ; C ä :](#)

Rating: — · first AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[aimoon's solution](#)

**1835.**

100799I

[B T C C i A C =](#)

Rating: — · first AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[aimoon's solution](#)

**1836.**

100799F

[A A B C i K C ' > C I C , , 9 C D 5 C ' 8 D \\$ 5 C ' L](#)

Rating: — · first AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[aimoon's solution](#)

**1837.**

102644F

[Min Path · Tutorial](#)

Rating: — · first AC: 2021-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[aimoon's solution](#)

**1838.**

102644E

[Knight Paths · Tutorial](#)

Rating: — · first AC: 2021-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[aimoon's solution](#)

**1839.**

102644D

[Count Paths · Tutorial](#)

Rating: — · first AC: 2021-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[aimoon's solution](#)

**1840.**

102644C

[Fibonacci · Tutorial](#)

Rating: — · first AC: 2021-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[aimoon's solution](#)

**1841.**

102644B

[String Mood · Tutorial](#)

Rating: — · first AC: 2021-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[aimoon's solution](#)

**1842.**

102644A

[Random Mood · Tutorial](#)

Rating: — · first AC: 2021-09-27 · last AC: 2021-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[aimoon's solution](#)

**1843.**

100850G

[B D 8 d j a C €](#)

Rating: — · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[aimoon's solution](#)

**1844.**

100850I

[A7CÄ5CÒ 2C ;DäBD°](#)

Rating: — · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[aimoon's solution](#)

**1845.**

100850A

[A 3D>CÔ>CÄÔ;Dä1C,,BCT;DÄ](#)

Rating: — · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[aimoon's solution](#)

**1846.**

100850F

[B 0C>Cö>Cd0D\\$8Dö](#)

Rating: — · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[aimoon's solution](#)

**1847.**

101939C

[AÖC18CÔ4D >CÄ=D´5 D ;C 3C 5CÄKCP](#)

Rating: — · first AC: 2020-12-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[aimoon's solution](#)

**1848.**

101939I

[B\\$0CÖ4CT<CÖ0Dö AD\\$@Cä:C](#)

Rating: — · first AC: 2020-12-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[aimoon's solution](#)

**1849.**

101939H

[AäGCT@ CT4DÄ 2 C=0D AD°](#)

Rating: — · first AC: 2020-12-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[aimoon's solution](#)

**1850.**

101939F

[AD@D43 C,,;C, 2D 0C0](#)

Rating: — · first AC: 2020-12-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[aimoon's solution](#)

**1851.**

101939G

[AÖDriaC´L](#)

Rating: — · first AC: 2020-12-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[aimoon's solution](#)

**1852.**

101939D

[A5C45C´LCÖKC´ <C 3C 7C,,=](#)

Rating: — · first AC: 2020-12-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[aimoon's solution](#)

**1853.**

101939E

[B\\$>D`B](#)

Rating: — · first AC: 2020-12-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[aimoon's solution](#)

**1854.**

101939A

[A@Cä8Ct2Cä4D BC\\$> C=5C=ACä2](#)

Rating: — · first AC: 2020-12-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[aimoon's solution](#)

**1855.**

101939B

[Aimoon's solution](#)

Rating: — · first AC: 2020-12-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[aimoon's solution](#)