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873A

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[Games](#) · [Tutorial](#)

Quality: 104,199 global accepts · Rating: 800 · first AC: 2013-01-28 · GNU C++ (first AC) · Tags: brute force  
[ainta's solution](#)

**103.**

245A

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

Quality: 9,132 global accepts · Rating: 800 · first AC: 2012-11-19 · GNU C++ (first AC) · Tags: implementation  
[ainta's solution](#)

**104.**

141A

[Amusing Joke](#) · [Tutorial](#)

Quality: 101,400 global accepts · Rating: 800 · first AC: 2012-01-08 · GNU C++ (first AC) · Tags: implementation, sortings, strings  
[ainta's solution](#)

**105.**

136A

[Presents](#) · [Tutorial](#)

Quality: 146,511 global accepts · Rating: 800 · first AC: 2011-12-09 · GNU C++ (first AC) · Tags: implementation  
[ainta's solution](#)

**106.**

119A

[Epic Game](#) · [Tutorial](#)

Quality: 29,581 global accepts · Rating: 800 · first AC: 2011-10-14 · GNU C++ (first AC) · Tags: implementation

[ainta's solution](#)

**107.**

116A

[Tram](#) · [Tutorial](#)

Quality: 176,540 global accepts · Rating: 800 · first AC: 2011-09-15 · GNU C++ (first AC) · Tags: implementation

[ainta's solution](#)

**108.**

110A

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

Quality: 199,480 global accepts · Rating: 800 · first AC: 2011-08-29 · GNU C++ (first AC) · Tags: implementation

[ainta's solution](#)

**109.**

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,853 global accepts · Rating: 900 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[ainta's solution](#)

**110.**

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,752 global accepts · Rating: 900 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[ainta's solution](#)

**111.**

2048B

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

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

[ainta's solution](#)

**112.**

2035B

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

Quality: 20,571 global accepts · Rating: 900 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[ainta's solution](#)

**113.**

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,570 global accepts · Rating: 900 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[ainta's solution](#)

**114.**

1779B

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

Quality: 25,065 global accepts · Rating: 900 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[ainta's solution](#)

**115.**

1764B

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

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

[ainta's solution](#)

**116.**

1737A

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

Quality: 10,850 global accepts · Rating: 900 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings

[ainta's solution](#)

**117.**

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,537 global accepts · Rating: 900 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math  
[ainta's solution](#)

**118.**

1696B

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

Quality: 36,315 global accepts · Rating: 900 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy  
[ainta's solution](#)

**119.**

1609A

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

Quality: 18,895 global accepts · Rating: 900 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, number theory  
[ainta's solution](#)

**120.**

1610A

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

Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: math  
[ainta's solution](#)

**121.**

1468N

[Waste Sorting](#) · [Tutorial](#)

Quality: 9,119 global accepts · Rating: 900 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation  
[ainta's solution](#)

**122.**

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,031 global accepts · Rating: 900 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings  
[ainta's solution](#)

**123.**

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,271 global accepts · Rating: 900 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[ainta's solution](#)

**124.**

1279A

[New Year Garland](#) · [Tutorial](#)

Quality: 17,810 global accepts · Rating: 900 · first AC: 2019-12-27 · C++14 (GCC 6-32) (first AC) · Tags: math  
[ainta's solution](#)

**125.**

1267B

[Balls of Buma](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 900 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ainta's solution](#)

**126.**

1163A

[Eating Soup](#) · [Tutorial](#)

Quality: 13,861 global accepts · Rating: 900 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[ainta's solution](#)

**127.**

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,026 global accepts · Rating: 900 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: math  
[ainta's solution](#)

**128.**

1089L

[Lazyland](#) · [Tutorial](#)

Quality: 4,717 global accepts · Rating: 900 · first AC: 2018-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**129.**

1055A

[Metro](#) · [Tutorial](#)

Quality: 13,448 global accepts · Rating: 900 · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[ainta's solution](#)

**130.**

981A

[Antipalindrome](#) · [Tutorial](#)

Quality: 10,328 global accepts · Rating: 900 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[ainta's solution](#)

**131.**

914A

[Perfect Squares](#) · [Tutorial](#)

Quality: 15,721 global accepts · Rating: 900 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[ainta's solution](#)

**132.**

913A

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

Quality: 24,178 global accepts · Rating: 900 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[ainta's solution](#)

**133.**

868A

[Bark to Unlock](#) · [Tutorial](#)

Quality: 9,954 global accepts · Rating: 900 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[ainta's solution](#)

**134.**

776A

[A Serial Killer](#) · [Tutorial](#)

Quality: 12,886 global accepts · Rating: 900 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[ainta's solution](#)

**135.**

768A

[Oath of the Night's Watch](#) · [Tutorial](#)

Quality: 30,842 global accepts · Rating: 900 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[ainta's solution](#)

**136.**

765A

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

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

[ainta's solution](#)

**137.**

653A

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

Quality: 9,181 global accepts · Rating: 900 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings

[ainta's solution](#)

**138.**

556A

[Case of the Zeros and Ones](#) · [Tutorial](#)

Quality: 46,386 global accepts · Rating: 900 · first AC: 2015-08-01 · GNU C++11 (first AC) · Tags: greedy

[ainta's solution](#)

**139.**

549A

[Face Detection](#) · [Tutorial](#)

Quality: 10,156 global accepts · Rating: 900 · first AC: 2015-06-06 · GNU C++ (first AC) · Tags: implementation, strings  
[ainta's solution](#)

**140.**

246A

[Buggy Sorting](#) · [Tutorial](#)

Quality: 10,227 global accepts · Rating: 900 · first AC: 2012-11-21 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, sortings  
[ainta's solution](#)

**141.**

116C

[Party](#) · [Tutorial](#)

Rating: 900 · first AC: 2011-09-15 · GNU C++ (first AC) · Tags: dfs and similar, graphs, trees  
[ainta's solution](#)

**142.**

96A

[Football](#) · [Tutorial](#)

Quality: 193,637 global accepts · Rating: 900 · first AC: 2011-07-08 · GNU C++ (first AC) · Tags: implementation, strings  
[ainta's solution](#)

**143.**

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  
[ainta's solution](#)

**144.**

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,763 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, two pointers  
[ainta's solution](#)

**145.**

2039B

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

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

**146.**

2002B

[Removals Game](#) · [Tutorial](#)

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

**147.**

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,911 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy  
[ainta's solution](#)

**148.**

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  
[ainta's solution](#)

**149.**

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,904 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math,

number theory

[ainta's solution](#)

**150.**

1844B

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

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[ainta's solution](#)

**151.**

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[ainta's solution](#)

**152.**

1785A

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

Rating: 1000 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[ainta's solution](#)

**153.**

1761B

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

Quality: 14,714 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[ainta's solution](#)

**154.**

1388B

[Captain Flint and a Long Voyage](#) · [Tutorial](#)

Quality: 22,820 global accepts · Rating: 1000 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[ainta's solution](#)

**155.**

1359B

[New Theatre Square](#) · [Tutorial](#)

Quality: 29,383 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[ainta's solution](#)

**156.**

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,727 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[ainta's solution](#)

**157.**

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,677 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[ainta's solution](#)

**158.**

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[ainta's solution](#)

**159.**

1266A

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

Quality: 17,511 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math

[ainta's solution](#)

**160.**

1252A

[Copying Homework](#) · [Tutorial](#)

Quality: 5,997 global accepts · Rating: 1000 · first AC: 2019-11-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[ainta's solution](#)

**161.**

1253A

[Single Push](#) · [Tutorial](#)

Quality: 19,434 global accepts · Rating: 1000 · first AC: 2019-11-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ainta's solution](#)

**162.**

1237A

[Balanced Rating Changes](#) · [Tutorial](#)

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[ainta's solution](#)

**163.**

1181A

[Chunga-Changa](#) · [Tutorial](#)

Quality: 14,793 global accepts · Rating: 1000 · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[ainta's solution](#)

**164.**

1155A

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

Quality: 25,967 global accepts · Rating: 1000 · first AC: 2019-04-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

[ainta's solution](#)

**165.**

1054B

[Appending Mex](#) · [Tutorial](#)

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

[ainta's solution](#)

**166.**

1033A

[King Escape](#) · [Tutorial](#)

Quality: 16,053 global accepts · Rating: 1000 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation

[ainta's solution](#)

**167.**

1051B

[Relatively Prime Pairs](#) · [Tutorial](#)

Quality: 18,810 global accepts · Rating: 1000 · first AC: 2018-09-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[ainta's solution](#)

**168.**

887A

[Div. 64](#) · [Tutorial](#)

Quality: 11,945 global accepts · Rating: 1000 · first AC: 2018-06-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ainta's solution](#)

**169.**

981B

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

Quality: 8,045 global accepts · Rating: 1000 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[ainta's solution](#)

**170.**

909A

[Generate Login](#) · [Tutorial](#)

Quality: 10,364 global accepts · Rating: 1000 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[ainta's solution](#)

**171.**

859B

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

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

**172.**

804A

[Find Amir](#) · [Tutorial](#)

Quality: 16,508 global accepts · Rating: 1000 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math  
[ainta's solution](#)

**173.**

725A

[Jumping Ball](#) · [Tutorial](#)

Quality: 7,484 global accepts · Rating: 1000 · first AC: 2016-10-22 · GNU C++11 (first AC) · Tags: implementation  
[ainta's solution](#)

**174.**

626A

[Robot Sequence](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1000 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: brute force, implementation  
[ainta's solution](#)

**175.**

479A

[Expression](#) · [Tutorial](#)

Quality: 112,266 global accepts · Rating: 1000 · first AC: 2015-08-01 · GNU C++11 (first AC) · Tags: brute force, math  
[ainta's solution](#)

**176.**

452A

[Eevee](#) · [Tutorial](#)

Quality: 8,513 global accepts · Rating: 1000 · first AC: 2014-07-27 · MS C++ (first AC) · Tags: brute force, implementation, strings  
[ainta's solution](#)

**177.**

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,262 global accepts · Rating: 1000 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: implementation  
[ainta's solution](#)

**178.**

357A

[Group of Students](#) · [Tutorial](#)

Quality: 7,682 global accepts · Rating: 1000 · first AC: 2013-11-05 · GNU C++ (first AC) · Tags: brute force, greedy, implementation  
[ainta's solution](#)

**179.**

268B

[Buttons](#) · [Tutorial](#)

Quality: 35,782 global accepts · Rating: 1000 · first AC: 2013-01-28 · GNU C++ (first AC) · Tags: implementation, math  
[ainta's solution](#)

**180.**

250A

[Paper Work](#) · [Tutorial](#)

Quality: 4,804 global accepts · Rating: 1000 · first AC: 2012-11-26 · GNU C++ (first AC) · Tags: greedy  
[ainta's solution](#)

**181.**

143A

[Help Vasilisa the Wise 2](#) · [Tutorial](#)

Quality: 15,445 global accepts · Rating: 1000 · first AC: 2012-01-12 · GNU C++ (first AC) · Tags: brute force, math  
[ainta's solution](#)

**182.**

118B

[Present from Lena](#) · [Tutorial](#)

Quality: 34,580 global accepts · Rating: 1000 · first AC: 2011-10-07 · GNU C++ (first AC) · Tags: constructive algorithms, implementation  
[ainta's solution](#)

**183.**

118A

[String Task](#) · [Tutorial](#)

Quality: 231,406 global accepts · Rating: 1000 · first AC: 2011-10-07 · GNU C++ (first AC) · Tags: implementation, strings  
[ainta's solution](#)

**184.**

114A

[Cifera](#) · [Tutorial](#)

Quality: 15,080 global accepts · Rating: 1000 · first AC: 2011-09-08 · GNU C++ (first AC) · Tags: math  
[ainta's solution](#)

**185.**

110C

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

Rating: 1000 · first AC: 2011-08-29 · GNU C++ (first AC) · Tags: implementation, math  
[ainta's solution](#)

**186.**

108A

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

Quality: 10,346 global accepts · Rating: 1000 · first AC: 2011-08-23 · GNU C++ (first AC) · Tags: implementation, strings  
[ainta's solution](#)

**187.**

2211B

[Mickey Mouse Constructive](#) · [Tutorial](#)

Quality: 11,614 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math  
[ainta's solution](#)

**188.**

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,568 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings  
[ainta's solution](#)

**189.**

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,615 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory  
[ainta's solution](#)

**190.**

2061B

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

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2025-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry  
[ainta's solution](#)

**191.**

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,741 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, strings  
[ainta's solution](#)

**192.**

1991B

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

Quality: 18,903 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms,

greedy

[ainta's solution](#)

**193.**

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,489 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[ainta's solution](#)

**194.**

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,123 global accepts · Rating: 1100 · first AC: 2024-01-14 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, math, sortings

[ainta's solution](#)

**195.**

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[ainta's solution](#)

**196.**

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,532 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[ainta's solution](#)

**197.**

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,613 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[ainta's solution](#)

**198.**

1842B

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

Quality: 25,535 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[ainta's solution](#)

**199.**

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,802 global accepts · Rating: 1100 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings, two pointers

[ainta's solution](#)

**200.**

1787B

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

Quality: 14,891 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[ainta's solution](#)

**201.**

1726B

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

Quality: 16,847 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[ainta's solution](#)

**202.**

1637B

[MEX and Array](#) · [Tutorial](#)

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

[ainta's solution](#)

**203.**

1616B

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

Quality: 20,708 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings  
[ainta's solution](#)

**204.**

1609B

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

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings  
[ainta's solution](#)

**205.**

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,383 global accepts · Rating: 1100 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers  
[ainta's solution](#)

**206.**

1534B

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

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math  
[ainta's solution](#)

**207.**

1523B

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

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms  
[ainta's solution](#)

**208.**

1146B

[Hate "A"](#) · [Tutorial](#)

Quality: 9,319 global accepts · Rating: 1100 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[ainta's solution](#)

**209.**

1070K

[Video Posts](#) · [Tutorial](#)

Quality: 5,378 global accepts · Rating: 1100 · first AC: 2018-10-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[ainta's solution](#)

**210.**

1033B

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

Quality: 11,954 global accepts · Rating: 1100 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[ainta's solution](#)

**211.**

1060B

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

Quality: 9,497 global accepts · Rating: 1100 · first AC: 2018-10-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[ainta's solution](#)

**212.**

366A

[Dima and Guards](#) · [Tutorial](#)

Quality: 4,756 global accepts · Rating: 1100 · first AC: 2018-10-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[ainta's solution](#)

**213.**

1001A

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

Quality: 1,040 global accepts · Rating: 1100 · first AC: 2018-06-30 · Q# (first AC) · Tags: \*special  
[ainta's solution](#)

**214.**

938B

[Run For Your Prize](#) · [Tutorial](#)

Quality: 9,303 global accepts · Rating: 1100 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy  
[ainta's solution](#)

**215.**

883M

[Quadcopter Competition](#) · [Tutorial](#)

Quality: 3,843 global accepts · Rating: 1100 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
[ainta's solution](#)

**216.**

845A

[Chess Tourney](#) · [Tutorial](#)

Quality: 8,479 global accepts · Rating: 1100 · first AC: 2017-08-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings  
[ainta's solution](#)

**217.**

767A

[Snacktower](#) · [Tutorial](#)

Quality: 22,691 global accepts · Rating: 1100 · first AC: 2017-07-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation  
[ainta's solution](#)

**218.**

765B

[Code obfuscation](#) · [Tutorial](#)

Quality: 7,553 global accepts · Rating: 1100 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings  
[ainta's solution](#)

**219.**

755B

[PolandBall and Game](#) · [Tutorial](#)

Quality: 12,880 global accepts · Rating: 1100 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: binary search, data structures, games, greedy, sortings, strings  
[ainta's solution](#)

**220.**

690A1

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

Quality: 3,094 global accepts · Rating: 1100 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —  
[ainta's solution](#)

**221.**

633A

[Ebony and Ivory](#) · [Tutorial](#)

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: brute force, math, number theory  
[ainta's solution](#)

**222.**

618B

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

Quality: 8,323 global accepts · Rating: 1100 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: constructive algorithms  
[ainta's solution](#)

**223.**

558A

[Lala Land and Apple Trees](#) · [Tutorial](#)

Quality: 10,995 global accepts · Rating: 1100 · first AC: 2015-07-20 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings  
[ainta's solution](#)

**224.**

525A

[Vitaliy and Pie](#) · [Tutorial](#)

Quality: 16,378 global accepts · Rating: 1100 · first AC: 2015-07-05 · GNU C++11 (first AC) · Tags: greedy, hashing, strings  
[ainta's solution](#)

**225.**

475A

[Bayan Bus](#) · [Tutorial](#)

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

[ainta's solution](#)

**226.**

331C1

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

Quality: 7,085 global accepts · Rating: 1100 · first AC: 2013-07-17 · GNU C++ (first AC) · Tags: dp

[ainta's solution](#)

**227.**

258A

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

Quality: 26,506 global accepts · Rating: 1100 · first AC: 2012-12-22 · GNU C++ (first AC) · Tags: greedy, math

[ainta's solution](#)

**228.**

245B

[Internet Address](#) · [Tutorial](#)

Quality: 5,520 global accepts · Rating: 1100 · first AC: 2012-11-19 · GNU C++ (first AC) · Tags: implementation, strings

[ainta's solution](#)

**229.**

136B

[Ternary Logic](#) · [Tutorial](#)

Quality: 5,328 global accepts · Rating: 1100 · first AC: 2011-12-09 · GNU C++ (first AC) · Tags: implementation, math

[ainta's solution](#)

**230.**

116B

[Little Pigs and Wolves](#) · [Tutorial](#)

Quality: 14,614 global accepts · Rating: 1100 · first AC: 2011-09-15 · GNU C++ (first AC) · Tags: greedy, implementation

[ainta's solution](#)

**231.**

110B

[Lucky String](#) · [Tutorial](#)

Quality: 11,020 global accepts · Rating: 1100 · first AC: 2011-08-29 · GNU C++ (first AC) · Tags: constructive algorithms, strings

[ainta's solution](#)

**232.**

2196A

[Game with a Fraction](#) · [Tutorial](#)

Quality: 15,818 global accepts · Rating: 1200 · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math

[ainta's solution](#)

**233.**

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,130 global accepts · Rating: 1200 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy

[ainta's solution](#)

**234.**

2062C

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

Quality: 18,387 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[ainta's solution](#)

**235.**

2053B

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

Quality: 16,976 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy

[ainta's solution](#)

**236.**

2048C

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

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

[ainta's solution](#)

**237.**

2046A

[Swap Columns and Find a Path](#) · [Tutorial](#)

Quality: 16,808 global accepts · Rating: 1200 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[ainta's solution](#)

**238.**

2039C1

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

Quality: 13,519 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[ainta's solution](#)

**239.**

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,704 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math

[ainta's solution](#)

**240.**

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,763 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[ainta's solution](#)

**241.**

1975C

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

Quality: 17,163 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[ainta's solution](#)

**242.**

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[ainta's solution](#)

**243.**

1916C

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

Quality: 19,881 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[ainta's solution](#)

**244.**

1909B

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

Quality: 30,955 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[ainta's solution](#)

**245.**

1874A

[Jellyfish and Game](#) · [Tutorial](#)

Quality: 19,386 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, games, greedy, implementation

[ainta's solution](#)

**246.**

1799B

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

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[ainta's solution](#)

**247.**

1738B

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

Quality: 18,791 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[ainta's solution](#)

**248.**

1637C

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

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

[ainta's solution](#)

**249.**

1586B

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

Rating: 1200 · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, trees

[ainta's solution](#)

**250.**

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[ainta's solution](#)

**251.**

1510K

[King's Task](#) · [Tutorial](#)

Quality: 5,973 global accepts · Rating: 1200 · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, implementation

[ainta's solution](#)

**252.**

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[ainta's solution](#)

**253.**

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,576 global accepts · Rating: 1200 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[ainta's solution](#)

**254.**

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-03-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[ainta's solution](#)

**255.**

1392C

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

Quality: 19,594 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[ainta's solution](#)

**256.**

1305B

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

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

[ainta's solution](#)

## 257.

1270B

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

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[ainta's solution](#)

## 258.

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,707 global accepts · Rating: 1200 · first AC: 2019-08-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[ainta's solution](#)

## 259.

1184A1

[Heidi Learns Hashing \(Easy\)](#) · [Tutorial](#)

Quality: 6,585 global accepts · Rating: 1200 · first AC: 2019-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[ainta's solution](#)

## 260.

1149A

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

Quality: 17,893 global accepts · Rating: 1200 · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[ainta's solution](#)

## 261.

1155B

[Game with Telephone Numbers](#) · [Tutorial](#)

Quality: 12,523 global accepts · Rating: 1200 · first AC: 2019-04-22 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation

[ainta's solution](#)

## 262.

1097B

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

Quality: 35,945 global accepts · Rating: 1200 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[ainta's solution](#)

## 263.

1091B

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

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[ainta's solution](#)

## 264.

1043B

[Lost Array](#) · [Tutorial](#)

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

[ainta's solution](#)

## 265.

366B

[Dima and To-do List](#) · [Tutorial](#)

Quality: 7,153 global accepts · Rating: 1200 · first AC: 2018-10-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[ainta's solution](#)

## 266.

1051A

[Vasya And Password](#) · [Tutorial](#)

Quality: 8,886 global accepts · Rating: 1200 · first AC: 2018-09-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[ainta's solution](#)

**267.**

1028B

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

Quality: 10,241 global accepts · Rating: 1200 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[ainta's solution](#)

**268.**

960A

[Check the string](#) · [Tutorial](#)

Quality: 8,786 global accepts · Rating: 1200 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[ainta's solution](#)

**269.**

914B

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

Quality: 9,061 global accepts · Rating: 1200 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation  
[ainta's solution](#)

**270.**

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,462 global accepts · Rating: 1200 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees  
[ainta's solution](#)

**271.**

908B

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

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2017-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation  
[ainta's solution](#)

**272.**

875A

[Classroom Watch](#) · [Tutorial](#)

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math  
[ainta's solution](#)

**273.**

776B

[Sherlock and his girlfriend](#) · [Tutorial](#)

Quality: 25,726 global accepts · Rating: 1200 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory  
[ainta's solution](#)

**274.**

765C

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

Quality: 7,429 global accepts · Rating: 1200 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: math  
[ainta's solution](#)

**275.**

725B

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

Quality: 5,321 global accepts · Rating: 1200 · first AC: 2016-10-22 · GNU C++11 (first AC) · Tags: implementation, math  
[ainta's solution](#)

**276.**

708A

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

Quality: 9,800 global accepts · Rating: 1200 · first AC: 2016-08-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, strings  
[ainta's solution](#)

**277.**

690D1

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

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

[ainta's solution](#)

**278.**

645B

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

Quality: 3,701 global accepts · Rating: 1200 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: greedy, math

[ainta's solution](#)

**279.**

645A

[Amity Assessment](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1200 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[ainta's solution](#)

**280.**

461A

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

Quality: 16,433 global accepts · Rating: 1200 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: greedy, sortings

[ainta's solution](#)

**281.**

482A

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

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2015-07-05 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[ainta's solution](#)

**282.**

546B

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

Quality: 18,608 global accepts · Rating: 1200 · first AC: 2015-06-18 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, sortings

[ainta's solution](#)

**283.**

342A

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

Quality: 13,874 global accepts · Rating: 1200 · first AC: 2014-01-27 · GNU C++ (first AC) · Tags: greedy, implementation

[ainta's solution](#)

**284.**

379B

[New Year Present](#) · [Tutorial](#)

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

[ainta's solution](#)

**285.**

264A

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

Quality: 11,814 global accepts · Rating: 1200 · first AC: 2013-01-20 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, implementation, two pointers

[ainta's solution](#)

**286.**

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,331 global accepts · Rating: 1200 · first AC: 2012-08-18 · GNU C++ (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[ainta's solution](#)

**287.**

143B

[Help Kingdom of Far Far Away 2](#) · [Tutorial](#)

Quality: 5,333 global accepts · Rating: 1200 · first AC: 2012-01-12 · GNU C++ (first AC) · Tags: implementation, strings

[ainta's solution](#)

**288.**

2211C1

[Equal Multisets \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,101 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers

[ainta's solution](#)

**289.**

2206K

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

Quality: 1,420 global accepts · Rating: 1300 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search

[ainta's solution](#)

**290.**

2187A

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

Quality: 15,867 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[ainta's solution](#)

**291.**

2129A

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

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[ainta's solution](#)

**292.**

2073L

[Boarding Queue](#) · [Tutorial](#)

Quality: 1,779 global accepts · Rating: 1300 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ainta's solution](#)

**293.**

2023A

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

Quality: 16,567 global accepts · Rating: 1300 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[ainta's solution](#)

**294.**

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[ainta's solution](#)

**295.**

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,476 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[ainta's solution](#)

**296.**

1889A

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

Quality: 15,321 global accepts · Rating: 1300 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[ainta's solution](#)

**297.**

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,281 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[ainta's solution](#)

**298.**

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, math  
[ainta's solution](#)

**299.**

1819A

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

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy  
[ainta's solution](#)

**300.**

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-04-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings  
[ainta's solution](#)

**301.**

1776H

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

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: two pointers  
[ainta's solution](#)

**302.**

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,274 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy  
[ainta's solution](#)

**303.**

1753A1

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

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

**304.**

1746C

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

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

**305.**

1726C

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

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, greedy  
[ainta's solution](#)

**306.**

1615B

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

Quality: 17,914 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math  
[ainta's solution](#)

**307.**

1556B

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

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation  
[ainta's solution](#)

**308.**

1558A

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

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math  
[ainta's solution](#)

**309.**

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[ainta's solution](#)

### 310.

1534C

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

Quality: 13,810 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[ainta's solution](#)

### 311.

1470A

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

Quality: 29,384 global accepts · Rating: 1300 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[ainta's solution](#)

### 312.

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

[ainta's solution](#)

### 313.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,719 global accepts · Rating: 1300 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[ainta's solution](#)

### 314.

1381A1

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

Quality: 21,721 global accepts · Rating: 1300 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, strings

[ainta's solution](#)

### 315.

1326C

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

Quality: 16,400 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[ainta's solution](#)

### 316.

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,415 global accepts · Rating: 1300 · first AC: 2019-12-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[ainta's solution](#)

### 317.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,773 global accepts · Rating: 1300 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, two pointers

[ainta's solution](#)

### 318.

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[ainta's solution](#)

### 319.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,226 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[ainta's solution](#)

**320.**

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,675 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[ainta's solution](#)

**321.**

1155C

[Alarm Clocks Everywhere](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1300 · first AC: 2019-04-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[ainta's solution](#)

**322.**

1055B

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

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

[ainta's solution](#)

**323.**

1070D

[Garbage Disposal](#) · [Tutorial](#)

Quality: 5,234 global accepts · Rating: 1300 · first AC: 2018-10-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[ainta's solution](#)

**324.**

1037C

[Equalize](#) · [Tutorial](#)

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

[ainta's solution](#)

**325.**

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,877 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[ainta's solution](#)

**326.**

1037A

[Packets](#) · [Tutorial](#)

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

[ainta's solution](#)

**327.**

887B

[Cubes for Masha](#) · [Tutorial](#)

Quality: 5,955 global accepts · Rating: 1300 · first AC: 2018-06-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[ainta's solution](#)

**328.**

932B

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

Quality: 9,260 global accepts · Rating: 1300 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar

[ainta's solution](#)

**329.**

909B

[Segments](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1300 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[ainta's solution](#)

**330.**

883F

[Lost in Transliteration](#) · [Tutorial](#)

Quality: 2,385 global accepts · Rating: 1300 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ainta's solution](#)

**331.**

755C

[PolandBall and Forest](#) · [Tutorial](#)

Quality: 15,004 global accepts · Rating: 1300 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees

[ainta's solution](#)

**332.**

750B

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

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

[ainta's solution](#)

**333.**

730H

[Delete Them](#) · [Tutorial](#)

Quality: 3,274 global accepts · Rating: 1300 · first AC: 2016-10-23 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[ainta's solution](#)

**334.**

690F1

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

Quality: 2,422 global accepts · Rating: 1300 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**335.**

690C1

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

Quality: 3,170 global accepts · Rating: 1300 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**336.**

653B

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

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

[ainta's solution](#)

**337.**

633B

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

Quality: 7,238 global accepts · Rating: 1300 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[ainta's solution](#)

**338.**

626B

[Cards](#) · [Tutorial](#)

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

[ainta's solution](#)

**339.**

573A

[Bear and Poker](#) · [Tutorial](#)

Quality: 18,202 global accepts · Rating: 1300 · first AC: 2015-08-29 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[ainta's solution](#)

**340.**

558B

[Amr and The Large Array](#) · [Tutorial](#)

Quality: 8,359 global accepts · Rating: 1300 · first AC: 2015-07-20 · GNU C++11 (first AC) · Tags: implementation

[ainta's solution](#)

**341.**

493A

[Vasya and Football](#) · [Tutorial](#)

Quality: 6,448 global accepts · Rating: 1300 · first AC: 2015-07-10 · GNU C++11 (first AC) · Tags: implementation

[ainta's solution](#)

**342.**

526A

[King of Thieves](#) · [Tutorial](#)

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

[ainta's solution](#)

**343.**

220A

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

Quality: 13,117 global accepts · Rating: 1300 · first AC: 2014-07-08 · MS C++ (first AC) · Tags: implementation, sortings

[ainta's solution](#)

**344.**

429A

[Xor-tree](#) · [Tutorial](#)

Quality: 12,266 global accepts · Rating: 1300 · first AC: 2014-05-11 · GNU C++ (first AC) · Tags: dfs and similar, trees

[ainta's solution](#)

**345.**

303A

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

Quality: 8,570 global accepts · Rating: 1300 · first AC: 2013-05-12 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math

[ainta's solution](#)

**346.**

271B

[Prime Matrix](#) · [Tutorial](#)

Quality: 15,458 global accepts · Rating: 1300 · first AC: 2013-02-11 · GNU C++ (first AC) · Tags: binary search, brute force, math, number theory

[ainta's solution](#)

**347.**

246B

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

Quality: 12,271 global accepts · Rating: 1300 · first AC: 2012-11-21 · GNU C++ (first AC) · Tags: greedy, math

[ainta's solution](#)

**348.**

238A

[Not Wool Sequences](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 1300 · first AC: 2012-11-04 · GNU C++ (first AC) · Tags: constructive algorithms, math

[ainta's solution](#)

**349.**

241A

[Old Peykan](#) · [Tutorial](#)

Quality: 2,410 global accepts · Rating: 1300 · first AC: 2012-11-01 · GNU C++ (first AC) · Tags: greedy

[ainta's solution](#)

**350.**

136C

[Replacement](#) · [Tutorial](#)

Rating: 1300 · first AC: 2011-12-09 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[ainta's solution](#)

**351.**

96B

[Lucky Numbers \(easy\)](#) · [Tutorial](#)

Quality: 19,099 global accepts · Rating: 1300 · first AC: 2011-07-08 · GNU C++ (first AC) · Tags: binary search, bitmasks, brute force

[ainta's solution](#)

**352.**

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,247 global accepts · Rating: 1400 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[ainta's solution](#)

### 353.

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,582 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, math, sortings

[ainta's solution](#)

### 354.

2084C

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

Quality: 11,710 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[ainta's solution](#)

### 355.

1887A1

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

Rating: 1400 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, sortings

[ainta's solution](#)

### 356.

1893A

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

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[ainta's solution](#)

### 357.

2045C

[Saraga](#) · [Tutorial](#)

Quality: 7,214 global accepts · Rating: 1400 · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[ainta's solution](#)

### 358.

2034C

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

Quality: 9,138 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[ainta's solution](#)

### 359.

2038L

[Bridge Renovation](#) · [Tutorial](#)

Quality: 7,985 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, two pointers

[ainta's solution](#)

### 360.

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,923 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, greedy, sortings

[ainta's solution](#)

### 361.

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[ainta's solution](#)

### 362.

2035C

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

Quality: 11,529 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[ainta's solution](#)

**363.**

1967B1

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

Quality: 16,055 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[ainta's solution](#)

**364.**

1967A

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

Quality: 14,939 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[ainta's solution](#)

**365.**

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[ainta's solution](#)

**366.**

1919C

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

Quality: 28,576 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[ainta's solution](#)

**367.**

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

[ainta's solution](#)

**368.**

1863D

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

Quality: 10,765 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[ainta's solution](#)

**369.**

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

[ainta's solution](#)

**370.**

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[ainta's solution](#)

**371.**

1830A

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

Quality: 20,316 global accepts · Rating: 1400 · first AC: 2023-05-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[ainta's solution](#)

**372.**

1824A

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

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[ainta's solution](#)

**373.**

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2022-12-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings  
[ainta's solution](#)

**374.**

1764C

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

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy  
[ainta's solution](#)

**375.**

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy  
[ainta's solution](#)

**376.**

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[ainta's solution](#)

**377.**

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings  
[ainta's solution](#)

**378.**

1609C

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

Quality: 10,458 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers  
[ainta's solution](#)

**379.**

1548A

[Web of Lies](#) · [Tutorial](#)

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

**380.**

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,986 global accepts · Rating: 1400 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings  
[ainta's solution](#)

**381.**

1468C

[Berpizza](#) · [Tutorial](#)

Quality: 10,491 global accepts · Rating: 1400 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation  
[ainta's solution](#)

**382.**

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  
[ainta's solution](#)

**383.**

1456A

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[ainta's solution](#)

**384.**

1431B

[Polycarp and the Language of Gods](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 1400 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: \*special, implementation, two pointers

[ainta's solution](#)

**385.**

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[ainta's solution](#)

**386.**

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,454 global accepts · Rating: 1400 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[ainta's solution](#)

**387.**

1348B

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

Quality: 27,485 global accepts · Rating: 1400 · first AC: 2020-05-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[ainta's solution](#)

**388.**

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,659 global accepts · Rating: 1400 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, sortings

[ainta's solution](#)

**389.**

1284B

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

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[ainta's solution](#)

**390.**

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[ainta's solution](#)

**391.**

1279C

[Stack of Presents](#) · [Tutorial](#)

Quality: 12,435 global accepts · Rating: 1400 · first AC: 2019-12-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[ainta's solution](#)

**392.**

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[ainta's solution](#)

**393.**

1276A

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

Quality: 12,950 global accepts · Rating: 1400 · first AC: 2019-12-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy  
[ainta's solution](#)

**394.**

1253B

[Silly Mistake](#) · [Tutorial](#)

Quality: 11,705 global accepts · Rating: 1400 · first AC: 2019-11-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[ainta's solution](#)

**395.**

1184B1

[The Doctor Meets Vader \(Easy\)](#) · [Tutorial](#)

Quality: 6,222 global accepts · Rating: 1400 · first AC: 2019-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings  
[ainta's solution](#)

**396.**

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,586 global accepts · Rating: 1400 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[ainta's solution](#)

**397.**

1103A

[Grid game](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1400 · first AC: 2019-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[ainta's solution](#)

**398.**

1097C

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

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[ainta's solution](#)

**399.**

1091C

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

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[ainta's solution](#)

**400.**

995B

[Suit and Tie](#) · [Tutorial](#)

Quality: 7,445 global accepts · Rating: 1400 · first AC: 2018-06-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math  
[ainta's solution](#)

**401.**

981C

[Useful Decomposition](#) · [Tutorial](#)

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees  
[ainta's solution](#)

**402.**

868B

[Race Against Time](#) · [Tutorial](#)

Quality: 3,907 global accepts · Rating: 1400 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[ainta's solution](#)

**403.**

866A

[Save the problem!](#) · [Tutorial](#)

Rating: 1400 · first AC: 2017-09-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math  
[ainta's solution](#)

**404.**

843A

[Sorting by Subsequences](#) · [Tutorial](#)

Quality: 5,959 global accepts · Rating: 1400 · first AC: 2017-08-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, implementation, math, sortings

[ainta's solution](#)

**405.**

804B

[Minimum number of steps](#) · [Tutorial](#)

Quality: 10,162 global accepts · Rating: 1400 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, implementation, math

[ainta's solution](#)

**406.**

762B

[USB vs. PS/2](#) · [Tutorial](#)

Quality: 10,578 global accepts · Rating: 1400 · first AC: 2017-01-27 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings, two pointers

[ainta's solution](#)

**407.**

762A

[k-th divisor](#) · [Tutorial](#)

Quality: 25,796 global accepts · Rating: 1400 · first AC: 2017-01-26 · GNU C++11 (first AC) · Tags: math, number theory

[ainta's solution](#)

**408.**

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,941 global accepts · Rating: 1400 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: dp

[ainta's solution](#)

**409.**

679A

[Bear and Prime 100](#) · [Tutorial](#)

Quality: 15,448 global accepts · Rating: 1400 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math

[ainta's solution](#)

**410.**

668A

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

Rating: 1400 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: implementation

[ainta's solution](#)

**411.**

650A

[Watchmen](#) · [Tutorial](#)

Quality: 16,636 global accepts · Rating: 1400 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: data structures, geometry, math

[ainta's solution](#)

**412.**

493B

[Vasya and Wrestling](#) · [Tutorial](#)

Quality: 14,068 global accepts · Rating: 1400 · first AC: 2015-07-10 · GNU C++11 (first AC) · Tags: implementation

[ainta's solution](#)

**413.**

525B

[Pasha and String](#) · [Tutorial](#)

Quality: 10,222 global accepts · Rating: 1400 · first AC: 2015-07-05 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, strings

[ainta's solution](#)

**414.**

546C

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

Quality: 19,431 global accepts · Rating: 1400 · first AC: 2015-06-18 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, games  
[ainta's solution](#)

**415.**

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,332 global accepts · Rating: 1400 · first AC: 2015-04-26 · GNU C++ (first AC) · Tags: constructive algorithms, dp, greedy, implementation  
[ainta's solution](#)

**416.**

538A

[Cutting Banner](#) · [Tutorial](#)

Quality: 7,378 global accepts · Rating: 1400 · first AC: 2015-04-26 · GNU C++ (first AC) · Tags: brute force, implementation  
[ainta's solution](#)

**417.**

526B

[Om Nom and Dark Park](#) · [Tutorial](#)

Quality: 4,712 global accepts · Rating: 1400 · first AC: 2015-04-04 · GNU C++ (first AC) · Tags: dfs and similar, greedy, implementation  
[ainta's solution](#)

**418.**

513B1

[Permutations](#) · [Tutorial](#)

Quality: 3,833 global accepts · Rating: 1400 · first AC: 2015-02-07 · GNU C++ (first AC) · Tags: brute force  
[ainta's solution](#)

**419.**

475B

[Strongly Connected City](#) · [Tutorial](#)

Quality: 9,248 global accepts · Rating: 1400 · first AC: 2014-10-05 · GNU C++ (first AC) · Tags: brute force, dfs and similar, graphs, implementation  
[ainta's solution](#)

**420.**

261A

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

Quality: 5,609 global accepts · Rating: 1400 · first AC: 2014-07-07 · MS C++ (first AC) · Tags: greedy, sortings  
[ainta's solution](#)

**421.**

295A

[Greg and Array](#) · [Tutorial](#)

Quality: 26,005 global accepts · Rating: 1400 · first AC: 2014-07-01 · GNU C++ (first AC) · Tags: data structures, implementation  
[ainta's solution](#)

**422.**

436B

[Om Nom and Spiders](#) · [Tutorial](#)

Quality: 3,147 global accepts · Rating: 1400 · first AC: 2014-06-13 · GNU C++ (first AC) · Tags: implementation, math  
[ainta's solution](#)

**423.**

438A

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

Rating: 1400 · first AC: 2014-06-01 · GNU C++ (first AC) · Tags: greedy, sortings  
[ainta's solution](#)

**424.**

413C

[Jeopardy!](#) · [Tutorial](#)

Quality: 2,676 global accepts · Rating: 1400 · first AC: 2014-04-20 · GNU C++ (first AC) · Tags: greedy, math

[ainta's solution](#)

**425.**

414B

[Mashmikh and ACM](#) · [Tutorial](#)

Quality: 29,177 global accepts · Rating: 1400 · first AC: 2014-04-06 · GNU C++ (first AC) · Tags: combinatorics, dp, number theory

[ainta's solution](#)

**426.**

388A

[Fox and Box Accumulation](#) · [Tutorial](#)

Quality: 11,939 global accepts · Rating: 1400 · first AC: 2014-02-03 · GNU C++ (first AC) · Tags: greedy, sortings

[ainta's solution](#)

**427.**

379C

[New Year Ratings Change](#) · [Tutorial](#)

Quality: 7,047 global accepts · Rating: 1400 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: greedy, sortings

[ainta's solution](#)

**428.**

335A

[Banana](#) · [Tutorial](#)

Quality: 2,846 global accepts · Rating: 1400 · first AC: 2013-08-04 · GNU C++ (first AC) · Tags: binary search, constructive algorithms, greedy

[ainta's solution](#)

**429.**

331A1

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

Quality: 1,528 global accepts · Rating: 1400 · first AC: 2013-07-17 · GNU C++ (first AC) · Tags: brute force, implementation

[ainta's solution](#)

**430.**

286A

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

Quality: 3,450 global accepts · Rating: 1400 · first AC: 2013-03-23 · GNU C++ (first AC) · Tags: constructive algorithms, math

[ainta's solution](#)

**431.**

277A

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

Quality: 21,578 global accepts · Rating: 1400 · first AC: 2013-02-28 · GNU C++ (first AC) · Tags: dfs and similar, dsu

[ainta's solution](#)

**432.**

260A

[Adding Digits](#) · [Tutorial](#)

Quality: 16,584 global accepts · Rating: 1400 · first AC: 2012-12-27 · GNU C++ (first AC) · Tags: implementation, math

[ainta's solution](#)

**433.**

245E

[Mishap in Club](#) · [Tutorial](#)

Quality: 3,530 global accepts · Rating: 1400 · first AC: 2012-11-19 · GNU C++ (first AC) · Tags: greedy, implementation

[ainta's solution](#)

**434.**

108C

[Dorm Water Supply](#) · [Tutorial](#)

Rating: 1400 · first AC: 2011-08-23 · GNU C++ (first AC) · Tags: dfs and similar, graphs, implementation

[ainta's solution](#)

**435.**

108B

[Datatypes](#) · [Tutorial](#)

Quality: 2,735 global accepts · Rating: 1400 · first AC: 2011-08-23 · GNU C++ (first AC) · Tags: math, sortings

[ainta's solution](#)

**436.**

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers

[ainta's solution](#)

**437.**

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

[ainta's solution](#)

**438.**

2057C

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

Quality: 13,799 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[ainta's solution](#)

**439.**

2053C

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

Quality: 12,332 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[ainta's solution](#)

**440.**

1924A

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

Quality: 16,751 global accepts · Rating: 1500 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[ainta's solution](#)

**441.**

1842C

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

Quality: 16,492 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: dp

[ainta's solution](#)

**442.**

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,833 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[ainta's solution](#)

**443.**

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,552 global accepts · Rating: 1500 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[ainta's solution](#)

**444.**

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[ainta's solution](#)

**445.**

1753A2

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

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

[ainta's solution](#)

**446.**

1737C

[Ela and Crickets](#) · [Tutorial](#)

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

[ainta's solution](#)

**447.**

1738C

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

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

[ainta's solution](#)

**448.**

1710A

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

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[ainta's solution](#)

**449.**

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[ainta's solution](#)

**450.**

1616C

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

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, implementation, math

[ainta's solution](#)

**451.**

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[ainta's solution](#)

**452.**

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings, two pointers

[ainta's solution](#)

**453.**

1545A

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

Quality: 14,881 global accepts · Rating: 1500 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: sortings

[ainta's solution](#)

**454.**

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

[ainta's solution](#)

**455.**

1439A1

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

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[ainta's solution](#)

**456.**

1431D

[Used Markers](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 1500 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: \*special, greedy

[ainta's solution](#)

**457.**

1408C

[Discrete Acceleration](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, math, two pointers

[ainta's solution](#)

**458.**

1404A

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

Quality: 19,390 global accepts · Rating: 1500 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[ainta's solution](#)

**459.**

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[ainta's solution](#)

**460.**

1368B

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

Quality: 21,427 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[ainta's solution](#)

**461.**

1340A

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

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[ainta's solution](#)

**462.**

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,344 global accepts · Rating: 1500 · first AC: 2020-04-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[ainta's solution](#)

**463.**

1326D1

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

Quality: 13,294 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings

[ainta's solution](#)

**464.**

1264A

[Beautiful Regional Contest](#) · [Tutorial](#)

Quality: 10,440 global accepts · Rating: 1500 · first AC: 2019-12-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[ainta's solution](#)

**465.**

1253C

[Sweets Eating](#) · [Tutorial](#)

Quality: 15,303 global accepts · Rating: 1500 · first AC: 2019-11-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, sortings

[ainta's solution](#)

**466.**

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2019-11-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[ainta's solution](#)

**467.**

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,860 global accepts · Rating: 1500 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[ainta's solution](#)

**468.**

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[ainta's solution](#)

**469.**

1179A

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

Quality: 11,796 global accepts · Rating: 1500 · first AC: 2019-06-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[ainta's solution](#)

**470.**

1181B

[Split a Number](#) · [Tutorial](#)

Quality: 6,609 global accepts · Rating: 1500 · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[ainta's solution](#)

**471.**

1158A

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

Quality: 8,337 global accepts · Rating: 1500 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers

[ainta's solution](#)

**472.**

1163B1

[Cat Party \(Easy Edition\)](#) · [Tutorial](#)

Quality: 7,330 global accepts · Rating: 1500 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[ainta's solution](#)

**473.**

1161A

[Hide and Seek](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs

[ainta's solution](#)

**474.**

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[ainta's solution](#)

**475.**

1081B

[Farewell Party](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 1500 · first AC: 2018-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[ainta's solution](#)

**476.**

1081C

[Colorful Bricks](#) · [Tutorial](#)

Quality: 8,558 global accepts · Rating: 1500 · first AC: 2018-12-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math  
[ainta's solution](#)

**477.**

1089G

[Guest Student](#) · [Tutorial](#)

Quality: 3,227 global accepts · Rating: 1500 · first AC: 2018-12-05 · C++17 (GCC 7-32) (first AC) · Tags: math  
[ainta's solution](#)

**478.**

1043C

[Smallest Word](#) · [Tutorial](#)

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

**479.**

1070F

[Debate](#) · [Tutorial](#)

Quality: 3,851 global accepts · Rating: 1500 · first AC: 2018-10-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[ainta's solution](#)

**480.**

1070H

[BerOS File Suggestion](#) · [Tutorial](#)

Quality: 3,854 global accepts · Rating: 1500 · first AC: 2018-10-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation  
[ainta's solution](#)

**481.**

1054C

[Candies Distribution](#) · [Tutorial](#)

Quality: 4,488 global accepts · Rating: 1500 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[ainta's solution](#)

**482.**

1051C

[Vasya and Multisets](#) · [Tutorial](#)

Quality: 9,889 global accepts · Rating: 1500 · first AC: 2018-09-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, math  
[ainta's solution](#)

**483.**

1012A

[Photo of The Sky](#) · [Tutorial](#)

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

**484.**

997A

[Convert to Ones](#) · [Tutorial](#)

Quality: 8,663 global accepts · Rating: 1500 · first AC: 2018-07-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math  
[ainta's solution](#)

**485.**

887C

[Solution for Cube](#) · [Tutorial](#)

Quality: 2,975 global accepts · Rating: 1500 · first AC: 2018-06-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation  
[ainta's solution](#)

**486.**

960B

[Minimize the error](#) · [Tutorial](#)

Quality: 12,393 global accepts · Rating: 1500 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings  
[ainta's solution](#)

**487.**

930A

[Peculiar apple-tree](#) · [Tutorial](#)

Quality: 8,387 global accepts · Rating: 1500 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees  
[ainta's solution](#)

**488.**

908C

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

Quality: 7,202 global accepts · Rating: 1500 · first AC: 2017-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math  
[ainta's solution](#)

**489.**

901A

[Hashing Trees](#) · [Tutorial](#)

Quality: 5,377 global accepts · Rating: 1500 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees  
[ainta's solution](#)

**490.**

883E

[Field of Wonders](#) · [Tutorial](#)

Quality: 2,037 global accepts · Rating: 1500 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[ainta's solution](#)

**491.**

875B

[Sorting the Coins](#) · [Tutorial](#)

Quality: 5,392 global accepts · Rating: 1500 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: dsu, implementation, sortings, two pointers  
[ainta's solution](#)

**492.**

868C

[Qualification Rounds](#) · [Tutorial](#)

Quality: 5,026 global accepts · Rating: 1500 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp  
[ainta's solution](#)

**493.**

855B

[Marvolo Gaunt's Ring](#) · [Tutorial](#)

Quality: 9,944 global accepts · Rating: 1500 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp  
[ainta's solution](#)

**494.**

860A

[Did you mean...](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[ainta's solution](#)

**495.**

859C

[Pie Rules](#) · [Tutorial](#)

Quality: 6,076 global accepts · Rating: 1500 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, games  
[ainta's solution](#)

**496.**

853A

[Planning](#) · [Tutorial](#)

Quality: 6,190 global accepts · Rating: 1500 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[ainta's solution](#)

**497.**

845C

[Two TVs](#) · [Tutorial](#)

Quality: 13,733 global accepts · Rating: 1500 · first AC: 2017-08-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[ainta's solution](#)

**498.**

771B

[Bear and Different Names](#) · [Tutorial](#)

Quality: 7,183 global accepts · Rating: 1500 · first AC: 2017-03-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[ainta's solution](#)

**499.**

771A

[Bear and Friendship Condition](#) · [Tutorial](#)

Quality: 17,730 global accepts · Rating: 1500 · first AC: 2017-03-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[ainta's solution](#)

**500.**

744A

[Hongcow Builds A Nation](#) · [Tutorial](#)

Quality: 9,729 global accepts · Rating: 1500 · first AC: 2016-12-17 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[ainta's solution](#)

**501.**

211E

[IT Restaurants](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**502.**

690C2

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

Quality: 5,010 global accepts · Rating: 1500 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[ainta's solution](#)

**503.**

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,483 global accepts · Rating: 1500 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[ainta's solution](#)

**504.**

670D2

[Magic Powder - 2](#) · [Tutorial](#)

Quality: 19,387 global accepts · Rating: 1500 · first AC: 2016-06-12 · GNU C++11 (first AC) · Tags: binary search, implementation

[ainta's solution](#)

**505.**

674A

[Bear and Colors](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[ainta's solution](#)

**506.**

553A

[Kyoya and Colored Balls](#) · [Tutorial](#)

Quality: 9,830 global accepts · Rating: 1500 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[ainta's solution](#)

**507.**

528A

[Glass Carving](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-06-18 · GNU C++11 (first AC) · Tags: data structures, implementation

[ainta's solution](#)

**508.**

504A

[Misha and Forest](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-01-12 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, graphs, greedy

[ainta's solution](#)

**509.**

494A

[Treasure](#) · [Tutorial](#)

Quality: 6,549 global accepts · Rating: 1500 · first AC: 2014-12-13 · GNU C++ (first AC) · Tags: greedy

[ainta's solution](#)

**510.**

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,966 global accepts · Rating: 1500 · first AC: 2014-08-08 · MS C++ (first AC) · Tags: dp

[ainta's solution](#)

**511.**

274A

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

Quality: 10,812 global accepts · Rating: 1500 · first AC: 2014-07-05 · GNU C++ (first AC) · Tags: binary search, greedy, sortings

[ainta's solution](#)

**512.**

367A

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

Quality: 4,546 global accepts · Rating: 1500 · first AC: 2014-06-26 · GNU C++ (first AC) · Tags: data structures, implementation

[ainta's solution](#)

**513.**

436A

[Feed with Candy](#) · [Tutorial](#)

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

[ainta's solution](#)

**514.**

414A

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

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

[ainta's solution](#)

**515.**

403A

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

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

[ainta's solution](#)

**516.**

357C

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

Rating: 1500 · first AC: 2013-11-05 · GNU C++ (first AC) · Tags: data structures

[ainta's solution](#)

**517.**

354A

[Vasya and Robot](#) · [Tutorial](#)

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

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**518.**

341B

[Bubble Sort Graph](#) · [Tutorial](#)

Rating: 1500 · first AC: 2013-08-30 · GNU C++ (first AC) · Tags: binary search, data structures, dp

[ainta's solution](#)

**519.**

332B

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

Quality: 8,710 global accepts · Rating: 1500 · first AC: 2013-07-24 · GNU C++ (first AC) · Tags: data structures, dp, implementation

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**520.**

329A

[Purification](#) · [Tutorial](#)

Quality: 4,805 global accepts · Rating: 1500 · first AC: 2013-07-20 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[ainta's solution](#)

**521.**

331A2

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

Quality: 1,546 global accepts · Rating: 1500 · first AC: 2013-07-17 · GNU C++ (first AC) · Tags: data structures, sortings

[ainta's solution](#)

**522.**

325A

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

Quality: 2,301 global accepts · Rating: 1500 · first AC: 2013-07-13 · GNU C++ (first AC) · Tags: implementation

[ainta's solution](#)

**523.**

273A

[Dima and Staircase](#) · [Tutorial](#)

Rating: 1500 · first AC: 2013-02-13 · GNU C++ (first AC) · Tags: —

[ainta's solution](#)

**524.**

271C

[Secret](#) · [Tutorial](#)

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

[ainta's solution](#)

**525.**

268C

[Beautiful Sets of Points](#) · [Tutorial](#)

Quality: 14,639 global accepts · Rating: 1500 · first AC: 2013-01-28 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[ainta's solution](#)

**526.**

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,022 global accepts · Rating: 1500 · first AC: 2013-01-20 · GNU C++ (first AC) · Tags: dp, number theory

[ainta's solution](#)

**527.**

256A

[Almost Arithmetical Progression](#) · [Tutorial](#)

Rating: 1500 · first AC: 2012-12-16 · GNU C++ (first AC) · Tags: binary search, dp, two pointers

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**528.**

250B

[Restoring IPv6](#) · [Tutorial](#)

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

[ainta's solution](#)

**529.**

245D

[Restoring Table](#) · [Tutorial](#)

Quality: 2,881 global accepts · Rating: 1500 · first AC: 2012-11-19 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[ainta's solution](#)

**530.**

229A

[Shifts](#) · [Tutorial](#)

Quality: 3,754 global accepts · Rating: 1500 · first AC: 2012-10-01 · GNU C++ (first AC) · Tags: brute force, two pointers

[ainta's solution](#)

**531.**

191A

[Dynasty Puzzles](#) · [Tutorial](#)

Quality: 4,553 global accepts · Rating: 1500 · first AC: 2012-05-27 · GNU C++ (first AC) · Tags: dp

[ainta's solution](#)

**532.**

114B

[PFAST Inc.](#) · [Tutorial](#)

Quality: 4,261 global accepts · Rating: 1500 · first AC: 2011-09-08 · GNU C++ (first AC) · Tags: bitmasks, brute force, graphs

[ainta's solution](#)

**533.**

2207C

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

Quality: 5,444 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, math

[ainta's solution](#)

**534.**

2207B

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

Quality: 5,804 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[ainta's solution](#)

**535.**

2196B

[Another Problem about Beautiful Pairs](#) · [Tutorial](#)

Quality: 8,579 global accepts · Rating: 1600 · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, two pointers

[ainta's solution](#)

**536.**

2157D

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

Quality: 6,005 global accepts · Rating: 1600 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[ainta's solution](#)

**537.**

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,261 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[ainta's solution](#)

**538.**

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

[ainta's solution](#)

**539.**

2061D

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures

[ainta's solution](#)

**540.**

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,959 global accepts · Rating: 1600 · first AC: 2025-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, combinatorics, dp  
[ainta's solution](#)

**541.**

2048D

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

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

**542.**

2052A

[Adrenaline Rush](#) · [Tutorial](#)

Quality: 4,240 global accepts · Rating: 1600 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms  
[ainta's solution](#)

**543.**

2046B

[Move Back at a Cost](#) · [Tutorial](#)

Quality: 10,867 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings  
[ainta's solution](#)

**544.**

2018A

[Cards Partition](#) · [Tutorial](#)

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

**545.**

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers  
[ainta's solution](#)

**546.**

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,678 global accepts · Rating: 1600 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —  
[ainta's solution](#)

**547.**

1787C

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

Quality: 8,272 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math  
[ainta's solution](#)

**548.**

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,388 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy  
[ainta's solution](#)

**549.**

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,223 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers  
[ainta's solution](#)

**550.**

1753B

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

Quality: 14,994 global accepts · Rating: 1600 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory  
[ainta's solution](#)

**551.**

1677A

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

Quality: 9,355 global accepts · Rating: 1600 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp  
[ainta's solution](#)

**552.**

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,194 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy, math  
[ainta's solution](#)

**553.**

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy, implementation, trees  
[ainta's solution](#)

**554.**

1610C

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

Quality: 15,620 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy  
[ainta's solution](#)

**555.**

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math  
[ainta's solution](#)

**556.**

1523C

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

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, trees  
[ainta's solution](#)

**557.**

1468K

[The Robot](#) · [Tutorial](#)

Quality: 5,604 global accepts · Rating: 1600 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation  
[ainta's solution](#)

**558.**

1431C

[Black Friday](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 1600 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: \*special, implementation  
[ainta's solution](#)

**559.**

1396A

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

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory  
[ainta's solution](#)

**560.**

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,634 global accepts · Rating: 1600 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory  
[ainta's solution](#)

**561.**

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, sortings  
[ainta's solution](#)

**562.**

1348C

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

Quality: 15,482 global accepts · Rating: 1600 · first AC: 2020-05-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings  
[ainta's solution](#)

**563.**

1336A

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

Quality: 24,664 global accepts · Rating: 1600 · first AC: 2020-04-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees  
[ainta's solution](#)

**564.**

1305C

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

Quality: 18,782 global accepts · Rating: 1600 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math, number theory  
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**565.**

1284C

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

Quality: 8,740 global accepts · Rating: 1600 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math  
[ainta's solution](#)

**566.**

1261B1

[Optimal Subsequences \(Easy Version\)](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-11-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy  
[ainta's solution](#)

**567.**

1252C

[Even Path](#) · [Tutorial](#)

Quality: 3,982 global accepts · Rating: 1600 · first AC: 2019-11-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation  
[ainta's solution](#)

**568.**

1246A

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, math  
[ainta's solution](#)

**569.**

1184D1

[Parallel Universes \(Easy\)](#) · [Tutorial](#)

Quality: 2,789 global accepts · Rating: 1600 · first AC: 2019-07-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[ainta's solution](#)

**570.**

1184C1

[Heidi and the Turing Test \(Easy\)](#) · [Tutorial](#)

Quality: 2,938 global accepts · Rating: 1600 · first AC: 2019-07-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ainta's solution](#)

**571.**

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 1600 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: trees

[ainta's solution](#)

**572.**

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,940 global accepts · Rating: 1600 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, two pointers

[ainta's solution](#)

**573.**

1163B2

[Cat Party \(Hard Edition\)](#) · [Tutorial](#)

Quality: 7,646 global accepts · Rating: 1600 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[ainta's solution](#)

**574.**

1137B

[Camp Schedule](#) · [Tutorial](#)

Quality: 7,012 global accepts · Rating: 1600 · first AC: 2019-03-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, strings

[ainta's solution](#)

**575.**

1137A

[Skyscrapers](#) · [Tutorial](#)

Quality: 4,677 global accepts · Rating: 1600 · first AC: 2019-03-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[ainta's solution](#)

**576.**

1109A

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

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[ainta's solution](#)

**577.**

1086A

[Connect Three](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-12-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[ainta's solution](#)

**578.**

1056D

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Quality: 6,721 global accepts · Rating: 1600 · first AC: 2018-11-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, sortings, trees

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**579.**

1056B

[Divide Candies](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 1600 · first AC: 2018-11-26 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[ainta's solution](#)

**580.**

1071A

[Cram Time](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-10-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[ainta's solution](#)

**581.**

1033C

[Permutation Game](#) · [Tutorial](#)

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

**582.**

1060C

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

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

[ainta's solution](#)

**583.**

1045I

[Palindrome Pairs](#) · [Tutorial](#)

Quality: 5,463 global accepts · Rating: 1600 · first AC: 2018-09-22 · C++17 (GCC 7-32) (first AC) · Tags: hashing, strings

[ainta's solution](#)

**584.**

1028C

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

[ainta's solution](#)

**585.**

986A

[Fair](#) · [Tutorial](#)

Quality: 8,329 global accepts · Rating: 1600 · first AC: 2018-05-29 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, number theory, shortest paths

[ainta's solution](#)

**586.**

947B

[Producing Snow](#) · [Tutorial](#)

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

[ainta's solution](#)

**587.**

949A

[Zebras](#) · [Tutorial](#)

Quality: 5,655 global accepts · Rating: 1600 · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[ainta's solution](#)

**588.**

930B

[Game with String](#) · [Tutorial](#)

Quality: 3,113 global accepts · Rating: 1600 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, probabilities, strings

[ainta's solution](#)

**589.**

932C

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

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

[ainta's solution](#)

**590.**

913C

[Party Lemonade](#) · [Tutorial](#)

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

[ainta's solution](#)

**591.**

906A

[Shockers](#) · [Tutorial](#)

Quality: 4,420 global accepts · Rating: 1600 · first AC: 2017-12-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[ainta's solution](#)

**592.**

856A

[Set Theory](#) · [Tutorial](#)

Quality: 1,622 global accepts · Rating: 1600 · first AC: 2017-11-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms  
[ainta's solution](#)

**593.**

878A

[Short Program](#) · [Tutorial](#)

Quality: 5,991 global accepts · Rating: 1600 · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms  
[ainta's solution](#)

**594.**

860B

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

Rating: 1600 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, implementation, strings  
[ainta's solution](#)

**595.**

848A

[From Y to Y](#) · [Tutorial](#)

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

**596.**

845B

[Luba And The Ticket](#) · [Tutorial](#)

Quality: 5,540 global accepts · Rating: 1600 · first AC: 2017-08-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation  
[ainta's solution](#)

**597.**

830B

[Cards Sorting](#) · [Tutorial](#)

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

**598.**

788A

[Functions again](#) · [Tutorial](#)

Quality: 10,205 global accepts · Rating: 1600 · first AC: 2017-03-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, two pointers  
[ainta's solution](#)

**599.**

781A

[Andryusha and Colored Balloons](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-03-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, trees  
[ainta's solution](#)

**600.**

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,972 global accepts · Rating: 1600 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer  
[ainta's solution](#)

**601.**

763A

[Timofey and a tree](#) · [Tutorial](#)

Quality: 11,868 global accepts · Rating: 1600 · first AC: 2017-02-02 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees  
[ainta's solution](#)

**602.**

756B

[Travel Card](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 1600 · first AC: 2017-01-22 · GNU C++11 (first AC) · Tags: binary search, dp  
[ainta's solution](#)

**603.**

750C

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

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

**604.**

736B

[Taxes](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-11-27 · GNU C++11 (first AC) · Tags: math, number theory  
[ainta's solution](#)

**605.**

736A

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

Rating: 1600 · first AC: 2016-11-27 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dp, math  
[ainta's solution](#)

**606.**

730G

[Car Repair Shop](#) · [Tutorial](#)

Quality: 2,311 global accepts · Rating: 1600 · first AC: 2016-10-23 · GNU C++11 (first AC) · Tags: implementation  
[ainta's solution](#)

**607.**

725C

[Hidden Word](#) · [Tutorial](#)

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

**608.**

715A

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

Quality: 5,866 global accepts · Rating: 1600 · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math  
[ainta's solution](#)

**609.**

674B

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

Rating: 1600 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs  
[ainta's solution](#)

**610.**

657A

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

Rating: 1600 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, trees  
[ainta's solution](#)

**611.**

645C

[Enduring Exodus](#) · [Tutorial](#)

Quality: 4,303 global accepts · Rating: 1600 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: binary search, two pointers  
[ainta's solution](#)

**612.**

626C

[Block Towers](#) · [Tutorial](#)

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

**613.**

618C

[Constellation](#) · [Tutorial](#)

Quality: 4,659 global accepts · Rating: 1600 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: geometry, implementation  
[ainta's solution](#)

**614.**

603A

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

Quality: 8,251 global accepts · Rating: 1600 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: dp, greedy, math  
[ainta's solution](#)

**615.**

601A

[The Two Routes](#) · [Tutorial](#)

Quality: 13,873 global accepts · Rating: 1600 · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: graphs, shortest paths  
[ainta's solution](#)

**616.**

573B

[Bear and Blocks](#) · [Tutorial](#)

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

**617.**

568A

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

Quality: 5,401 global accepts · Rating: 1600 · first AC: 2015-08-10 · GNU C++11 (first AC) · Tags: brute force, implementation, math, number theory  
[ainta's solution](#)

**618.**

559A

[Gerald's Hexagon](#) · [Tutorial](#)

Quality: 10,908 global accepts · Rating: 1600 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: brute force, geometry, math  
[ainta's solution](#)

**619.**

493C

[Vasya and Basketball](#) · [Tutorial](#)

Quality: 7,504 global accepts · Rating: 1600 · first AC: 2015-07-10 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers  
[ainta's solution](#)

**620.**

525C

[Ilya and Sticks](#) · [Tutorial](#)

Quality: 6,065 global accepts · Rating: 1600 · first AC: 2015-07-05 · GNU C++11 (first AC) · Tags: greedy, math, sortings  
[ainta's solution](#)

**621.**

538C

[Tourist's Notes](#) · [Tutorial](#)

Quality: 6,140 global accepts · Rating: 1600 · first AC: 2015-04-26 · GNU C++ (first AC) · Tags: binary search, brute force, greedy, implementation, math  
[ainta's solution](#)

**622.**

512A

[Fox And Names](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-02-03 · GNU C++ (first AC) · Tags: dfs and similar, graphs, greedy, sortings  
[ainta's solution](#)

**623.**

477A

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

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

[ainta's solution](#)

**624.**

453A

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

Quality: 12,439 global accepts · Rating: 1600 · first AC: 2014-08-01 · MS C++ (first AC) · Tags: probabilities

[ainta's solution](#)

**625.**

444A

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

Quality: 3,578 global accepts · Rating: 1600 · first AC: 2014-07-06 · MS C++ (first AC) · Tags: greedy, math

[ainta's solution](#)

**626.**

333A

[Secrets](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1600 · first AC: 2014-07-01 · GNU C++ (first AC) · Tags: greedy

[ainta's solution](#)

**627.**

338A

[Quiz](#) · [Tutorial](#)

Rating: 1600 · first AC: 2014-06-28 · GNU C++ (first AC) · Tags: greedy, math, number theory

[ainta's solution](#)

**628.**

429B

[Working out](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2014-05-11 · GNU C++ (first AC) · Tags: dp

[ainta's solution](#)

**629.**

407A

[Triangle](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 1600 · first AC: 2014-03-30 · GNU C++ (first AC) · Tags: brute force, geometry, implementation, math

[ainta's solution](#)

**630.**

407B

[Long Path](#) · [Tutorial](#)

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

[ainta's solution](#)

**631.**

383A

[Milking cows](#) · [Tutorial](#)

Quality: 5,570 global accepts · Rating: 1600 · first AC: 2014-01-20 · GNU C++ (first AC) · Tags: data structures, greedy

[ainta's solution](#)

**632.**

375A

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

Quality: 5,343 global accepts · Rating: 1600 · first AC: 2013-12-25 · GNU C++ (first AC) · Tags: math, number theory

[ainta's solution](#)

**633.**

375B

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

Quality: 5,430 global accepts · Rating: 1600 · first AC: 2013-12-24 · GNU C++ (first AC) · Tags: data structures, dp, implementation, sortings

[ainta's solution](#)

**634.**

372A

[Counting Kangaroos is Fun](#) · [Tutorial](#)

Quality: 15,592 global accepts · Rating: 1600 · first AC: 2013-12-14 · GNU C++ (first AC) · Tags: binary search, greedy, sortings, two pointers

[ainta's solution](#)

**635.**

343B

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

Quality: 17,284 global accepts · Rating: 1600 · first AC: 2013-09-14 · GNU C++ (first AC) · Tags: data structures, greedy, implementation

[ainta's solution](#)

**636.**

343A

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

Quality: 10,081 global accepts · Rating: 1600 · first AC: 2013-09-14 · GNU C++ (first AC) · Tags: math, number theory

[ainta's solution](#)

**637.**

297B

[Fish Weight](#) · [Tutorial](#)

Quality: 3,766 global accepts · Rating: 1600 · first AC: 2013-04-19 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[ainta's solution](#)

**638.**

283A

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

Quality: 6,872 global accepts · Rating: 1600 · first AC: 2013-03-17 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, implementation

[ainta's solution](#)

**639.**

273B

[Dima and Two Sequences](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-02-13 · GNU C++ (first AC) · Tags: combinatorics

[ainta's solution](#)

**640.**

269A

[Magical Boxes](#) · [Tutorial](#)

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

[ainta's solution](#)

**641.**

250C

[Movie Critics](#) · [Tutorial](#)

Quality: 2,229 global accepts · Rating: 1600 · first AC: 2012-11-26 · GNU C++ (first AC) · Tags: greedy

[ainta's solution](#)

**642.**

246C

[Beauty Pageant](#) · [Tutorial](#)

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

[ainta's solution](#)

**643.**

246D

[Colorful Graph](#) · [Tutorial](#)

Quality: 10,288 global accepts · Rating: 1600 · first AC: 2012-11-21 · GNU C++ (first AC) · Tags: brute force, dfs and similar, graphs

[ainta's solution](#)

**644.**

243A

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

Quality: 4,465 global accepts · Rating: 1600 · first AC: 2012-11-16 · GNU C++ (first AC) · Tags: bitmasks

[ainta's solution](#)

**645.**

235A

[LCM Challenge](#) · [Tutorial](#)

Quality: 20,983 global accepts · Rating: 1600 · first AC: 2012-10-21 · GNU C++ (first AC) · Tags: number theory

[ainta's solution](#)

**646.**

143C

[Help Farmer](#) · [Tutorial](#)

Rating: 1600 · first AC: 2012-01-12 · GNU C++ (first AC) · Tags: implementation, math

[ainta's solution](#)

**647.**

136D

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

Rating: 1600 · first AC: 2011-12-09 · GNU C++ (first AC) · Tags: brute force, geometry, implementation

[ainta's solution](#)

**648.**

95A

[Hockey](#) · [Tutorial](#)

Quality: 1,856 global accepts · Rating: 1600 · first AC: 2011-07-08 · GNU C++ (first AC) · Tags: implementation, strings

[ainta's solution](#)

**649.**

96C

[Hockey](#) · [Tutorial](#)

Rating: 1600 · first AC: 2011-07-08 · GNU C++ (first AC) · Tags: implementation, strings

[ainta's solution](#)

**650.**

2206J

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

Quality: 1,007 global accepts · Rating: 1700 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[ainta's solution](#)

**651.**

2201B

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

Quality: 4,949 global accepts · Rating: 1700 · first AC: 2026-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[ainta's solution](#)

**652.**

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[ainta's solution](#)

**653.**

2089A

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

Quality: 7,192 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[ainta's solution](#)

**654.**

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,460 global accepts · Rating: 1700 · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[ainta's solution](#)

**655.**

2045A

[Scrambled Scrabble](#) · [Tutorial](#)

Quality: 2,568 global accepts · Rating: 1700 · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[ainta's solution](#)

**656.**

2053D

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

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[ainta's solution](#)

**657.**

2052F

[Fix Flooded Floor](#) · [Tutorial](#)

Quality: 3,742 global accepts · Rating: 1700 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, graphs

[ainta's solution](#)

**658.**

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

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

[ainta's solution](#)

**659.**

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[ainta's solution](#)

**660.**

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1700 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, shortest paths

[ainta's solution](#)

**661.**

2018C

[Tree Pruning](#) · [Tutorial](#)

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

[ainta's solution](#)

**662.**

2006A

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

Quality: 9,366 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[ainta's solution](#)

**663.**

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,497 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[ainta's solution](#)

**664.**

1916D

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

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

[ainta's solution](#)

**665.**

1889B

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

Quality: 8,628 global accepts · Rating: 1700 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[ainta's solution](#)

**666.**

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[ainta's solution](#)

**667.**

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,734 global accepts · Rating: 1700 · first AC: 2023-06-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[ainta's solution](#)

**668.**

1810D

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

Quality: 8,540 global accepts · Rating: 1700 · first AC: 2023-04-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[ainta's solution](#)

**669.**

1799C

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

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[ainta's solution](#)

**670.**

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[ainta's solution](#)

**671.**

1779D

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

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[ainta's solution](#)

**672.**

1677B

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

Quality: 4,550 global accepts · Rating: 1700 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math

[ainta's solution](#)

**673.**

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, interactive, math

[ainta's solution](#)

**674.**

1586C

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

Rating: 1700 · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[ainta's solution](#)

**675.**

1578H

[Higher Order Functions](#) · [Tutorial](#)

Quality: 2,170 global accepts · Rating: 1700 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[ainta's solution](#)

**676.**

1491C

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

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-03-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp,

greedy, implementation

[ainta's solution](#)

**677.**

1479A

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

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, ternary search

[ainta's solution](#)

**678.**

1468F

[Full Turn](#) · [Tutorial](#)

Quality: 4,221 global accepts · Rating: 1700 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: geometry, hashing, number theory

[ainta's solution](#)

**679.**

1468D

[Firecrackers](#) · [Tutorial](#)

Quality: 5,274 global accepts · Rating: 1700 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, sortings

[ainta's solution](#)

**680.**

1464A

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[ainta's solution](#)

**681.**

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

[ainta's solution](#)

**682.**

1392D

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

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[ainta's solution](#)

**683.**

1383A

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

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[ainta's solution](#)

**684.**

1368D

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

Quality: 13,656 global accepts · Rating: 1700 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[ainta's solution](#)

**685.**

1361A

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

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[ainta's solution](#)

**686.**

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,297 global accepts · Rating: 1700 · first AC: 2020-05-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[ainta's solution](#)

**687.**

1340B

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

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-04-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, greedy  
[ainta's solution](#)

**688.**

1336B

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

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings, two pointers  
[ainta's solution](#)

**689.**

1320B

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

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths  
[ainta's solution](#)

**690.**

1314A

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings  
[ainta's solution](#)

**691.**

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,290 global accepts · Rating: 1700 · first AC: 2019-12-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities  
[ainta's solution](#)

**692.**

1267E

[Elections](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1700 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[ainta's solution](#)

**693.**

1261A

[Messy](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-11-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation  
[ainta's solution](#)

**694.**

1254A

[Feeding Chicken](#) · [Tutorial](#)

Quality: 5,515 global accepts · Rating: 1700 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation  
[ainta's solution](#)

**695.**

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,248 global accepts · Rating: 1700 · first AC: 2019-11-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings  
[ainta's solution](#)

**696.**

1239A

[Ivan the Fool and the Probability Theory](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2019-10-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math  
[ainta's solution](#)

**697.**

1237C1

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

Quality: 6,301 global accepts · Rating: 1700 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy

[ainta's solution](#)

**698.**

1229A

[Marcin and Training Camp](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-09-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy

[ainta's solution](#)

**699.**

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1700 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[ainta's solution](#)

**700.**

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[ainta's solution](#)

**701.**

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 1700 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, interactive

[ainta's solution](#)

**702.**

1142A

[The Beatles](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1700 · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[ainta's solution](#)

**703.**

1091D

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

Quality: 7,474 global accepts · Rating: 1700 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[ainta's solution](#)

**704.**

1086B

[Minimum Diameter Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-12-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, trees

[ainta's solution](#)

**705.**

1089E

[Easy Chess](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2018-12-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[ainta's solution](#)

**706.**

1056C

[Pick Heroes](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 1700 · first AC: 2018-11-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, interactive, sortings

[ainta's solution](#)

**707.**

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1700 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers

[ainta's solution](#)

**708.**

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2018-09-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp  
[ainta's solution](#)

**709.**

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,100 global accepts · Rating: 1700 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees  
[ainta's solution](#)

**710.**

1019A

[Elections](#) · [Tutorial](#)

Quality: 4,856 global accepts · Rating: 1700 · first AC: 2018-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy  
[ainta's solution](#)

**711.**

983A

[Finite or not?](#) · [Tutorial](#)

Quality: 4,780 global accepts · Rating: 1700 · first AC: 2018-05-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[ainta's solution](#)

**712.**

960C

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

Quality: 4,108 global accepts · Rating: 1700 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation  
[ainta's solution](#)

**713.**

947A

[Primal Sport](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory  
[ainta's solution](#)

**714.**

949B

[A Leapfrog in the Array](#) · [Tutorial](#)

Quality: 3,833 global accepts · Rating: 1700 · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[ainta's solution](#)

**715.**

936A

[Save Energy!](#) · [Tutorial](#)

Quality: 4,639 global accepts · Rating: 1700 · first AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math  
[ainta's solution](#)

**716.**

938C

[Constructing Tests](#) · [Tutorial](#)

Quality: 3,470 global accepts · Rating: 1700 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms  
[ainta's solution](#)

**717.**

917B

[MADMAX](#) · [Tutorial](#)

Quality: 4,003 global accepts · Rating: 1700 · first AC: 2018-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, graphs  
[ainta's solution](#)

**718.**

896A

[Nephren gives a riddle](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 1700 · first AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar  
[ainta's solution](#)

**719.**

850A

[Five Dimensional Points](#) · [Tutorial](#)

Quality: 3,381 global accepts · Rating: 1700 · first AC: 2017-09-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math  
[ainta's solution](#)

**720.**

852G

[Bathroom terminal](#) · [Tutorial](#)

Quality: 1,449 global accepts · Rating: 1700 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[ainta's solution](#)

**721.**

827A

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

Quality: 4,331 global accepts · Rating: 1700 · first AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings, strings  
[ainta's solution](#)

**722.**

773A

[Success Rate](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 1700 · first AC: 2017-05-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math  
[ainta's solution](#)

**723.**

778A

[String Game](#) · [Tutorial](#)

Quality: 12,830 global accepts · Rating: 1700 · first AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, strings  
[ainta's solution](#)

**724.**

765D

[Artsem and Saunders](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 1700 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, math  
[ainta's solution](#)

**725.**

756A

[Pavel and barbecue](#) · [Tutorial](#)

Quality: 3,217 global accepts · Rating: 1700 · first AC: 2017-01-22 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar  
[ainta's solution](#)

**726.**

718A

[Efim and Strange Grade](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1700 · first AC: 2016-09-23 · GNU C++11 (first AC) · Tags: dp, implementation, math  
[ainta's solution](#)

**727.**

698B

[Fix a Tree](#) · [Tutorial](#)

Quality: 6,183 global accepts · Rating: 1700 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees  
[ainta's solution](#)

**728.**

690B1

[Recover Polygon \(easy\)](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 1700 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —  
[ainta's solution](#)

**729.**

685A

[Robbers' watch](#) · [Tutorial](#)

Quality: 4,502 global accepts · Rating: 1700 · first AC: 2016-06-23 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, math  
[ainta's solution](#)

**730.**

484A

[Bits](#) · [Tutorial](#)

Quality: 13,390 global accepts · Rating: 1700 · first AC: 2016-03-11 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms  
[ainta's solution](#)

**731.**

627A

[XOR Equation](#) · [Tutorial](#)

Quality: 4,798 global accepts · Rating: 1700 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: dp, math  
[ainta's solution](#)

**732.**

627B

[Factory Repairs](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 1700 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: data structures  
[ainta's solution](#)

**733.**

605B

[Lazy Student](#) · [Tutorial](#)

Quality: 3,849 global accepts · Rating: 1700 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, graphs  
[ainta's solution](#)

**734.**

578B

["Or" Game](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 1700 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: brute force, greedy  
[ainta's solution](#)

**735.**

578A

[A Problem about Polyline](#) · [Tutorial](#)

Quality: 4,955 global accepts · Rating: 1700 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: geometry, math  
[ainta's solution](#)

**736.**

493D

[Vasya and Chess](#) · [Tutorial](#)

Quality: 10,200 global accepts · Rating: 1700 · first AC: 2015-07-11 · GNU C++11 (first AC) · Tags: constructive algorithms, games, math  
[ainta's solution](#)

**737.**

546D

[Soldier and Number Game](#) · [Tutorial](#)

Quality: 13,770 global accepts · Rating: 1700 · first AC: 2015-06-18 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, math, number theory  
[ainta's solution](#)

**738.**

533C

[Board Game](#) · [Tutorial](#)

Quality: 2,439 global accepts · Rating: 1700 · first AC: 2015-04-17 · GNU C++ (first AC) · Tags: games, greedy, implementation, math  
[ainta's solution](#)

**739.**

498A

[Crazy Town](#) · [Tutorial](#)

Quality: 6,875 global accepts · Rating: 1700 · first AC: 2014-12-24 · GNU C++ (first AC) · Tags: geometry

[ainta's solution](#)

**740.**

458A

[Golden System](#) · [Tutorial](#)

Quality: 1700 · first AC: 2014-08-10 · MS C++ (first AC) · Tags: math

[ainta's solution](#)

**741.**

201A

[Clear Symmetry](#) · [Tutorial](#)

Quality: 3,246 global accepts · Rating: 1700 · first AC: 2014-07-09 · MS C++ (first AC) · Tags: constructive algorithms, dp, math

[ainta's solution](#)

**742.**

213A

[Game](#) · [Tutorial](#)

Quality: 1,889 global accepts · Rating: 1700 · first AC: 2014-07-09 · MS C++ (first AC) · Tags: dfs and similar, greedy

[ainta's solution](#)

**743.**

295B

[Greg and Graph](#) · [Tutorial](#)

Quality: 17,657 global accepts · Rating: 1700 · first AC: 2014-07-01 · GNU C++ (first AC) · Tags: dp, graphs, shortest paths

[ainta's solution](#)

**744.**

442A

[Borya and Hanabi](#) · [Tutorial](#)

Quality: 2,352 global accepts · Rating: 1700 · first AC: 2014-06-19 · GNU C++ (first AC) · Tags: bitmasks, brute force, implementation

[ainta's solution](#)

**745.**

360A

[Levko and Array Recovery](#) · [Tutorial](#)

Quality: 2,140 global accepts · Rating: 1700 · first AC: 2013-11-10 · GNU C++ (first AC) · Tags: greedy, implementation

[ainta's solution](#)

**746.**

331B1

[Shave Beaver!](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 1700 · first AC: 2013-07-17 · GNU C++ (first AC) · Tags: implementation

[ainta's solution](#)

**747.**

303B

[Rectangle Puzzle II](#) · [Tutorial](#)

Quality: 1,424 global accepts · Rating: 1700 · first AC: 2013-05-12 · GNU C++ (first AC) · Tags: implementation, math

[ainta's solution](#)

**748.**

283B

[Cow Program](#) · [Tutorial](#)

Quality: 3,931 global accepts · Rating: 1700 · first AC: 2013-03-17 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs

[ainta's solution](#)

**749.**

269B

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

Quality: 6,991 global accepts · Rating: 1700 · first AC: 2013-02-01 · GNU C++ (first AC) · Tags: dp

[ainta's solution](#)

**750.**

260C

[Balls and Boxes](#) · [Tutorial](#)

Quality: 3,229 global accepts · Rating: 1700 · first AC: 2012-12-27 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation

[ainta's solution](#)

**751.**

245C

[Game with Coins](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 1700 · first AC: 2012-11-19 · GNU C++ (first AC) · Tags: greedy

[ainta's solution](#)

**752.**

229B

[Planets](#) · [Tutorial](#)

Quality: 5,785 global accepts · Rating: 1700 · first AC: 2012-10-01 · GNU C++ (first AC) · Tags: binary search, data structures, graphs, shortest paths

[ainta's solution](#)

**753.**

223A

[Bracket Sequence](#) · [Tutorial](#)

Quality: 2,806 global accepts · Rating: 1700 · first AC: 2012-09-16 · GNU C++ (first AC) · Tags: data structures, expression parsing, implementation

[ainta's solution](#)

**754.**

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,473 global accepts · Rating: 1700 · first AC: 2011-10-07 · GNU C++ (first AC) · Tags: dp

[ainta's solution](#)

**755.**

2211C2

[Equal Multisets \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,671 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, greedy

[ainta's solution](#)

**756.**

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

[ainta's solution](#)

**757.**

2196C1

[Interactive Graph \(Simple Version\)](#) · [Tutorial](#)

Quality: 3,593 global accepts · Rating: 1800 · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[ainta's solution](#)

**758.**

2187B

[Shortest Statement Ever](#) · [Tutorial](#)

Quality: 5,285 global accepts · Rating: 1800 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[ainta's solution](#)

**759.**

2081A

[Math Division](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1800 · first AC: 2025-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math, probabilities

[ainta's solution](#)

**760.**

2045M

[Mirror Maze](#) · [Tutorial](#)

Quality: 2,222 global accepts · Rating: 1800 · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar,

graphs, implementation

[ainta's solution](#)

**761.**

2039C2

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

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

[ainta's solution](#)

**762.**

2035D

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

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[ainta's solution](#)

**763.**

2006B

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

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

[ainta's solution](#)

**764.**

1987D

[World is Mine](#) · [Tutorial](#)

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

[ainta's solution](#)

**765.**

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,198 global accepts · Rating: 1800 · first AC: 2023-12-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp

[ainta's solution](#)

**766.**

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

[ainta's solution](#)

**767.**

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,239 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, number theory

[ainta's solution](#)

**768.**

1824B1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, probabilities, trees

[ainta's solution](#)

**769.**

1718A1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[ainta's solution](#)

**770.**

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[ainta's solution](#)

**771.**

1586D

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

Quality: 1800 · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[ainta's solution](#)

**772.**

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,589 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[ainta's solution](#)

**773.**

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[ainta's solution](#)

**774.**

1548B

[Integers Have Friends](#) · [Tutorial](#)

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[ainta's solution](#)

**775.**

1552C

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

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[ainta's solution](#)

**776.**

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[ainta's solution](#)

**777.**

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,810 global accepts · Rating: 1800 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, trees

[ainta's solution](#)

**778.**

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2021-03-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[ainta's solution](#)

**779.**

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, math

[ainta's solution](#)

**780.**

1468J

[Road Reform](#) · [Tutorial](#)

Quality: 5,904 global accepts · Rating: 1800 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy

[ainta's solution](#)

**781.**

1446B

[Catching Cheaters](#) · [Tutorial](#)

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[ainta's solution](#)

**782.**

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,931 global accepts · Rating: 1800 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[ainta's solution](#)

**783.**

1402A

[Fancy Fence](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 1800 · first AC: 2020-08-29 · C++17 (GCC 7-32) (first AC) · Tags: \*special, data structures, dsu, implementation, math, sortings

[ainta's solution](#)

**784.**

1394A

[Boboniu Chats with Du](#) · [Tutorial](#)

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-08-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[ainta's solution](#)

**785.**

1388C

[Uncle Bogdan and Country Happiness](#) · [Tutorial](#)

Quality: 10,413 global accepts · Rating: 1800 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, math, trees

[ainta's solution](#)

**786.**

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,564 global accepts · Rating: 1800 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ainta's solution](#)

**787.**

1338B

[Edge Weight Assignment](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2020-04-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[ainta's solution](#)

**788.**

1326D2

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

Quality: 11,754 global accepts · Rating: 1800 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[ainta's solution](#)

**789.**

1286B

[Numbers on Tree](#) · [Tutorial](#)

Quality: 5,468 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

[ainta's solution](#)

**790.**

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[ainta's solution](#)

**791.**

1267J

[Just Arrange the Icons](#) · [Tutorial](#)

Quality: 3,057 global accepts · Rating: 1800 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
[ainta's solution](#)

**792.**

1267L

[Lexicography](#) · [Tutorial](#)

Quality: 3,357 global accepts · Rating: 1800 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings  
[ainta's solution](#)

**793.**

1261B2

[Optimal Subsequences \(Hard Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-11-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings  
[ainta's solution](#)

**794.**

1252H

[Twin Buildings](#) · [Tutorial](#)

Quality: 2,846 global accepts · Rating: 1800 · first AC: 2019-11-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[ainta's solution](#)

**795.**

1254B1

[Send Boxes to Alice \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,006 global accepts · Rating: 1800 · first AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers  
[ainta's solution](#)

**796.**

1246B

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation, math  
[ainta's solution](#)

**797.**

1179B

[Tolik and His Uncle](#) · [Tutorial](#)

Quality: 4,592 global accepts · Rating: 1800 · first AC: 2019-06-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[ainta's solution](#)

**798.**

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[ainta's solution](#)

**799.**

1109B

[Sasha and One More Name](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1800 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, hashing, strings  
[ainta's solution](#)

**800.**

1081D

[Maximum Distance](#) · [Tutorial](#)

Quality: 4,645 global accepts · Rating: 1800 · first AC: 2018-12-17 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, shortest paths, sortings  
[ainta's solution](#)

**801.**

1053A

[Vasya and Triangle](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[ainta's solution](#)

**802.**

986B

[Petr and Permutations](#) · [Tutorial](#)

Quality: 5,054 global accepts · Rating: 1800 · first AC: 2018-05-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[ainta's solution](#)

**803.**

983B

[XOR-pyramid](#) · [Tutorial](#)

Quality: 6,307 global accepts · Rating: 1800 · first AC: 2018-05-15 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ainta's solution](#)

**804.**

947C

[Perfect Security](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings, trees

[ainta's solution](#)

**805.**

917A

[The Monster](#) · [Tutorial](#)

Quality: 3,676 global accepts · Rating: 1800 · first AC: 2018-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, math

[ainta's solution](#)

**806.**

914C

[Travelling Salesman and Special Numbers](#) · [Tutorial](#)

Quality: 4,209 global accepts · Rating: 1800 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp

[ainta's solution](#)

**807.**

913D

[Too Easy Problems](#) · [Tutorial](#)

Quality: 5,131 global accepts · Rating: 1800 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[ainta's solution](#)

**808.**

909C

[Python Indentation](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 1800 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ainta's solution](#)

**809.**

883K

[Road Widening](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 1800 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[ainta's solution](#)

**810.**

883H

[Palindromic Cut](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1800 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[ainta's solution](#)

**811.**

853B

[Jury Meeting](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 1800 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[ainta's solution](#)

**812.**

830A

[Office Keys](#) · [Tutorial](#)

Quality: 8,228 global accepts · Rating: 1800 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[ainta's solution](#)

**813.**

827B

[High Load](#) · [Tutorial](#)

Quality: 3,697 global accepts · Rating: 1800 · first AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, trees

[ainta's solution](#)

**814.**

800B

[Volatile Kite](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-04-22 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[ainta's solution](#)

**815.**

800A

[Voltage Keepsake](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-04-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[ainta's solution](#)

**816.**

778B

[Bitwise Formula](#) · [Tutorial](#)

Quality: 2,538 global accepts · Rating: 1800 · first AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, expression parsing, implementation

[ainta's solution](#)

**817.**

776C

[Molly's Chemicals](#) · [Tutorial](#)

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation, math

[ainta's solution](#)

**818.**

768C

[Jon Snow and his Favourite Number](#) · [Tutorial](#)

Quality: 3,974 global accepts · Rating: 1800 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, sortings

[ainta's solution](#)

**819.**

730B

[Minimum and Maximum](#) · [Tutorial](#)

Quality: 2,780 global accepts · Rating: 1800 · first AC: 2016-10-23 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive

[ainta's solution](#)

**820.**

730A

[Toda 2](#) · [Tutorial](#)

Quality: 1,734 global accepts · Rating: 1800 · first AC: 2016-10-23 · GNU C++11 (first AC) · Tags: greedy, implementation

[ainta's solution](#)

**821.**

725D

[Contest Balloons](#) · [Tutorial](#)

Quality: 3,093 global accepts · Rating: 1800 · first AC: 2016-10-22 · GNU C++11 (first AC) · Tags: data structures, greedy

[ainta's solution](#)

**822.**

700B

[Connecting Universities](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1800 · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees  
[ainta's solution](#)

**823.**

690D2

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

Quality: 1,461 global accepts · Rating: 1800 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: combinatorics  
[ainta's solution](#)

**824.**

687B

[Remainders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: chinese remainder theorem, math, number theory  
[ainta's solution](#)

**825.**

671A

[Recycling Bottles](#) · [Tutorial](#)

Quality: 4,376 global accepts · Rating: 1800 · first AC: 2016-05-11 · GNU C++11 (first AC) · Tags: dp, geometry, greedy, implementation  
[ainta's solution](#)

**826.**

666A

[Reberland Linguistics](#) · [Tutorial](#)

Quality: 3,808 global accepts · Rating: 1800 · first AC: 2016-04-29 · GNU C++11 (first AC) · Tags: dp, implementation, strings  
[ainta's solution](#)

**827.**

668B

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

Rating: 1800 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: implementation  
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**828.**

645D

[Robot Rapping Results Report](#) · [Tutorial](#)

Quality: 3,338 global accepts · Rating: 1800 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: binary search, dp, graphs  
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**829.**

626D

[Jerry's Protest](#) · [Tutorial](#)

Quality: 3,159 global accepts · Rating: 1800 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, probabilities  
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**830.**

623A

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Quality: 4,789 global accepts · Rating: 1800 · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs  
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**831.**

603B

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Quality: 2,710 global accepts · Rating: 1800 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dsu, math, number theory  
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**832.**

482B

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Quality: 7,728 global accepts · Rating: 1800 · first AC: 2015-07-05 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, trees

[ainta's solution](#)

**833.**

487A

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Quality: 3,952 global accepts · Rating: 1800 · first AC: 2015-06-19 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation  
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**834.**

528B

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Rating: 1800 · first AC: 2015-06-18 · GNU C++11 (first AC) · Tags: dp, greedy  
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**835.**

538D

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Quality: 2,522 global accepts · Rating: 1800 · first AC: 2015-04-26 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation  
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**836.**

533E

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Quality: 2,433 global accepts · Rating: 1800 · first AC: 2015-04-17 · GNU C++ (first AC) · Tags: constructive algorithms, dp, greedy, hashing, strings, two pointers  
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**837.**

513G1

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**838.**

513B2

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**839.**

201B

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**840.**

220B

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Quality: 12,882 global accepts · Rating: 1800 · first AC: 2014-07-08 · MS C++ (first AC) · Tags: constructive algorithms, data structures  
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**841.**

274B

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**842.**

280B

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**843.**

333B

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[ainta's solution](#)

**844.**

442B

[Andrey and Problem](#) · [Tutorial](#)

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**845.**

436C

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[ainta's solution](#)

**846.**

434A

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**847.**

403B

[Upgrading Array](#) · [Tutorial](#)

Rating: 1800 · first AC: 2014-03-16 · GNU C++ (first AC) · Tags: dp, greedy, math, number theory

[ainta's solution](#)

**848.**

301A

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

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**849.**

271D

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**850.**

256B

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Rating: 1800 · first AC: 2012-12-16 · GNU C++ (first AC) · Tags: binary search, brute force, math

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**851.**

251B

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Quality: 1,380 global accepts · Rating: 1800 · first AC: 2012-12-06 · GNU C++ (first AC) · Tags: implementation, math

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**852.**

245H

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[ainta's solution](#)

**853.**

238B

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Quality: 1,420 global accepts · Rating: 1800 · first AC: 2012-11-04 · GNU C++ (first AC) · Tags: constructive algorithms

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**854.**

143D

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Rating: 1800 · first AC: 2012-01-12 · GNU C++ (first AC) · Tags: graph matchings, greedy, math

[ainta's solution](#)

**855.**

141C

[Queue](#) · [Tutorial](#)

Quality: 2,726 global accepts · Rating: 1800 · first AC: 2012-01-08 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, sortings

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**856.**

2211D

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[ainta's solution](#)

**857.**

2157E

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[ainta's solution](#)

**858.**

2129C1

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Quality: 3,858 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

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**859.**

2089B1

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**860.**

1887A2

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

Rating: 1900 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, sortings

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**861.**

2077B

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**862.**

2068F

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Quality: 1,483 global accepts · Rating: 1900 · first AC: 2025-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, strings

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**863.**

2073A

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Quality: 1,243 global accepts · Rating: 1900 · first AC: 2025-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**864.**

2053E

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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

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**865.**

2052E

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**866.**

2038G

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**867.**

2029D

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**868.**

2018B

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**869.**

2002D1

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Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

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**870.**

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[ainta's solution](#)

**871.**

1991D

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**872.**

1994D

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Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[ainta's solution](#)

**873.**

1938C

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**874.**

1909D

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[ainta's solution](#)

**875.**

1912D

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Quality: 1,977 global accepts · Rating: 1900 · first AC: 2023-12-21 · C++17 (GCC 9-64) (first AC) · Tags: math

[ainta's solution](#)

**876.**

1912A

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**877.**

1887B

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**878.**

1842D

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**879.**

1819B

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**880.**

1799D1

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**881.**

1787D

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**882.**

1774E

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**883.**

1773A

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**884.**

1773K

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Quality: 1,678 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms  
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**885.**

1746D

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**886.**

1738D

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**887.**

1718A2

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**888.**

1696D

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Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths  
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**889.**

1677C

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**890.**

1558B

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Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory, two pointers  
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**891.**

1545B

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Quality: 6,762 global accepts · Rating: 1900 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math  
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**892.**

1479B1

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Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation  
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**893.**

1470B

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**894.**

1453D

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Quality: 4,438 global accepts · Rating: 1900 · first AC: 2020-12-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, probabilities

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**895.**

1439A2

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**896.**

1404B

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Quality: 8,185 global accepts · Rating: 1900 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, trees

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**897.**

1383B

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**898.**

1361B

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**899.**

1348D

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**900.**

1305D

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**901.**

1270D

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Quality: 4,869 global accepts · Rating: 1900 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings

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**902.**

1276B

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Quality: 5,669 global accepts · Rating: 1900 · first AC: 2019-12-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

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**903.**

1242B

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Quality: 9,246 global accepts · Rating: 1900 · first AC: 2019-11-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

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**904.**

1237C2

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Quality: 4,534 global accepts · Rating: 1900 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[ainta's solution](#)

**905.**

1205B

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**906.**

1184E1

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**907.**

1178E

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**908.**

1181C

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Quality: 3,403 global accepts · Rating: 1900 · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, implementation

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**909.**

1163C1

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Quality: 3,581 global accepts · Rating: 1900 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry

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**910.**

1163C2

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Quality: 3,955 global accepts · Rating: 1900 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, implementation, math

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**911.**

1161B

[Chladni Figure](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, strings

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**912.**

1155D

[Beautiful Array](#) · [Tutorial](#)

Quality: 7,719 global accepts · Rating: 1900 · first AC: 2019-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[ainta's solution](#)

**913.**

1089F

[Fractions](#) · [Tutorial](#)

Quality: 2,150 global accepts · Rating: 1900 · first AC: 2018-12-05 · C++17 (GCC 7-32) (first AC) · Tags: math

[ainta's solution](#)

**914.**

1055C

[Lucky Days](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 1900 · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
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**915.**

1043E

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Quality: 3,461 global accepts · Rating: 1900 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings  
[ainta's solution](#)

**916.**

1071B

[Minimum path](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-10-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, hashing  
[ainta's solution](#)

**917.**

1054D

[Changing Array](#) · [Tutorial](#)

Quality: 2,415 global accepts · Rating: 1900 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[ainta's solution](#)

**918.**

1060D

[Social Circles](#) · [Tutorial](#)

Quality: 3,874 global accepts · Rating: 1900 · first AC: 2018-10-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
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**919.**

366C

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Quality: 5,877 global accepts · Rating: 1900 · first AC: 2018-10-01 · C++17 (GCC 7-32) (first AC) · Tags: dp  
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**920.**

1012C

[Hills](#) · [Tutorial](#)

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2018-07-30 · C++17 (GCC 7-32) (first AC) · Tags: dp  
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**921.**

1012B

[Chemical table](#) · [Tutorial](#)

Quality: 4,386 global accepts · Rating: 1900 · first AC: 2018-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, matrices  
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**922.**

981D

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Quality: 3,548 global accepts · Rating: 1900 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy  
[ainta's solution](#)

**923.**

949C

[Data Center Maintenance](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 1900 · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs  
[ainta's solution](#)

**924.**

930C

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Quality: 2,374 global accepts · Rating: 1900 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[ainta's solution](#)

**925.**

914D

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Quality: 6,384 global accepts · Rating: 1900 · first AC: 2018-01-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory

[ainta's solution](#)

**926.**

909E

[Coprocessor](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 1900 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy

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**927.**

883G

[Orientation of Edges](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 1900 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

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**928.**

883I

[Photo Processing](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 1900 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

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**929.**

866B

[Ordering Pizza](#) · [Tutorial](#)

Rating: 1900 · first AC: 2017-09-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

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**930.**

848B

[Router's Song](#) · [Tutorial](#)

Quality: 2,003 global accepts · Rating: 1900 · first AC: 2017-09-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, geometry, implementation, sortings, two pointers

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**931.**

781B

[Innokenty and a Football League](#) · [Tutorial](#)

Rating: 1900 · first AC: 2017-03-21 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, brute force, graph matchings, graphs, greedy, implementation, shortest paths, strings

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**932.**

750D

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

Quality: 3,168 global accepts · Rating: 1900 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation

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**933.**

744B

[Hongcow's Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 1900 · first AC: 2016-12-17 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, interactive

[ainta's solution](#)

**934.**

730J

[Bottles](#) · [Tutorial](#)

Quality: 3,967 global accepts · Rating: 1900 · first AC: 2016-10-23 · GNU C++11 (first AC) · Tags: dp

[ainta's solution](#)

**935.**

708B

[Recover the String](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 1900 · first AC: 2016-08-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[ainta's solution](#)

**936.**

700A

[As Fast As Possible](#) · [Tutorial](#)

Quality: 3,351 global accepts · Rating: 1900 · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: binary search, math

[ainta's solution](#)

**937.**

687C

[The Values You Can Make](#) · [Tutorial](#)

Quality: 8,344 global accepts · Rating: 1900 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: dp

[ainta's solution](#)

**938.**

685B

[Kay and Snowflake](#) · [Tutorial](#)

Quality: 5,356 global accepts · Rating: 1900 · first AC: 2016-06-23 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, trees

[ainta's solution](#)

**939.**

653C

[Bear and Up-Down](#) · [Tutorial](#)

Quality: 1,780 global accepts · Rating: 1900 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: brute force, implementation

[ainta's solution](#)

**940.**

633C

[Spy Syndrome 2](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 1900 · first AC: 2016-02-27 · MS C++ (first AC) · Tags: data structures, dp, hashing, implementation, sortings, string suffix structures, strings

[ainta's solution](#)

**941.**

613A

[Peter and Snow Blower](#) · [Tutorial](#)

Quality: 3,429 global accepts · Rating: 1900 · first AC: 2016-01-14 · GNU C++11 (first AC) · Tags: binary search, geometry, ternary search

[ainta's solution](#)

**942.**

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,308 global accepts · Rating: 1900 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: dp

[ainta's solution](#)

**943.**

568B

[Symmetric and Transitive](#) · [Tutorial](#)

Quality: 2,384 global accepts · Rating: 1900 · first AC: 2015-08-10 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[ainta's solution](#)

**944.**

558C

[Amr and Chemistry](#) · [Tutorial](#)

Quality: 4,205 global accepts · Rating: 1900 · first AC: 2015-07-20 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy, math, shortest paths

[ainta's solution](#)

**945.**

553B

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

Quality: 2,265 global accepts · Rating: 1900 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: binary search, combinatorics, constructive algorithms, greedy, implementation, math

[ainta's solution](#)

**946.**

550D

[Regular Bridge](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1900 · first AC: 2015-06-12 · MS C++ (first AC) · Tags: constructive algorithms, graphs, implementation

[ainta's solution](#)

**947.**

549D

[Haar Features](#) · [Tutorial](#)

Quality: 2,254 global accepts · Rating: 1900 · first AC: 2015-06-06 · GNU C++ (first AC) · Tags: greedy, implementation

[ainta's solution](#)

**948.**

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,898 global accepts · Rating: 1900 · first AC: 2015-05-30 · GNU C++ (first AC) · Tags: binary search, data structures, dp, dsu

[ainta's solution](#)

**949.**

529B

[Group Photo 2 \(online mirror version\)](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 1900 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: brute force, greedy, sortings

[ainta's solution](#)

**950.**

529E

[The Art of Dealing with ATM](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: brute force

[ainta's solution](#)

**951.**

512B

[Fox And Jumping](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-02-03 · GNU C++ (first AC) · Tags: data structures, dp, math, number theory, shortest paths

[ainta's solution](#)

**952.**

506A

[Mr. Kitayuta, the Treasure Hunter](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-01-18 · MS C++ (first AC) · Tags: dp

[ainta's solution](#)

**953.**

458B

[Distributed Join](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-08-10 · MS C++ (first AC) · Tags: greedy

[ainta's solution](#)

**954.**

455B

[A Lot of Games](#) · [Tutorial](#)

Quality: 6,848 global accepts · Rating: 1900 · first AC: 2014-08-08 · MS C++ (first AC) · Tags: dfs and similar, dp, games, implementation, strings, trees

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**955.**

452D

[Washer, Dryer, Folder](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 1900 · first AC: 2014-07-27 · MS C++ (first AC) · Tags: greedy, implementation

[ainta's solution](#)

**956.**

213B

[Numbers](#) · [Tutorial](#)

Quality: 1,979 global accepts · Rating: 1900 · first AC: 2014-07-09 · MS C++ (first AC) · Tags: combinatorics, dp

[ainta's solution](#)

**957.**

261B

[Maxim and Restaurant](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 1900 · first AC: 2014-07-07 · MS C++ (first AC) · Tags: dp, math, probabilities

[ainta's solution](#)

**958.**

367B

[Sereja ans Anagrams](#) · [Tutorial](#)

Quality: 2,680 global accepts · Rating: 1900 · first AC: 2014-06-26 · GNU C++ (first AC) · Tags: binary search, data structures

[ainta's solution](#)

**959.**

438B

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

Rating: 1900 · first AC: 2014-06-01 · GNU C++ (first AC) · Tags: dp, dsu, sortings

[ainta's solution](#)

**960.**

388B

[Fox and Minimal path](#) · [Tutorial](#)

Quality: 2,603 global accepts · Rating: 1900 · first AC: 2014-02-03 · GNU C++ (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math

[ainta's solution](#)

**961.**

377B

[Preparing for the Contest](#) · [Tutorial](#)

Quality: 2,448 global accepts · Rating: 1900 · first AC: 2013-12-29 · GNU C++ (first AC) · Tags: binary search, data structures, greedy, sortings

[ainta's solution](#)

**962.**

372B

[Counting Rectangles is Fun](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 1900 · first AC: 2013-12-14 · GNU C++ (first AC) · Tags: brute force, divide and conquer, dp

[ainta's solution](#)

**963.**

351B

[Jeff and Furik](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 1900 · first AC: 2013-10-04 · GNU C++ (first AC) · Tags: combinatorics, dp, probabilities

[ainta's solution](#)

**964.**

343C

[Read Time](#) · [Tutorial](#)

Quality: 3,212 global accepts · Rating: 1900 · first AC: 2013-09-14 · GNU C++ (first AC) · Tags: binary search, greedy, two pointers

[ainta's solution](#)

**965.**

335B

[Palindrome](#) · [Tutorial](#)

Quality: 2,373 global accepts · Rating: 1900 · first AC: 2013-08-04 · GNU C++ (first AC) · Tags: constructive algorithms, dp

[ainta's solution](#)

**966.**

331B2

[Shave Beaver!](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 1900 · first AC: 2013-07-17 · GNU C++ (first AC) · Tags: data structures

[ainta's solution](#)

**967.**

258B

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

Quality: 1,604 global accepts · Rating: 1900 · first AC: 2012-12-22 · GNU C++ (first AC) · Tags: brute force, combinatorics, dp  
[ainta's solution](#)

**968.**

241G

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

Quality: 564 global accepts · Rating: 1900 · first AC: 2012-11-01 · GNU C++ (first AC) · Tags: constructive algorithms  
[ainta's solution](#)

**969.**

232B

[Table](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 1900 · first AC: 2012-10-11 · GNU C++ (first AC) · Tags: bitmasks, combinatorics, dp, math  
[ainta's solution](#)

**970.**

229C

[Triangles](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1900 · first AC: 2012-10-01 · GNU C++ (first AC) · Tags: combinatorics, graphs, math  
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**971.**

223C

[Partial Sums](#) · [Tutorial](#)

Quality: 1,755 global accepts · Rating: 1900 · first AC: 2012-09-16 · GNU C++ (first AC) · Tags: combinatorics, math, number theory  
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**972.**

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,222 global accepts · Rating: 1900 · first AC: 2012-05-27 · GNU C++ (first AC) · Tags: data structures, dfs and similar, trees  
[ainta's solution](#)

**973.**

110E

[Lucky Tree](#) · [Tutorial](#)

Rating: 1900 · first AC: 2011-09-04 · last AC: 2011-09-04 · GNU C++ (first AC) · Tags: combinatorics, dfs and similar, trees  
[ainta's solution](#)

**974.**

109C

[Lucky Tree](#) · [Tutorial](#)

Quality: 4,119 global accepts · Rating: 1900 · first AC: 2011-09-04 · GNU C++ (first AC) · Tags: dp, dsu, trees  
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**975.**

2201C

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

Quality: 1,988 global accepts · Rating: 2000 · first AC: 2026-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy  
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**976.**

2196C2

[Interactive Graph \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2000 · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive  
[ainta's solution](#)

**977.**

2096D

[Wonderful Lightbulbs](#) · [Tutorial](#)

Quality: 5,600 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[ainta's solution](#)

**978.**

1893C

[Freedom of Choice](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[ainta's solution](#)

**979.**

2073J

[Gathering Sharks](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2000 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ainta's solution](#)

**980.**

2045B

[ICPC Square](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2000 · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[ainta's solution](#)

**981.**

2068J

[The Ultimate Wine Tasting Event](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2000 · first AC: 2025-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, greedy

[ainta's solution](#)

**982.**

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

[ainta's solution](#)

**983.**

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[ainta's solution](#)

**984.**

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

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**985.**

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[ainta's solution](#)

**986.**

2052J

[Judicious Watching](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2000 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings

[ainta's solution](#)

**987.**

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees

[ainta's solution](#)

**988.**

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[ainta's solution](#)

**989.**

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[ainta's solution](#)

**990.**

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[ainta's solution](#)

**991.**

1943B

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Quality: 4,540 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[ainta's solution](#)

**992.**

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[ainta's solution](#)

**993.**

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,853 global accepts · Rating: 2000 · first AC: 2023-05-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[ainta's solution](#)

**994.**

1827B1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[ainta's solution](#)

**995.**

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation

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**996.**

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-11-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[ainta's solution](#)

**997.**

1753C

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

Quality: 5,280 global accepts · Rating: 2000 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[ainta's solution](#)

**998.**

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

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**999.**

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-08-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, number theory

[ainta's solution](#)

**1000.**

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[ainta's solution](#)

**1001.**

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[ainta's solution](#)

**1002.**

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[ainta's solution](#)

**1003.**

1558C

[Bottom-Tier Reversals](#) · [Tutorial](#)

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[ainta's solution](#)

**1004.**

1456B

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math

[ainta's solution](#)

**1005.**

1431E

[Chess Match](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2000 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: \*special

[ainta's solution](#)

**1006.**

1427D

[Unshuffling a Deck](#) · [Tutorial](#)

Quality: 3,695 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[ainta's solution](#)

**1007.**

1427C

[The Hard Work of Paparazzi](#) · [Tutorial](#)

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ainta's solution](#)

**1008.**

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,673 global accepts · Rating: 2000 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[ainta's solution](#)

**1009.**

1388D

[Captain Flint and Treasure](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees

[ainta's solution](#)

**1010.**

1359E

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

Quality: 6,732 global accepts · Rating: 2000 · first AC: 2020-05-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[ainta's solution](#)

**1011.**

1359D

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

Quality: 10,731 global accepts · Rating: 2000 · first AC: 2020-05-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[ainta's solution](#)

**1012.**

1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[ainta's solution](#)

**1013.**

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[ainta's solution](#)

**1014.**

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[ainta's solution](#)

**1015.**

1320C

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, sortings

[ainta's solution](#)

**1016.**

1266D

[Decreasing Debts](#) · [Tutorial](#)

Quality: 3,871 global accepts · Rating: 2000 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

[ainta's solution](#)

**1017.**

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[ainta's solution](#)

**1018.**

1229B

[Kamil and Making a Stream](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-09-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, graphs, math, number theory, trees

[ainta's solution](#)**1019.**

1209G1

[Into Blocks \(easy version\)](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2019-09-14 · last AC: 2019-09-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[ainta's solution](#)**1020.**

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[ainta's solution](#)**1021.**

1161C

[Thanos Nim](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: games

[ainta's solution](#)**1022.**

1142B

[Lynryd Skynryd](#) · [Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, math, trees

[ainta's solution](#)**1023.**

1103B

[Game with modulo](#) · [Tutorial](#)

Quality: 3,530 global accepts · Rating: 2000 · first AC: 2019-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[ainta's solution](#)**1024.**

1070C

[Cloud Computing](#) · [Tutorial](#)

Quality: 2,295 global accepts · Rating: 2000 · first AC: 2018-10-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[ainta's solution](#)**1025.**

1033D

[Divisors](#) · [Tutorial](#)

Quality: 2,611 global accepts · Rating: 2000 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math, number theory

[ainta's solution](#)**1026.**

1060E

[Sergey and Subway](#) · [Tutorial](#)

Quality: 3,498 global accepts · Rating: 2000 · first AC: 2018-10-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[ainta's solution](#)**1027.**

366D

[Dima and Trap Graph](#) · [Tutorial](#)

Quality: 1,722 global accepts · Rating: 2000 · first AC: 2018-10-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, shortest paths, two pointers

[ainta's solution](#)

**1028.**

1053B

[Vasya and Good Sequences](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp

[ainta's solution](#)

**1029.**

1019B

[The hat](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2000 · first AC: 2018-08-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[ainta's solution](#)

**1030.**

997B

[Roman Digits](#) · [Tutorial](#)

Quality: 3,140 global accepts · Rating: 2000 · first AC: 2018-07-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[ainta's solution](#)

**1031.**

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,964 global accepts · Rating: 2000 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[ainta's solution](#)

**1032.**

896B

[Ithea Plays With Chtholly](#) · [Tutorial](#)

Quality: 2,297 global accepts · Rating: 2000 · first AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, games, greedy, interactive

[ainta's solution](#)

**1033.**

891B

[Gluttony](#) · [Tutorial](#)

Quality: 3,241 global accepts · Rating: 2000 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[ainta's solution](#)

**1034.**

855C

[Helga Hufflepuff's Cup](#) · [Tutorial](#)

Quality: 2,405 global accepts · Rating: 2000 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[ainta's solution](#)

**1035.**

852B

[Neural Network country](#) · [Tutorial](#)

Quality: 1,713 global accepts · Rating: 2000 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[ainta's solution](#)

**1036.**

843B

[Interactive LowerBound](#) · [Tutorial](#)

Quality: 2,580 global accepts · Rating: 2000 · first AC: 2017-08-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, interactive, probabilities

[ainta's solution](#)

**1037.**

767C

[Garland](#) · [Tutorial](#)

Quality: 4,636 global accepts · Rating: 2000 · first AC: 2017-07-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[ainta's solution](#)

**1038.**

773B

[Dynamic Problem Scoring](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 2000 · first AC: 2017-05-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[ainta's solution](#)

**1039.**

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,215 global accepts · Rating: 2000 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[ainta's solution](#)

**1040.**

755D

[PolandBall and Polygon](#) · [Tutorial](#)

Quality: 2,675 global accepts · Rating: 2000 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: data structures

[ainta's solution](#)

**1041.**

730I

[Olympiad in Programming and Sports](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2000 · first AC: 2016-10-23 · GNU C++11 (first AC) · Tags: dp, flows, graphs, greedy

[ainta's solution](#)

**1042.**

671B

[Robin Hood](#) · [Tutorial](#)

Quality: 3,289 global accepts · Rating: 2000 · first AC: 2016-05-11 · GNU C++11 (first AC) · Tags: binary search, greedy

[ainta's solution](#)

**1043.**

666B

[World Tour](#) · [Tutorial](#)

Quality: 2,391 global accepts · Rating: 2000 · first AC: 2016-04-29 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[ainta's solution](#)

**1044.**

668D

[Little Artem and Time Machine](#) · [Tutorial](#)

Rating: 2000 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: data structures

[ainta's solution](#)

**1045.**

633D

[Fibonacci-ish](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2000 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: brute force, dp, hashing, implementation, math

[ainta's solution](#)

**1046.**

578C

[Weakness and Poorness](#) · [Tutorial](#)

Quality: 5,181 global accepts · Rating: 2000 · first AC: 2015-09-17 · GNU C++11 (first AC) · Tags: ternary search

[ainta's solution](#)

**1047.**

461B

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

Quality: 7,020 global accepts · Rating: 2000 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[ainta's solution](#)

**1048.**

487B

[Strip](#) · [Tutorial](#)

Quality: 4,211 global accepts · Rating: 2000 · first AC: 2015-06-19 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, two pointers

[ainta's solution](#)

**1049.**

542C

[Idempotent functions](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 2000 · first AC: 2015-05-03 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, math  
[ainta's solution](#)

### 1050.

533B

[Work Group](#) · [Tutorial](#)

Quality: 2,687 global accepts · Rating: 2000 · first AC: 2015-04-17 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, strings, trees  
[ainta's solution](#)

### 1051.

526C

[Om Nom and Candies](#) · [Tutorial](#)

Quality: 2,650 global accepts · Rating: 2000 · first AC: 2015-04-04 · GNU C++ (first AC) · Tags: brute force, greedy, math  
[ainta's solution](#)

### 1052.

516B

[Drazil and Tiles](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-02-18 · GNU C++ (first AC) · Tags: data structures, graph matchings, greedy, implementation  
[ainta's solution](#)

### 1053.

513C

[Second price auction](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2000 · first AC: 2015-02-07 · GNU C++ (first AC) · Tags: bitmasks, probabilities  
[ainta's solution](#)

### 1054.

504B

[Misha and Permutations Summation](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-01-12 · GNU C++ (first AC) · Tags: binary search, data structures, math  
[ainta's solution](#)

### 1055.

494B

[Obsessive String](#) · [Tutorial](#)

Quality: 3,111 global accepts · Rating: 2000 · first AC: 2014-12-13 · GNU C++ (first AC) · Tags: dp, strings  
[ainta's solution](#)

### 1056.

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,510 global accepts · Rating: 2000 · first AC: 2014-10-05 · GNU C++ (first AC) · Tags: brute force, data structures, math  
[ainta's solution](#)

### 1057.

464B

[Restore Cube](#) · [Tutorial](#)

Quality: 1,782 global accepts · Rating: 2000 · first AC: 2014-09-07 · GNU C++ (first AC) · Tags: brute force, geometry  
[ainta's solution](#)

### 1058.

453B

[Little Pony and Harmony Chest](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 2000 · first AC: 2014-08-01 · MS C++ (first AC) · Tags: bitmasks, brute force, dp  
[ainta's solution](#)

### 1059.

446B

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

Quality: 3,856 global accepts · Rating: 2000 · first AC: 2014-07-13 · MS C++ (first AC) · Tags: brute force, data structures, greedy  
[ainta's solution](#)

### 1060.

201C

[Fragile Bridges](#) · [Tutorial](#)

Quality: 1,513 global accepts · Rating: 2000 · first AC: 2014-07-09 · MS C++ (first AC) · Tags: dp

[ainta's solution](#)

**1061.**

213C

[Relay Race](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2000 · first AC: 2014-07-09 · MS C++ (first AC) · Tags: dp

[ainta's solution](#)

**1062.**

261C

[Maxim and Matrix](#) · [Tutorial](#)

Quality: 836 global accepts · Rating: 2000 · first AC: 2014-07-07 · MS C++ (first AC) · Tags: constructive algorithms, dp, math

[ainta's solution](#)

**1063.**

338B

[Book of Evil](#) · [Tutorial](#)

Rating: 2000 · first AC: 2014-06-28 · GNU C++ (first AC) · Tags: dfs and similar, dp, trees

[ainta's solution](#)

**1064.**

367C

[Sereja and the Arrangement of Numbers](#) · [Tutorial](#)

Quality: 1,924 global accepts · Rating: 2000 · first AC: 2014-06-26 · GNU C++ (first AC) · Tags: graphs, greedy, sortings

[ainta's solution](#)

**1065.**

434B

[Nanami's Digital Board](#) · [Tutorial](#)

Rating: 2000 · first AC: 2014-05-24 · GNU C++ (first AC) · Tags: divide and conquer, dp, dsu, implementation, two pointers

[ainta's solution](#)

**1066.**

413D

[2048](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2000 · first AC: 2014-04-20 · GNU C++ (first AC) · Tags: bitmasks, dp

[ainta's solution](#)

**1067.**

388C

[Fox and Card Game](#) · [Tutorial](#)

Quality: 3,818 global accepts · Rating: 2000 · first AC: 2014-02-03 · GNU C++ (first AC) · Tags: games, greedy, sortings

[ainta's solution](#)

**1068.**

340E

[lahub and Permutations](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2000 · first AC: 2014-01-23 · GNU C++ (first AC) · Tags: combinatorics, math

[ainta's solution](#)

**1069.**

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,522 global accepts · Rating: 2000 · first AC: 2014-01-20 · GNU C++ (first AC) · Tags: data structures, dfs and similar, trees

[ainta's solution](#)

**1070.**

379D

[New Year Letter](#) · [Tutorial](#)

Quality: 1,663 global accepts · Rating: 2000 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: bitmasks, brute force, dp

[ainta's solution](#)

**1071.**

360B

[Levko and Array](#) · [Tutorial](#)

Quality: 3,493 global accepts · Rating: 2000 · first AC: 2013-11-10 · GNU C++ (first AC) · Tags: binary search, dp

[ainta's solution](#)

**1072.**

314C

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

Quality: 2,003 global accepts · Rating: 2000 · first AC: 2013-10-13 · GNU C++ (first AC) · Tags: data structures, dp

[ainta's solution](#)

**1073.**

315D

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

Rating: 2000 · first AC: 2013-10-13 · GNU C++ (first AC) · Tags: dfs and similar, strings

[ainta's solution](#)

**1074.**

341C

[lahub and Permutations](#) · [Tutorial](#)

Rating: 2000 · first AC: 2013-08-30 · GNU C++ (first AC) · Tags: combinatorics, dp, math

[ainta's solution](#)

**1075.**

309A

[Morning run](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2000 · first AC: 2013-05-17 · GNU C++ (first AC) · Tags: binary search, math, two pointers

[ainta's solution](#)

**1076.**

258C

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

Quality: 1,986 global accepts · Rating: 2000 · first AC: 2012-12-22 · GNU C++ (first AC) · Tags: binary search, combinatorics, dp, math

[ainta's solution](#)

**1077.**

251C

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

Quality: 1,130 global accepts · Rating: 2000 · first AC: 2012-12-06 · GNU C++ (first AC) · Tags: dp, greedy, number theory

[ainta's solution](#)

**1078.**

250E

[Mad Joe](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2000 · first AC: 2012-11-26 · GNU C++ (first AC) · Tags: brute force

[ainta's solution](#)

**1079.**

249A

[Robo-Footballer](#) · [Tutorial](#)

Rating: 2000 · first AC: 2012-11-26 · GNU C++ (first AC) · Tags: geometry

[ainta's solution](#)

**1080.**

245F

[Log Stream Analysis](#) · [Tutorial](#)

Quality: 976 global accepts · Rating: 2000 · first AC: 2012-11-19 · GNU C++ (first AC) · Tags: binary search, brute force, implementation, strings

[ainta's solution](#)

**1081.**

243B

[Hydra](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2000 · first AC: 2012-11-16 · GNU C++ (first AC) · Tags: graphs, sortings

[ainta's solution](#)

**1082.**

241C

[Mirror Box](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2000 · first AC: 2012-11-01 · GNU C++ (first AC) · Tags: geometry, implementation

[ainta's solution](#)

**1083.**

2207E1

[N-MEX \(Constructive Version\)](#) · [Tutorial](#)

Quality: 1,661 global accepts · Rating: 2100 · first AC: 2026-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[ainta's solution](#)

**1084.**

2045I

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

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[ainta's solution](#)

**1085.**

2068C

[Ads](#) · [Tutorial](#)

Quality: 1,637 global accepts · Rating: 2100 · first AC: 2025-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, two pointers

[ainta's solution](#)

**1086.**

2052D

[DAG Serialization](#) · [Tutorial](#)

Quality: 1,214 global accepts · Rating: 2100 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs

[ainta's solution](#)

**1087.**

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[ainta's solution](#)

**1088.**

2038K

[Grid Walk](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[ainta's solution](#)

**1089.**

2038B

[Make It Equal](#) · [Tutorial](#)

Quality: 1,908 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math

[ainta's solution](#)

**1090.**

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[ainta's solution](#)

**1091.**

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,875 global accepts · Rating: 2100 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[ainta's solution](#)

**1092.**

1938J

[There and Back Again](#) · [Tutorial](#)

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[ainta's solution](#)

**1093.**

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math, sortings

[ainta's solution](#)

**1094.**

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,568 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[ainta's solution](#)

**1095.**

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[ainta's solution](#)

**1096.**

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[ainta's solution](#)

**1097.**

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2023-04-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[ainta's solution](#)

**1098.**

1799D2

[Hot Start Up \(hard version\)](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[ainta's solution](#)

**1099.**

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[ainta's solution](#)

**1100.**

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,718 global accepts · Rating: 2100 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[ainta's solution](#)

**1101.**

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2022-11-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[ainta's solution](#)

**1102.**

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[ainta's solution](#)

### 1103.

1654D

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

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, math, number theory, trees

[ainta's solution](#)

### 1104.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation

[ainta's solution](#)

### 1105.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[ainta's solution](#)

### 1106.

1510G

[Guide](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 2100 · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[ainta's solution](#)

### 1107.

1510D

[Digits](#) · [Tutorial](#)

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[ainta's solution](#)

### 1108.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[ainta's solution](#)

### 1109.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[ainta's solution](#)

### 1110.

1479B2

[Painting the Array II](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[ainta's solution](#)

### 1111.

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[ainta's solution](#)

### 1112.

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[ainta's solution](#)

### 1113.

1431F

[Neural Network Problem](#) · [Tutorial](#)

Quality: 161 global accepts · Rating: 2100 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: \*special, binary search, greedy

[ainta's solution](#)

### 1114.

1431G

[Number Deletion Game](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 2100 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: \*special, dp, games, greedy

[ainta's solution](#)

### 1115.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[ainta's solution](#)

### 1116.

1387A

[Graph](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2100 · first AC: 2020-07-23 · C++17 (GCC 7-32) (first AC) · Tags: \*special, binary search, dfs and similar, dp, math, ternary search

[ainta's solution](#)

### 1117.

1387B1

[Village \(Minimum\)](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2100 · first AC: 2020-07-23 · C++17 (GCC 7-32) (first AC) · Tags: \*special, dp, greedy, trees

[ainta's solution](#)

### 1118.

1322B

[Present](#) · [Tutorial](#)

Quality: 4,638 global accepts · Rating: 2100 · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[ainta's solution](#)

### 1119.

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, hashing, sortings

[ainta's solution](#)

### 1120.

1266E

[Spaceship Solitaire](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2100 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[ainta's solution](#)

### 1121.

1267K

[Key Storage](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 2100 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[ainta's solution](#)

### 1122.

1252G

[Performance Review](#) · [Tutorial](#)

Quality: 1,553 global accepts · Rating: 2100 · first AC: 2019-11-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[ainta's solution](#)

**1123.**

1252K

[Addition Robot](#) · [Tutorial](#)

Quality: 2,064 global accepts · Rating: 2100 · first AC: 2019-11-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, matrices

[ainta's solution](#)

**1124.**

1254B2

[Send Boxes to Alice \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,419 global accepts · Rating: 2100 · first AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[ainta's solution](#)

**1125.**

1184E2

[Daleks' Invasion \(medium\)](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2100 · first AC: 2019-07-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[ainta's solution](#)

**1126.**

1184A2

[Heidi Learns Hashing \(Medium\)](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2100 · first AC: 2019-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory

[ainta's solution](#)

**1127.**

1158C

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

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, math, sortings

[ainta's solution](#)

**1128.**

1163D

[Mysterious Code](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2100 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[ainta's solution](#)

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960D

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1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, probabilities

[ainta's solution](#)

### 1228.

1089A

[Alice the Fan](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: 2200 · first AC: 2018-12-05 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ainta's solution](#)

### 1229.

1070A

[Find a Number](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2200 · first AC: 2018-10-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, number theory, shortest paths

[ainta's solution](#)

### 1230.

366E

[Dima and Magic Guitar](#) · [Tutorial](#)

Quality: 844 global accepts · Rating: 2200 · first AC: 2018-10-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[ainta's solution](#)

### 1231.

1045D

[Interstellar battle](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2200 · first AC: 2018-09-22 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities, trees

[ainta's solution](#)

### 1232.

1045G

[AI robots](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 2200 · first AC: 2018-09-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[ainta's solution](#)

### 1233.

1034B

[Little C Loves 3 II](#) · [Tutorial](#)

Quality: 2,290 global accepts · Rating: 2200 · first AC: 2018-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, flows, graph matchings

[ainta's solution](#)

### 1234.

1037E

[Trips](#) · [Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[ainta's solution](#)

### 1235.

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[ainta's solution](#)

### 1236.

932D

[Tree](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2200 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, trees

[ainta's solution](#)

**1237.**

908D

[New Year and Arbitrary Arrangement](#) · [Tutorial](#)

Quality: 2,606 global accepts · Rating: 2200 · first AC: 2017-12-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities  
[ainta's solution](#)

**1238.**

901B

[GCD of Polynomials](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 2200 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[ainta's solution](#)

**1239.**

883A

[Automatic Door](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2200 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[ainta's solution](#)

**1240.**

875D

[High Cry](#) · [Tutorial](#)

Quality: 2,495 global accepts · Rating: 2200 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, combinatorics, data structures, divide and conquer  
[ainta's solution](#)

**1241.**

868D

[Huge Strings](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2200 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, implementation, strings  
[ainta's solution](#)

**1242.**

855E

[Salazar Slytherin's Locket](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 2200 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp  
[ainta's solution](#)

**1243.**

860C

[Tests Renumeration](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[ainta's solution](#)

**1244.**

850C

[Arpa and a game with Mojtaba](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 2200 · first AC: 2017-09-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, games  
[ainta's solution](#)

**1245.**

852F

[Product transformation](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2200 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory  
[ainta's solution](#)

**1246.**

804C

[Ice cream coloring](#) · [Tutorial](#)

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy  
[ainta's solution](#)

**1247.**

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[ainta's solution](#)

### 1248.

765E

[Tree Folding](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2200 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation, trees

[ainta's solution](#)

### 1249.

756C

[Nikita and stack](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2200 · first AC: 2017-01-22 · GNU C++11 (first AC) · Tags: data structures

[ainta's solution](#)

### 1250.

730E

[Award Ceremony](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2200 · first AC: 2016-10-23 · GNU C++11 (first AC) · Tags: greedy, implementation

[ainta's solution](#)

### 1251.

730D

[Running Over The Bridges](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2200 · first AC: 2016-10-23 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[ainta's solution](#)

### 1252.

713B

[Searching Rectangles](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2200 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, interactive

[ainta's solution](#)

### 1253.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 2200 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: dp, sortings

[ainta's solution](#)

### 1254.

690C3

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

Quality: 1,010 global accepts · Rating: 2200 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: trees

[ainta's solution](#)

### 1255.

679B

[Bear and Tower of Cubes](#) · [Tutorial](#)

Quality: 2,231 global accepts · Rating: 2200 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: binary search, dp, greedy

[ainta's solution](#)

### 1256.

653D

[Delivery Bears](#) · [Tutorial](#)

Quality: 2,933 global accepts · Rating: 2200 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: binary search, flows, graphs

[ainta's solution](#)

### 1257.

645E

[Intellectual Inquiry](#) · [Tutorial](#)

Quality: 1,407 global accepts · Rating: 2200 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[ainta's solution](#)

**1258.**

627C

[Package Delivery](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2200 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, greedy  
[ainta's solution](#)

**1259.**

618D

[Hamiltonian Spanning Tree](#) · [Tutorial](#)

Quality: 1,895 global accepts · Rating: 2200 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees  
[ainta's solution](#)

**1260.**

603C

[Liegies of Legendre](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: games, math  
[ainta's solution](#)

**1261.**

590C

[Three States](#) · [Tutorial](#)

Quality: 3,553 global accepts · Rating: 2200 · first AC: 2015-10-25 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths  
[ainta's solution](#)

**1262.**

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory  
[ainta's solution](#)

**1263.**

461C

[Appleman and a Sheet of Paper](#) · [Tutorial](#)

Quality: 1,393 global accepts · Rating: 2200 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: data structures, implementation  
[ainta's solution](#)

**1264.**

286B

[Shifting](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2200 · first AC: 2015-07-13 · GNU C++11 (first AC) · Tags: implementation  
[ainta's solution](#)

**1265.**

555C

[Case of Chocolate](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2015-06-27 · GNU C++11 (first AC) · Tags: data structures  
[ainta's solution](#)

**1266.**

553C

[Love Triangles](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2200 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs  
[ainta's solution](#)

**1267.**

550E

[Brackets in Implications](#) · [Tutorial](#)

Quality: 1,499 global accepts · Rating: 2200 · first AC: 2015-06-12 · MS C++ (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[ainta's solution](#)

**1268.**

549C

[The Game Of Parity](#) · [Tutorial](#)

Quality: 1,827 global accepts · Rating: 2200 · first AC: 2015-06-06 · GNU C++ (first AC) · Tags: games

[ainta's solution](#)

**1269.**

549G

[Happy Line](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2200 · first AC: 2015-06-06 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, sortings  
[ainta's solution](#)

**1270.**

538E

[Demiurges Play Again](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2200 · first AC: 2015-04-26 · GNU C++ (first AC) · Tags: dfs and similar, dp, math, trees  
[ainta's solution](#)

**1271.**

538F

[A Heap of Heaps](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2200 · first AC: 2015-04-26 · GNU C++ (first AC) · Tags: brute force, data structures, math, sortings  
[ainta's solution](#)

**1272.**

526D

[Om Nom and Necklace](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2200 · first AC: 2015-04-04 · GNU C++ (first AC) · Tags: hashing, string suffix structures, strings  
[ainta's solution](#)

**1273.**

506B

[Mr. Kitayuta's Technology](#) · [Tutorial](#)

Rating: 2200 · first AC: 2015-01-18 · MS C++ (first AC) · Tags: dfs and similar, graphs  
[ainta's solution](#)

**1274.**

274D

[Lovely Matrix](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2200 · first AC: 2014-07-05 · GNU C++ (first AC) · Tags: dfs and similar, graphs, greedy, sortings  
[ainta's solution](#)

**1275.**

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2014-07-03 · GNU C++ (first AC) · Tags: implementation, math, probabilities, trees  
[ainta's solution](#)

**1276.**

338C

[Divisor Tree](#) · [Tutorial](#)

Rating: 2200 · first AC: 2014-06-28 · GNU C++ (first AC) · Tags: brute force, dp, number theory  
[ainta's solution](#)

**1277.**

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2014-05-11 · GNU C++ (first AC) · Tags: data structures, divide and conquer, geometry  
[ainta's solution](#)

**1278.**

413E

[Maze 2D](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2200 · first AC: 2014-04-20 · GNU C++ (first AC) · Tags: data structures, divide and conquer  
[ainta's solution](#)

**1279.**

406D

[Hill Climbing](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2200 · first AC: 2014-03-22 · GNU C++ (first AC) · Tags: dfs and similar, geometry, trees

[ainta's solution](#)

**1280.**

387D

[George and Interesting Graph](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2014-01-30 · GNU C++ (first AC) · Tags: graph matchings

[ainta's solution](#)

**1281.**

387E

[George and Cards](#) · [Tutorial](#)

Quality: 989 global accepts · Rating: 2200 · first AC: 2014-01-30 · GNU C++ (first AC) · Tags: binary search, data structures

[ainta's solution](#)

**1282.**

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,388 global accepts · Rating: 2200 · first AC: 2013-12-31 · GNU C++ (first AC) · Tags: bitmasks, dp, graphs

[ainta's solution](#)

**1283.**

354E

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

Quality: 911 global accepts · Rating: 2200 · first AC: 2013-10-13 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, dp

[ainta's solution](#)

**1284.**

351E

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

Quality: 1,793 global accepts · Rating: 2200 · first AC: 2013-10-04 · GNU C++ (first AC) · Tags: greedy

[ainta's solution](#)

**1285.**

273C

[Dima and Horses](#) · [Tutorial](#)

Rating: 2200 · first AC: 2013-02-13 · GNU C++ (first AC) · Tags: graphs, greedy

[ainta's solution](#)

**1286.**

271E

[Three Horses](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2200 · first AC: 2013-02-12 · GNU C++ (first AC) · Tags: constructive algorithms, math, number theory

[ainta's solution](#)

**1287.**

253E

[Printer](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2200 · first AC: 2012-12-08 · GNU C++ (first AC) · Tags: binary search, data structures, implementation, sortings

[ainta's solution](#)

**1288.**

114E

[Double Happiness](#) · [Tutorial](#)

Rating: 2200 · first AC: 2011-09-09 · GNU C++ (first AC) · Tags: math, number theory

[ainta's solution](#)

**1289.**

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees

[ainta's solution](#)

**1290.**

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[ainta's solution](#)

### 1291.

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[ainta's solution](#)

### 1292.

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[ainta's solution](#)

### 1293.

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

[ainta's solution](#)

### 1294.

2068A

[Condorcet Elections](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2025-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, probabilities

[ainta's solution](#)

### 1295.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · last AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[ainta's solution](#)

### 1296.

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[ainta's solution](#)

### 1297.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[ainta's solution](#)

### 1298.

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

[ainta's solution](#)

### 1299.

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

[ainta's solution](#)

**1300.**

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[ainta's solution](#)

**1301.**

1874C

[Jellyfish and EVA](#) · [Tutorial](#)

Quality: 2,194 global accepts · Rating: 2300 · first AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[ainta's solution](#)

**1302.**

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, sortings

[ainta's solution](#)

**1303.**

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

[ainta's solution](#)

**1304.**

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2023-05-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[ainta's solution](#)

**1305.**

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[ainta's solution](#)

**1306.**

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[ainta's solution](#)

**1307.**

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, graphs, math

[ainta's solution](#)

**1308.**

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[ainta's solution](#)

**1309.**

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[ainta's solution](#)

**1310.**

1548D1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, geometry, math, number theory

[ainta's solution](#)

**1311.**

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[ainta's solution](#)

**1312.**

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[ainta's solution](#)

**1313.**

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2300 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[ainta's solution](#)

**1314.**

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[ainta's solution](#)

**1315.**

1468M

[Similar Sets](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2300 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, implementation

[ainta's solution](#)

**1316.**

1464C

[Poman Numbers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[ainta's solution](#)

**1317.**

1453E

[Dog Snacks](#) · [Tutorial](#)

Quality: 2,225 global accepts · Rating: 2300 · first AC: 2020-12-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[ainta's solution](#)

**1318.**

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer

[ainta's solution](#)

**1319.**

1404C

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

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[ainta's solution](#)

**1320.**

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[ainta's solution](#)

**1321.**

1403B

[Spring cleaning](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 2300 · first AC: 2020-08-28 · C++17 (GCC 7-32) (first AC) · Tags: \*special, data structures, dfs and similar, graphs, trees

[ainta's solution](#)

**1322.**

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2020-08-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[ainta's solution](#)

**1323.**

585D

[Lizard Era: Beginning](#) · [Tutorial](#)

Quality: 2,038 global accepts · Rating: 2300 · first AC: 2020-07-14 · C++17 (GCC 7-32) (first AC) · Tags: meet-in-the-middle

[ainta's solution](#)

**1324.**

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: graphs, hashing, math, number theory

[ainta's solution](#)

**1325.**

1314D

[Tourism](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-02-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, graphs, probabilities

[ainta's solution](#)

**1326.**

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, math

[ainta's solution](#)

**1327.**

1276C

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

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2019-12-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, greedy, math

[ainta's solution](#)

**1328.**

1252B

[Cleaning Robots](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2300 · first AC: 2019-11-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[ainta's solution](#)

**1329.**

1252L

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

Quality: 642 global accepts · Rating: 2300 · first AC: 2019-11-22 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[ainta's solution](#)

**1330.**

1252J

[Tiling Terrace](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2300 · first AC: 2019-11-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp  
[ainta's solution](#)

**1331.**

1254C

[Point Ordering](#) · [Tutorial](#)

Quality: 1,595 global accepts · Rating: 2300 · first AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, interactive, math  
[ainta's solution](#)

**1332.**

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers  
[ainta's solution](#)

**1333.**

1086C

[Vasya and Templates](#) · [Tutorial](#)

Rating: 2300 · first AC: 2018-12-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings  
[ainta's solution](#)

**1334.**

1070G

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

Quality: 930 global accepts · Rating: 2300 · first AC: 2018-10-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation  
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**1335.**

1070J

[Streets and Avenues in Berhattan](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2300 · first AC: 2018-10-27 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[ainta's solution](#)

**1336.**

1045C

[Hyperspace Highways](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2300 · first AC: 2018-09-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees  
[ainta's solution](#)

**1337.**

995C

[Leaving the Bar](#) · [Tutorial](#)

Quality: 2,053 global accepts · Rating: 2300 · first AC: 2018-06-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, geometry, greedy, math, sortings  
[ainta's solution](#)

**1338.**

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,270 global accepts · Rating: 2300 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees  
[ainta's solution](#)

**1339.**

949D

[Curfew](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2300 · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, sortings  
[ainta's solution](#)

**1340.**

936C

[Lock Puzzle](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2300 · first AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, strings

[ainta's solution](#)

**1341.**

938E

[Max History](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2300 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[ainta's solution](#)

**1342.**

901C

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

Quality: 1,298 global accepts · Rating: 2300 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, two pointers

[ainta's solution](#)

**1343.**

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs

[ainta's solution](#)

**1344.**

856B

[Similar Words](#) · [Tutorial](#)

Quality: 619 global accepts · Rating: 2300 · first AC: 2017-11-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing, strings, trees

[ainta's solution](#)

**1345.**

883C

[Downloading B++](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 2300 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[ainta's solution](#)

**1346.**

860D

[Wizard's Tour](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy

[ainta's solution](#)

**1347.**

852I

[Dating](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2300 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, trees

[ainta's solution](#)

**1348.**

830C

[Bamboo Partition](#) · [Tutorial](#)

Quality: 1,312 global accepts · Rating: 2300 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory, sortings, two pointers

[ainta's solution](#)

**1349.**

800C

[Vulnerable Kerbals](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-04-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[ainta's solution](#)

**1350.**

788C

[The Great Mixing](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2300 · first AC: 2017-03-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths  
[ainta's solution](#)

**1351.**

768F

[Barrels and boxes](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2300 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math, number theory, probabilities

[ainta's solution](#)

**1352.**

715B

[Complete The Graph](#) · [Tutorial](#)

Quality: 3,434 global accepts · Rating: 2300 · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, graphs, shortest paths

[ainta's solution](#)

**1353.**

713C

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

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: dp, sortings

[ainta's solution](#)

**1354.**

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,360 global accepts · Rating: 2300 · first AC: 2016-08-28 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[ainta's solution](#)

**1355.**

690A2

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

Quality: 747 global accepts · Rating: 2300 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**1356.**

623B

[Array GCD](#) · [Tutorial](#)

Quality: 2,370 global accepts · Rating: 2300 · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: dp, greedy, number theory

[ainta's solution](#)

**1357.**

601C

[Kleofáš and the n-thlon](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2300 · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[ainta's solution](#)

**1358.**

594C

[Edo and Magnets](#) · [Tutorial](#)

Quality: 759 global accepts · Rating: 2300 · first AC: 2015-11-08 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, two pointers

[ainta's solution](#)

**1359.**

590D

[Top Secret Task](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2300 · first AC: 2015-10-25 · GNU C++11 (first AC) · Tags: dp

[ainta's solution](#)

**1360.**

553D

[Nudist Beach](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2300 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: binary search, graphs, greedy

[ainta's solution](#)

**1361.**

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2015-05-30 · GNU C++ (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[ainta's solution](#)

**1362.**

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2015-05-14 · GNU C++ (first AC) · Tags: dp, trees

[ainta's solution](#)

**1363.**

516C

[Brazil and Park](#) · [Tutorial](#)

Rating: 2300 · first AC: 2015-02-18 · GNU C++ (first AC) · Tags: data structures

[ainta's solution](#)

**1364.**

512C

[Fox And Dinner](#) · [Tutorial](#)

Rating: 2300 · first AC: 2015-02-03 · GNU C++ (first AC) · Tags: flows, graph matchings

[ainta's solution](#)

**1365.**

213D

[Stars](#) · [Tutorial](#)

Quality: 363 global accepts · Rating: 2300 · first AC: 2014-07-09 · MS C++ (first AC) · Tags: constructive algorithms, geometry

[ainta's solution](#)

**1366.**

438D

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

Quality: 11,596 global accepts · Rating: 2300 · first AC: 2014-06-01 · GNU C++ (first AC) · Tags: data structures, math

[ainta's solution](#)

**1367.**

429C

[Guess the Tree](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2300 · first AC: 2014-05-11 · GNU C++ (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, trees

[ainta's solution](#)

**1368.**

425C

[Sereja and Two Sequences](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2300 · first AC: 2014-04-27 · GNU C++ (first AC) · Tags: data structures, dp

[ainta's solution](#)

**1369.**

414D

[Mashmokh and Water Tanks](#) · [Tutorial](#)

Quality: 748 global accepts · Rating: 2300 · first AC: 2014-04-06 · GNU C++ (first AC) · Tags: binary search, data structures, greedy, trees, two pointers

[ainta's solution](#)

**1370.**

403D

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

Quality: 1,234 global accepts · Rating: 2300 · first AC: 2014-03-16 · GNU C++ (first AC) · Tags: combinatorics, dp

[ainta's solution](#)

**1371.**

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 2300 · first AC: 2014-01-20 · GNU C++ (first AC) · Tags: dp

[ainta's solution](#)

### 1372.

167C

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

Quality: 740 global accepts · Rating: 2300 · first AC: 2013-12-22 · GNU C++ (first AC) · Tags: games, math

[ainta's solution](#)

### 1373.

317D

[Game with Powers](#) · [Tutorial](#)

Quality: 1,257 global accepts · Rating: 2300 · first AC: 2013-07-24 · GNU C++ (first AC) · Tags: dp, games

[ainta's solution](#)

### 1374.

277B

[Set of Points](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2300 · first AC: 2013-02-28 · GNU C++ (first AC) · Tags: constructive algorithms, geometry

[ainta's solution](#)

### 1375.

2211F

[Learning Binary Search](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[ainta's solution](#)

### 1376.

2206F

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

Quality: 422 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, number theory

[ainta's solution](#)

### 1377.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,291 global accepts · Rating: 2400 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[ainta's solution](#)

### 1378.

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory

[ainta's solution](#)

### 1379.

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

[ainta's solution](#)

### 1380.

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

[ainta's solution](#)

### 1381.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force,

constructive algorithms, data structures, greedy, hashing, two pointers

[ainta's solution](#)

**1382.**

2052B

[BitBitJump](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2400 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[ainta's solution](#)

**1383.**

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[ainta's solution](#)

**1384.**

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

[ainta's solution](#)

**1385.**

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[ainta's solution](#)

**1386.**

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[ainta's solution](#)

**1387.**

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math, matrices

[ainta's solution](#)

**1388.**

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[ainta's solution](#)

**1389.**

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[ainta's solution](#)

**1390.**

1827B2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy

[ainta's solution](#)

**1391.**

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-04-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[ainta's solution](#)

**1392.**

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2400 · first AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[ainta's solution](#)

**1393.**

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-02-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[ainta's solution](#)

**1394.**

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[ainta's solution](#)

**1395.**

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[ainta's solution](#)

**1396.**

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-11-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[ainta's solution](#)

**1397.**

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[ainta's solution](#)

**1398.**

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[ainta's solution](#)

**1399.**

1738F

[Connectivity Addicts](#) · [Tutorial](#)

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[ainta's solution](#)

**1400.**

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math

[ainta's solution](#)

**1401.**

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, number

theory

[ainta's solution](#)

**1402.**

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[ainta's solution](#)

**1403.**

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dp, matrices

[ainta's solution](#)

**1404.**

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dsu, greedy

[ainta's solution](#)

**1405.**

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-03-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[ainta's solution](#)

**1406.**

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[ainta's solution](#)

**1407.**

1403A

[The Potion of Great Power](#) · [Tutorial](#)

Quality: 312 global accepts · Rating: 2400 · first AC: 2020-08-28 · C++17 (GCC 7-32) (first AC) · Tags: \*special, 2-sat, binary search, data structures, graphs, interactive, sortings, two pointers

[ainta's solution](#)

**1408.**

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[ainta's solution](#)

**1409.**

585C

[Alice, Bob, Oranges and Apples](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2400 · first AC: 2020-07-14 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[ainta's solution](#)

**1410.**

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2020-05-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math

[ainta's solution](#)

**1411.**

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2020-04-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest

paths

[ainta's solution](#)

**1412.**

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, two pointers

[ainta's solution](#)

**1413.**

1286C1

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

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2020-01-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[ainta's solution](#)

**1414.**

1264C

[Beautiful Mirrors with queries](#) · [Tutorial](#)

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2019-12-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[ainta's solution](#)

**1415.**

1267A

[Apprentice Learning Trajectory](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2400 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**1416.**

1261D2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-11-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, math, number theory

[ainta's solution](#)

**1417.**

1252F

[Regular Forestation](#) · [Tutorial](#)

Quality: 1,069 global accepts · Rating: 2400 · first AC: 2019-11-22 · C++14 (GCC 6-32) (first AC) · Tags: hashing, trees

[ainta's solution](#)

**1418.**

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2400 · first AC: 2019-10-20 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs

[ainta's solution](#)

**1419.**

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[ainta's solution](#)

**1420.**

1229C

[Konrad and Company Evaluation](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-09-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs

[ainta's solution](#)

**1421.**

1205C

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

Quality: 1,263 global accepts · Rating: 2400 · first AC: 2019-08-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, interactive

[ainta's solution](#)

**1422.**

1184E3

[Daleks' Invasion \(hard\)](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2400 · first AC: 2019-07-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees  
[ainta's solution](#)

**1423.**

1163E

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

Quality: 1,011 global accepts · Rating: 2400 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, graphs, math  
[ainta's solution](#)

**1424.**

1161D

[Palindrome XOR](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation  
[ainta's solution](#)

**1425.**

1146E

[Hot is Cold](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, implementation  
[ainta's solution](#)

**1426.**

1142C

[U2](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2400 · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: geometry  
[ainta's solution](#)

**1427.**

1137D

[Cooperative Game](#) · [Tutorial](#)

Quality: 2,151 global accepts · Rating: 2400 · first AC: 2019-03-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, number theory  
[ainta's solution](#)

**1428.**

1109D

[Sasha and Interesting Fact from Graph Theory](#) · [Tutorial](#)

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, trees  
[ainta's solution](#)

**1429.**

1091E

[New Year and the Acquaintance Estimation](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2400 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation, math, sortings  
[ainta's solution](#)

**1430.**

1089K

[King Kog's Reception](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2018-12-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures  
[ainta's solution](#)

**1431.**

1055D

[Refactoring](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings  
[ainta's solution](#)

**1432.**

1070B

[Berkomnadzor](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2400 · first AC: 2018-10-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy  
[ainta's solution](#)

**1433.**

1070I

[Privatization of Roads in Berland](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 2400 · first AC: 2018-10-27 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs  
[ainta's solution](#)

**1434.**

1045H

[Self-exploration](#) · [Tutorial](#)

Quality: 439 global accepts · Rating: 2400 · first AC: 2018-09-22 · C++17 (GCC 7-32) (first AC) · Tags: math  
[ainta's solution](#)

**1435.**

1045B

[Space Isaac](#) · [Tutorial](#)

Quality: 596 global accepts · Rating: 2400 · first AC: 2018-09-22 · C++17 (GCC 7-32) (first AC) · Tags: hashing, number theory  
[ainta's solution](#)

**1436.**

1028E

[Restore Array](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2400 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[ainta's solution](#)

**1437.**

887D

[Ratings and Reality Shows](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 2400 · first AC: 2018-06-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, two pointers  
[ainta's solution](#)

**1438.**

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math  
[ainta's solution](#)

**1439.**

922F

[Divisibility](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2400 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, number theory  
[ainta's solution](#)

**1440.**

914E

[Palindromes in a Tree](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, trees  
[ainta's solution](#)

**1441.**

913E

[Logical Expression](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2400 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, shortest paths  
[ainta's solution](#)

**1442.**

908F

[New Year and Rainbow Roads](#) · [Tutorial](#)

Quality: 1,608 global accepts · Rating: 2400 · first AC: 2017-12-30 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, implementation

[ainta's solution](#)

**1443.**

906C

[Party](#) · [Tutorial](#)

Quality: 1,509 global accepts · Rating: 2400 · first AC: 2017-12-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, graphs

[ainta's solution](#)

**1444.**

889C

[Maximum Element](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[ainta's solution](#)

**1445.**

856D

[Masha and Cactus](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: 2400 · first AC: 2017-11-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[ainta's solution](#)

**1446.**

856C

[Eleventh Birthday](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2400 · first AC: 2017-11-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[ainta's solution](#)

**1447.**

883J

[Renovation](#) · [Tutorial](#)

Quality: 624 global accepts · Rating: 2400 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[ainta's solution](#)

**1448.**

866C

[Gotta Go Fast](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-09-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, probabilities

[ainta's solution](#)

**1449.**

866D

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

Rating: 2400 · first AC: 2017-09-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, two pointers

[ainta's solution](#)

**1450.**

853D

[Michael and Charging Stations](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2400 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy

[ainta's solution](#)

**1451.**

767E

[Change-free](#) · [Tutorial](#)

Quality: 1,072 global accepts · Rating: 2400 · first AC: 2017-07-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[ainta's solution](#)

**1452.**

781D

[Axel and Marston in Bitland](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-03-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, matrices

[ainta's solution](#)

**1453.**

756D

[Bacterial Melee](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2400 · first AC: 2017-01-22 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, string suffix structures

[ainta's solution](#)

**1454.**

755E

[PolandBall and White-Red graph](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 2400 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, shortest paths

[ainta's solution](#)

**1455.**

744C

[Hongcow Buys a Deck of Cards](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2400 · first AC: 2016-12-17 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp

[ainta's solution](#)

**1456.**

698C

[LRU](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2400 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: bitmasks, dp, math, probabilities

[ainta's solution](#)

**1457.**

690A3

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

Quality: 672 global accepts · Rating: 2400 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**1458.**

679C

[Bear and Square Grid](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 2400 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, implementation

[ainta's solution](#)

**1459.**

674C

[Levels and Regions](#) · [Tutorial](#)

Rating: 2400 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: divide and conquer, dp

[ainta's solution](#)

**1460.**

657C

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

Rating: 2400 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: sortings, two pointers

[ainta's solution](#)

**1461.**

653E

[Bear and Forgotten Tree 2](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2400 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, trees

[ainta's solution](#)

**1462.**

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2016-03-11 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[ainta's solution](#)

**1463.**

633E

[Startup Funding](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2400 · first AC: 2016-02-26 · MS C++ (first AC) · Tags: binary search, constructive algorithms, data structures, probabilities, two pointers

[ainta's solution](#)

**1464.**

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2016-02-14 · GNU C++11 (first AC) · Tags: dp

[ainta's solution](#)

**1465.**

626E

[Simple Skewness](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2400 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: binary search, math, ternary search

[ainta's solution](#)

**1466.**

601D

[Acyclic Organic Compounds](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2400 · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, hashing, strings, trees

[ainta's solution](#)

**1467.**

525D

[Arthur and Walls](#) · [Tutorial](#)

Quality: 1,999 global accepts · Rating: 2400 · first AC: 2015-07-05 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, shortest paths

[ainta's solution](#)

**1468.**

542A

[Place Your Ad Here](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2400 · first AC: 2015-05-03 · GNU C++ (first AC) · Tags: data structures, sortings

[ainta's solution](#)

**1469.**

526E

[Transmitting Levels](#) · [Tutorial](#)

Quality: 1,180 global accepts · Rating: 2400 · first AC: 2015-04-04 · GNU C++ (first AC) · Tags: dp, implementation

[ainta's solution](#)

**1470.**

529C

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

Rating: 2400 · first AC: 2015-03-21 · GNU C++ (first AC) · Tags: data structures, sortings

[ainta's solution](#)

**1471.**

513D1

[Constrained Tree](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2400 · first AC: 2015-02-07 · GNU C++ (first AC) · Tags: dfs and similar

[ainta's solution](#)

**1472.**

513G2

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

Quality: 725 global accepts · Rating: 2400 · first AC: 2015-02-07 · GNU C++ (first AC) · Tags: dp, probabilities

[ainta's solution](#)

**1473.**

506D

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 2,535 global accepts · Rating: 2400 · first AC: 2015-01-18 · MS C++ (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[ainta's solution](#)

**1474.**

498D

[Traffic Jams in the Land](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2014-12-25 · GNU C++ (first AC) · Tags: data structures, dp, number theory

[ainta's solution](#)

**1475.**

452E

[Three strings](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2014-07-27 · MS C++ (first AC) · Tags: data structures, dsu, string suffix structures, strings

[ainta's solution](#)

### 1476.

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,931 global accepts · Rating: 2400 · first AC: 2014-07-13 · MS C++ (first AC) · Tags: data structures, math, number theory

[ainta's solution](#)

### 1477.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2014-07-06 · last AC: 2014-07-08 · MS C++ (first AC) · Tags: data structures

[ainta's solution](#)

### 1478.

220E

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

Quality: 1,715 global accepts · Rating: 2400 · first AC: 2014-07-08 · MS C++ (first AC) · Tags: data structures, two pointers

[ainta's solution](#)

### 1479.

295D

[Greg and Caves](#) · [Tutorial](#)

Quality: 740 global accepts · Rating: 2400 · first AC: 2014-07-01 · GNU C++ (first AC) · Tags: combinatorics, dp

[ainta's solution](#)

### 1480.

367D

[Sereja and Sets](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2400 · first AC: 2014-06-26 · GNU C++ (first AC) · Tags: bitmasks, dfs and similar

[ainta's solution](#)

### 1481.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2014-02-07 · GNU C++ (first AC) · Tags: data structures, divide and conquer, trees

[ainta's solution](#)

### 1482.

380B

[Sereja and Tree](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: 2400 · first AC: 2014-02-03 · GNU C++ (first AC) · Tags: graphs, implementation

[ainta's solution](#)

### 1483.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,915 global accepts · Rating: 2400 · first AC: 2014-01-23 · last AC: 2014-01-23 · GNU C++ (first AC) · Tags: data structures, dfs and similar, trees

[ainta's solution](#)

### 1484.

21D

[Traveling Graph](#) · [Tutorial](#)

Quality: 1,293 global accepts · Rating: 2400 · first AC: 2014-01-23 · GNU C++ (first AC) · Tags: bitmasks, graph matchings, graphs

[ainta's solution](#)

### 1485.

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2400 · first AC: 2013-12-31 · GNU C++ (first AC) · Tags: data structures, divide and conquer, trees

[ainta's solution](#)

**1486.**

377D

[Developing Game](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2013-12-29 · GNU C++ (first AC) · Tags: data structures

[ainta's solution](#)

**1487.**

277C

[Game](#) · [Tutorial](#)

Quality: 491 global accepts · Rating: 2400 · first AC: 2013-10-03 · GNU C++ (first AC) · Tags: games, implementation

[ainta's solution](#)

**1488.**

329C

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

Quality: 1,010 global accepts · Rating: 2400 · first AC: 2013-07-20 · GNU C++ (first AC) · Tags: constructive algorithms

[ainta's solution](#)

**1489.**

331C2

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

Quality: 440 global accepts · Rating: 2400 · first AC: 2013-07-17 · GNU C++ (first AC) · Tags: dp

[ainta's solution](#)

**1490.**

283D

[Cows and Cool Sequences](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2400 · first AC: 2013-03-17 · GNU C++ (first AC) · Tags: dp, math, number theory

[ainta's solution](#)

**1491.**

277E

[Binary Tree on Plane](#) · [Tutorial](#)

Quality: 1,479 global accepts · Rating: 2400 · first AC: 2013-03-01 · GNU C++ (first AC) · Tags: flows, trees

[ainta's solution](#)

**1492.**

266D

[BerDonalds](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2400 · first AC: 2013-01-27 · GNU C++ (first AC) · Tags: graphs, math, shortest paths

[ainta's solution](#)

**1493.**

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,518 global accepts · Rating: 2400 · first AC: 2012-11-22 · GNU C++ (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[ainta's solution](#)

**1494.**

226C

[Anniversary](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2012-10-01 · GNU C++ (first AC) · Tags: data structures, implementation, math, matrices, number theory

[ainta's solution](#)

**1495.**

2211E

[Minimum Path Cover](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2500 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[ainta's solution](#)

**1496.**

2206B

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

Quality: 348 global accepts · Rating: 2500 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, games, trees  
[ainta's solution](#)

### 1497.

2206E

[Parallel Sums](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2500 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry  
[ainta's solution](#)

### 1498.

2081B

[Balancing](#) · [Tutorial](#)

Quality: 998 global accepts · Rating: 2500 · first AC: 2025-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy  
[ainta's solution](#)

### 1499.

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  
[ainta's solution](#)

### 1500.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees  
[ainta's solution](#)

### 1501.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings  
[ainta's solution](#)

### 1502.

2038F

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

Quality: 483 global accepts · Rating: 2500 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, fft, math, sortings  
[ainta's solution](#)

### 1503.

2038I

[Polyathlon](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2500 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings  
[ainta's solution](#)

### 1504.

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy  
[ainta's solution](#)

### 1505.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees  
[ainta's solution](#)

### 1506.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and

similar, graphs, trees

[ainta's solution](#)

**1507.**

1987F1

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

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[ainta's solution](#)

**1508.**

1951F

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

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[ainta's solution](#)

**1509.**

1909F2

[Small Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[ainta's solution](#)

**1510.**

1854C

[Expected Destruction](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-07-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[ainta's solution](#)

**1511.**

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[ainta's solution](#)

**1512.**

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-05-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[ainta's solution](#)

**1513.**

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, interactive, sortings

[ainta's solution](#)

**1514.**

1776I

[Spinach Pizza](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: games, geometry, greedy, interactive

[ainta's solution](#)

**1515.**

1776J

[Italian Data Centers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[ainta's solution](#)

**1516.**

1787F

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

Quality: 800 global accepts · Rating: 2500 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math

[ainta's solution](#)

**1517.**

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[ainta's solution](#)

**1518.**

1773I

[Interactive Factorial Guessing](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2500 · first AC: 2022-12-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, games, implementation, interactive

[ainta's solution](#)

**1519.**

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2022-11-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[ainta's solution](#)

**1520.**

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[ainta's solution](#)

**1521.**

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[ainta's solution](#)

**1522.**

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-06-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[ainta's solution](#)

**1523.**

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[ainta's solution](#)

**1524.**

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[ainta's solution](#)

**1525.**

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[ainta's solution](#)

**1526.**

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy

[ainta's solution](#)

**1527.**

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms  
[ainta's solution](#)

**1528.**

1468I

[Plane Tiling](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 2500 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation, math  
[ainta's solution](#)

**1529.**

1468G

[Hobbits](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2500 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry  
[ainta's solution](#)

**1530.**

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory  
[ainta's solution](#)

**1531.**

1387B2

[Village \(Maximum\)](#) · [Tutorial](#)

Quality: 1,277 global accepts · Rating: 2500 · first AC: 2020-07-23 · C++17 (GCC 7-32) (first AC) · Tags: \*special, dfs and similar, trees  
[ainta's solution](#)

**1532.**

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers  
[ainta's solution](#)

**1533.**

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2020-06-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy  
[ainta's solution](#)

**1534.**

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2020-06-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs  
[ainta's solution](#)

**1535.**

1305F

[Kuroni and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory, probabilities  
[ainta's solution](#)

**1536.**

1320D

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

Quality: 1,692 global accepts · Rating: 2500 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, strings  
[ainta's solution](#)

**1537.**

1284E

[New Year and Castle Construction](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, geometry, math, sortings

[ainta's solution](#)

### 1538.

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,253 global accepts · Rating: 2500 · first AC: 2019-11-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[ainta's solution](#)

### 1539.

1246D

[Tree Factory](#) · [Tutorial](#)

Rating: 2500 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, greedy, trees

[ainta's solution](#)

### 1540.

1239B

[The World Is Just a Programming Task \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 2500 · first AC: 2019-10-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ainta's solution](#)

### 1541.

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,299 global accepts · Rating: 2500 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[ainta's solution](#)

### 1542.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ainta's solution](#)

### 1543.

1188A2

[Add on a Tree: Revolution](#) · [Tutorial](#)

Quality: 1,297 global accepts · Rating: 2500 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, trees

[ainta's solution](#)

### 1544.

1181E1

[A Story of One Country \(Easy\)](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2500 · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, sortings

[ainta's solution](#)

### 1545.

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[ainta's solution](#)

### 1546.

1090G

[Combostone](#) · [Tutorial](#)

Quality: 123 global accepts · Rating: 2500 · first AC: 2019-04-09 · C++17 (GCC 7-32) (first AC) · Tags: games, implementation

[ainta's solution](#)

### 1547.

1137C

[Museums Tour](#) · [Tutorial](#)

Quality: 1,320 global accepts · Rating: 2500 · first AC: 2019-03-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation

[ainta's solution](#)

**1548.**

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[ainta's solution](#)

**1549.**

1086D

[Rock-Paper-Scissors Champion](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-12-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[ainta's solution](#)

**1550.**

1089C

[Cactus Search](#) · [Tutorial](#)

Quality: 458 global accepts · Rating: 2500 · first AC: 2018-12-05 · C++17 (GCC 7-32) (first AC) · Tags: interactive

[ainta's solution](#)

**1551.**

1056F

[Write The Contest](#) · [Tutorial](#)

Quality: 703 global accepts · Rating: 2500 · first AC: 2018-11-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math

[ainta's solution](#)

**1552.**

1055E

[Segments on the Line](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[ainta's solution](#)

**1553.**

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,994 global accepts · Rating: 2500 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[ainta's solution](#)

**1554.**

1053C

[Putting Boxes Together](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[ainta's solution](#)

**1555.**

1045A

[Last chance](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 2500 · first AC: 2018-09-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, flows, graph matchings, graphs, trees

[ainta's solution](#)

**1556.**

1037F

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

Quality: 1,272 global accepts · Rating: 2500 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math

[ainta's solution](#)

**1557.**

997C

[Sky Full of Stars](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2018-07-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[ainta's solution](#)

**1558.**

995D

[Game](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2500 · first AC: 2018-06-24 · C++14 (GCC 6-32) (first AC) · Tags: math

[ainta's solution](#)

**1559.**

887F

[Row of Models](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 2500 · first AC: 2018-06-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[ainta's solution](#)

**1560.**

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2500 · first AC: 2018-05-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[ainta's solution](#)

**1561.**

981G

[Magic multisets](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[ainta's solution](#)

**1562.**

981F

[Round Marriage](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graph matchings, greedy

[ainta's solution](#)

**1563.**

947D

[Picking Strings](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-03-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, strings

[ainta's solution](#)

**1564.**

930D

[Game with Tokens](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 2500 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, games, implementation

[ainta's solution](#)

**1565.**

908E

[New Year and Entity Enumeration](#) · [Tutorial](#)

Quality: 837 global accepts · Rating: 2500 · first AC: 2017-12-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[ainta's solution](#)

**1566.**

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2017-10-05 · last AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp

[ainta's solution](#)

**1567.**

909F

[AND-permutations](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2500 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[ainta's solution](#)

**1568.**

883L

[Berland.Taxi](#) · [Tutorial](#)

Quality: 264 global accepts · Rating: 2500 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[ainta's solution](#)

**1569.**

883D

[Packmen Strike Back](#) · [Tutorial](#)

Quality: 490 global accepts · Rating: 2500 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, math  
[ainta's solution](#)

### 1570.

875F

[Royal Questions](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy  
[ainta's solution](#)

### 1571.

855D

[Rowena Ravenclaw's Diadem](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2500 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: trees  
[ainta's solution](#)

### 1572.

852A

[Digits](#) · [Tutorial](#)

Quality: 427 global accepts · Rating: 2500 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math  
[ainta's solution](#)

### 1573.

771D

[Bear and Company](#) · [Tutorial](#)

Quality: 1,625 global accepts · Rating: 2500 · first AC: 2017-03-19 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[ainta's solution](#)

### 1574.

778C

[Peterson Polyglot](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dsu, hashing, strings, trees  
[ainta's solution](#)

### 1575.

736C

[Ostap and Tree](#) · [Tutorial](#)

Rating: 2500 · first AC: 2016-11-27 · GNU C++11 (first AC) · Tags: dp, trees  
[ainta's solution](#)

### 1576.

211D

[Cutting a Fence](#) · [Tutorial](#)

Rating: 2500 · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: —  
[ainta's solution](#)

### 1577.

687D

[Dividing Kingdom II](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2500 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: brute force, data structures, dsu, graphs, sortings  
[ainta's solution](#)

### 1578.

645F

[Cowslip Collections](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2500 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory  
[ainta's solution](#)

### 1579.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2016-03-11 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures  
[ainta's solution](#)

**1580.**

618E

[Robot Arm](#) · [Tutorial](#)

Quality: 696 global accepts · Rating: 2500 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: data structures, geometry  
[ainta's solution](#)

**1581.**

605D

[Board Game](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: data structures, dfs and similar  
[ainta's solution](#)

**1582.**

594D

[REQ](#) · [Tutorial](#)

Quality: 2,018 global accepts · Rating: 2500 · first AC: 2015-11-08 · GNU C++11 (first AC) · Tags: data structures, number theory  
[ainta's solution](#)

**1583.**

594B

[Max and Bike](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 2500 · first AC: 2015-11-08 · GNU C++11 (first AC) · Tags: binary search, geometry  
[ainta's solution](#)

**1584.**

555D

[Case of a Top Secret](#) · [Tutorial](#)

Quality: 931 global accepts · Rating: 2500 · first AC: 2015-06-27 · GNU C++11 (first AC) · Tags: binary search, implementation, math  
[ainta's solution](#)

**1585.**

551E

[GukiZ and GukiZiana](#) · [Tutorial](#)

Quality: 2,141 global accepts · Rating: 2500 · first AC: 2015-06-12 · MS C++ (first AC) · Tags: binary search, data structures, implementation  
[ainta's solution](#)

**1586.**

504C

[Misha and Palindrome Degree](#) · [Tutorial](#)

Rating: 2500 · first AC: 2015-01-12 · MS C++ (first AC) · Tags: implementation, math  
[ainta's solution](#)

**1587.**

220D

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

Quality: 314 global accepts · Rating: 2500 · first AC: 2014-07-08 · MS C++ (first AC) · Tags: geometry, math  
[ainta's solution](#)

**1588.**

444D

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

Quality: 862 global accepts · Rating: 2500 · first AC: 2014-07-06 · MS C++ (first AC) · Tags: binary search, hashing, strings, two pointers  
[ainta's solution](#)

**1589.**

295E

[Yaroslav and Points](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2500 · first AC: 2014-07-01 · GNU C++ (first AC) · Tags: data structures  
[ainta's solution](#)

**1590.**

333E

[Summer Earnings](#) · [Tutorial](#)

Quality: 1,249 global accepts · Rating: 2500 · first AC: 2014-07-01 · GNU C++ (first AC) · Tags: binary search, bitmasks, brute force, geometry, sortings  
[ainta's solution](#)

**1591.**

442C

[Artem and Array](#) · [Tutorial](#)

Quality: 1,950 global accepts · Rating: 2500 · first AC: 2014-06-19 · GNU C++ (first AC) · Tags: data structures, greedy  
[ainta's solution](#)

**1592.**

434C

[Tachibana Kanade's Tofu](#) · [Tutorial](#)

Rating: 2500 · first AC: 2014-05-25 · GNU C++ (first AC) · Tags: dp  
[ainta's solution](#)

**1593.**

425E

[Sereja and Sets](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2500 · first AC: 2014-04-27 · GNU C++ (first AC) · Tags: dp  
[ainta's solution](#)

**1594.**

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2014-02-04 · GNU C++ (first AC) · Tags: dp, matrices  
[ainta's solution](#)

**1595.**

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2014-02-04 · GNU C++ (first AC) · Tags: brute force, data structures  
[ainta's solution](#)

**1596.**

383B

[Volcanoes](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2500 · first AC: 2014-01-20 · GNU C++ (first AC) · Tags: binary search, implementation, sortings, two pointers  
[ainta's solution](#)

**1597.**

379E

[New Year Tree Decorations](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 2500 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: geometry, schedules, sortings  
[ainta's solution](#)

**1598.**

360C

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

Quality: 1,226 global accepts · Rating: 2500 · first AC: 2013-11-10 · GNU C++ (first AC) · Tags: combinatorics, dp  
[ainta's solution](#)

**1599.**

2206D

[Christmas Tree Un-decoration](#) · [Tutorial](#)

Quality: 241 global accepts · Rating: 2600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, trees  
[ainta's solution](#)

**1600.**

2187D

[Cool Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2600 · first AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math  
[ainta's solution](#)

**1601.**

2084G1

[Wish Upon a Satellite \(Easy Version\)](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games  
[ainta's solution](#)

**1602.**

1893D

[Colorful Constructive](#) · [Tutorial](#)

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy

[ainta's solution](#)**1603.**

2081D

[MST in Modulo Graph](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2600 · first AC: 2025-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, sortings, trees

[ainta's solution](#)**1604.**

2045J

[Xorderable Array](#) · [Tutorial](#)

Quality: 341 global accepts · Rating: 2600 · first AC: 2025-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures

[ainta's solution](#)**1605.**

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 981 global accepts · Rating: 2600 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[ainta's solution](#)**1606.**

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[ainta's solution](#)**1607.**

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[ainta's solution](#)**1608.**

1987F2

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

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[ainta's solution](#)**1609.**

1975F

[Set](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[ainta's solution](#)**1610.**

1889C2

[Doremy's Drying Plan \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[ainta's solution](#)**1611.**

1863F

[Divide, XOR, and Conquer](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math

[ainta's solution](#)

**1612.**

1844F1

[Min Cost Permutation \(Easy Version\) · Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[ainta's solution](#)

**1613.**

1827C

[Palindrome Partition · Tutorial](#)

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-05-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[ainta's solution](#)

**1614.**

1799G

[Count Voting · Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[ainta's solution](#)

**1615.**

1773H

[Hot and Cold · Tutorial](#)

Quality: 496 global accepts · Rating: 2600 · first AC: 2022-12-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[ainta's solution](#)

**1616.**

1773D

[Dominoes · Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2022-12-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, flows, graph matchings, greedy

[ainta's solution](#)

**1617.**

1696F

[Tree Recovery · Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[ainta's solution](#)

**1618.**

1558D

[Top-Notch Insertions · Tutorial](#)

Quality: 1,134 global accepts · Rating: 2600 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures

[ainta's solution](#)

**1619.**

1510B

[Button Lock · Tutorial](#)

Quality: 975 global accepts · Rating: 2600 · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs

[ainta's solution](#)

**1620.**

1530F

[Bingo · Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities

[ainta's solution](#)

**1621.**

1466G

[Song of the Sirens · Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[ainta's solution](#)

**1622.**

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs

[ainta's solution](#)

**1623.**

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[ainta's solution](#)

**1624.**

1446D1

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

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[ainta's solution](#)

**1625.**

1431H

[Rogue-like Game](#) · [Tutorial](#)

Quality: 75 global accepts · Rating: 2600 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: \*special, brute force, greedy, two pointers

[ainta's solution](#)

**1626.**

1402C

[Star Trek](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 2600 · first AC: 2020-08-29 · C++17 (GCC 7-32) (first AC) · Tags: \*special, combinatorics, dfs and similar, dp, games, graphs, matrices, trees

[ainta's solution](#)

**1627.**

1394C

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

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2020-08-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, ternary search

[ainta's solution](#)

**1628.**

1368F

[Lamps on a Circle](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2020-06-18 · C++14 (GCC 6-32) (first AC) · Tags: games, implementation, interactive, math

[ainta's solution](#)

**1629.**

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2020-05-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, math

[ainta's solution](#)

**1630.**

1348F

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

Quality: 906 global accepts · Rating: 2600 · first AC: 2020-05-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[ainta's solution](#)

**1631.**

1340D

[Nastya and Time Machine](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2020-04-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[ainta's solution](#)

**1632.**

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[ainta's solution](#)

**1633.**

1270F

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

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: math, strings

[ainta's solution](#)

**1634.**

1264D1

[Beautiful Bracket Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2019-12-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, probabilities

[ainta's solution](#)

**1635.**

1267F

[Foolprüf Security](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2600 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[ainta's solution](#)

**1636.**

1267I

[Intriguing Selection](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, interactive, sortings

[ainta's solution](#)

**1637.**

1261E

[Not Same](#) · [Tutorial](#)

Rating: 2600 · first AC: 2019-11-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[ainta's solution](#)

**1638.**

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2600 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[ainta's solution](#)

**1639.**

1209F

[Koala and Notebook](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees

[ainta's solution](#)

**1640.**

1178F2

[Long Colorful Strip](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ainta's solution](#)

**1641.**

1158D

[Winding polygonal line](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2600 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[ainta's solution](#)

**1642.**

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,050 global accepts · Rating: 2600 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees  
[ainta's solution](#)

**1643.**

1091F

[New Year and the Mallard Expedition](#) · [Tutorial](#)

Quality: 892 global accepts · Rating: 2600 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[ainta's solution](#)

**1644.**

1070L

[Odd Federalization](#) · [Tutorial](#)

Quality: 381 global accepts · Rating: 2600 · first AC: 2018-10-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[ainta's solution](#)

**1645.**

1045J

[Moonwalk challenge](#) · [Tutorial](#)

Quality: 210 global accepts · Rating: 2600 · first AC: 2018-09-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings, trees  
[ainta's solution](#)

**1646.**

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2018-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices, trees  
[ainta's solution](#)

**1647.**

914G

[Sum the Fibonacci](#) · [Tutorial](#)

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math  
[ainta's solution](#)

**1648.**

883B

[Berland Army](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 2600 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy  
[ainta's solution](#)

**1649.**

875E

[Delivery Club](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp  
[ainta's solution](#)

**1650.**

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2017-09-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer  
[ainta's solution](#)

**1651.**

140F

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

Quality: 401 global accepts · Rating: 2600 · first AC: 2017-03-02 · C++14 (GCC 6-32) (first AC) · Tags: geometry, sortings  
[ainta's solution](#)

**1652.**

755F

[PolandBall and Gifts](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy  
[ainta's solution](#)

**1653.**

750E

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

Quality: 1,875 global accepts · Rating: 2600 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, matrices

[ainta's solution](#)

**1654.**

725E

[Too Much Money](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2600 · first AC: 2016-10-22 · GNU C++11 (first AC) · Tags: brute force, greedy

[ainta's solution](#)

**1655.**

700C

[Break Up](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 2600 · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[ainta's solution](#)

**1656.**

698D

[Limak and Shooting Points](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2600 · first AC: 2016-07-20 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[ainta's solution](#)

**1657.**

690B2

[Recover Polygon \(medium\)](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2600 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: geometry

[ainta's solution](#)

**1658.**

685D

[Kay and Eternity](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2600 · first AC: 2016-06-23 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings

[ainta's solution](#)

**1659.**

663E

[Binary Table](#) · [Tutorial](#)

Rating: 2600 · first AC: 2016-04-17 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, dp

[ainta's solution](#)

**1660.**

653F

[Paper task](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2600 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: data structures, string suffix structures, strings

[ainta's solution](#)

**1661.**

484C

[Strange Sorting](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 2600 · first AC: 2016-03-11 · GNU C++11 (first AC) · Tags: implementation, math

[ainta's solution](#)

**1662.**

627D

[Preorder Test](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2600 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, trees

[ainta's solution](#)

**1663.**

633F

[The Chocolate Spree](#) · [Tutorial](#)

Quality: 1,385 global accepts · Rating: 2600 · first AC: 2016-02-27 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[ainta's solution](#)

**1664.**

528C

[Data Center Drama](#) · [Tutorial](#)

Quality: 2600 · first AC: 2015-06-18 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[ainta's solution](#)

**1665.**

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2015-05-30 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[ainta's solution](#)

**1666.**

542E

[Playing on Graph](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2600 · first AC: 2015-05-03 · GNU C++ (first AC) · Tags: graphs, shortest paths

[ainta's solution](#)

**1667.**

513D2

[Constrained Tree](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 2600 · first AC: 2015-02-08 · GNU C++ (first AC) · Tags: constructive algorithms, data structures

[ainta's solution](#)

**1668.**

201D

[Brand New Problem](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 2600 · first AC: 2014-07-09 · MS C++ (first AC) · Tags: bitmasks, brute force, dp

[ainta's solution](#)

**1669.**

261D

[Maxim and Increasing Subsequence](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2014-07-07 · MS C++ (first AC) · Tags: dp

[ainta's solution](#)

**1670.**

338E

[Optimize!](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2600 · first AC: 2014-06-28 · GNU C++ (first AC) · Tags: data structures

[ainta's solution](#)

**1671.**

442D

[Adam and Tree](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2600 · first AC: 2014-06-19 · GNU C++ (first AC) · Tags: data structures, trees

[ainta's solution](#)

**1672.**

372D

[Choosing Subtree is Fun](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2600 · first AC: 2014-01-23 · last AC: 2014-01-23 · GNU C++ (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[ainta's solution](#)

**1673.**

331D2

[Escaping on Beaveractor](#) · [Tutorial](#)

Quality: 158 global accepts · Rating: 2600 · first AC: 2013-07-19 · GNU C++ (first AC) · Tags: graphs

[ainta's solution](#)

**1674.**

258D

[Little Elephant and Broken Sorting](#) · [Tutorial](#)

Quality: 1,421 global accepts · Rating: 2600 · first AC: 2012-12-22 · GNU C++ (first AC) · Tags: dp, math, probabilities

[ainta's solution](#)

**1675.**

249C

[Piglet's Birthday](#) · [Tutorial](#)

Quality: 2600 · first AC: 2012-11-26 · GNU C++ (first AC) · Tags: dp, probabilities

[ainta's solution](#)

**1676.**

229E

[Gifts](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 2600 · first AC: 2012-10-02 · GNU C++ (first AC) · Tags: combinatorics, dp, math, probabilities

[ainta's solution](#)

**1677.**

2215E

[Star Map](#) · [Tutorial](#)

Quality: 164 global accepts · Rating: 2700 · first AC: 2026-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, geometry, greedy, sortings

[ainta's solution](#)

**1678.**

2073H

[Secret Lilies and Roses](#) · [Tutorial](#)

Quality: 372 global accepts · Rating: 2700 · first AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive

[ainta's solution](#)

**1679.**

2081C

[Quaternary Matrix](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 2700 · first AC: 2025-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, matrices

[ainta's solution](#)

**1680.**

2077E

[Another Folding Strip](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math

[ainta's solution](#)

**1681.**

2045E

[Narrower Passageway](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 2700 · first AC: 2025-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures

[ainta's solution](#)

**1682.**

2068H

[Statues](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2700 · first AC: 2025-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[ainta's solution](#)

**1683.**

2073C

[Cactus Connectivity](#) · [Tutorial](#)

Quality: 336 global accepts · Rating: 2700 · first AC: 2025-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ainta's solution](#)

**1684.**

2052M

[Managing Cluster](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2700 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, math, trees

[ainta's solution](#)

**1685.**

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[ainta's solution](#)

**1686.**

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[ainta's solution](#)

**1687.**

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, math, matrices

[ainta's solution](#)

**1688.**

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[ainta's solution](#)

**1689.**

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[ainta's solution](#)

**1690.**

1799F

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

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[ainta's solution](#)

**1691.**

1774F2

[Magician and Pigs \(Hard Version\)](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 2700 · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[ainta's solution](#)

**1692.**

1621F

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

Quality: 637 global accepts · Rating: 2700 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[ainta's solution](#)

**1693.**

1578M

[The Mind](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2700 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[ainta's solution](#)

**1694.**

1510I

[Is It Rated?](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2700 · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, interactive, math, probabilities

[ainta's solution](#)

**1695.**

1510J

[Japanese Game](#) · [Tutorial](#)

Quality: 561 global accepts · Rating: 2700 · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math  
[ainta's solution](#)

**1696.**

1510E

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

Quality: 271 global accepts · Rating: 2700 · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: —  
[ainta's solution](#)

**1697.**

1540C1

[Converging Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 2700 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, math  
[ainta's solution](#)

**1698.**

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2021-03-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive  
[ainta's solution](#)

**1699.**

1468L

[Prime Divisors Selection](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2700 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, number theory  
[ainta's solution](#)

**1700.**

1453F

[Even Harder](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2700 · first AC: 2020-12-05 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[ainta's solution](#)

**1701.**

1408G

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

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees  
[ainta's solution](#)

**1702.**

1386A

[Colors](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2700 · first AC: 2020-08-06 · C++17 (GCC 7-32) (first AC) · Tags: \*special, binary search, constructive algorithms, interactive  
[ainta's solution](#)

**1703.**

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2020-05-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math  
[ainta's solution](#)

**1704.**

1336E1

[Chiori and Doll Picking \(easy version\)](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2020-04-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math  
[ainta's solution](#)

**1705.**

1270G

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

Quality: 2,959 global accepts · Rating: 2700 · first AC: 2019-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[ainta's solution](#)**1706.**

1279E

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

Quality: 455 global accepts · Rating: 2700 · first AC: 2019-12-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[ainta's solution](#)**1707.**

1264E

[Beautiful League](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2019-12-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graph matchings

[ainta's solution](#)**1708.**

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2700 · first AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities, trees

[ainta's solution](#)**1709.**

1229D

[Wojtek and Card Tricks](#) · [Tutorial](#)

Rating: 2700 · first AC: 2019-09-23 · C++14 (GCC 6-32) (first AC) · Tags: math

[ainta's solution](#)**1710.**

1205D

[Almost All](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2700 · first AC: 2019-08-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees

[ainta's solution](#)**1711.**

1184B3

[The Doctor Meets Vader \(Hard\)](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 2700 · first AC: 2019-07-23 · C++17 (GCC 7-32) (first AC) · Tags: flows, shortest paths

[ainta's solution](#)**1712.**

1179D

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

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2019-06-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[ainta's solution](#)**1713.**

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[ainta's solution](#)**1714.**

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, trees

[ainta's solution](#)**1715.**

1146G

[Zoning Restrictions](#) · [Tutorial](#)

Quality: 1,046 global accepts · Rating: 2700 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graphs

[ainta's solution](#)

**1716.**

1137E

[Train Car Selection](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2700 · first AC: 2019-03-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[ainta's solution](#)

**1717.**

1109E

[Sasha and a Very Easy Test](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2700 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, number theory

[ainta's solution](#)

**1718.**

1103C

[Johnny Solving](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2700 · first AC: 2019-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[ainta's solution](#)

**1719.**

1054F

[Electric Scheme](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 2700 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings

[ainta's solution](#)

**1720.**

1034C

[Region Separation](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2700 · first AC: 2018-09-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, number theory, trees

[ainta's solution](#)

**1721.**

1019D

[Large Triangle](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 2700 · first AC: 2018-08-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, sortings

[ainta's solution](#)

**1722.**

995F

[Cowmpany Cowmpensation](#) · [Tutorial](#)

Quality: 1,626 global accepts · Rating: 2700 · first AC: 2018-06-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, trees

[ainta's solution](#)

**1723.**

995E

[Number Clicker](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2700 · first AC: 2018-06-24 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, graphs, meet-in-the-middle, number theory

[ainta's solution](#)

**1724.**

982F

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

Quality: 223 global accepts · Rating: 2700 · first AC: 2018-05-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[ainta's solution](#)

**1725.**

949E

[Binary Cards](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2700 · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[ainta's solution](#)

**1726.**

938F

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

Quality: 613 global accepts · Rating: 2700 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[ainta's solution](#)

**1727.**

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry

[ainta's solution](#)

**1728.**

901D

[Weighting a Tree](#) · [Tutorial](#)

Quality: 630 global accepts · Rating: 2700 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[ainta's solution](#)

**1729.**

878C

[Tournament](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2700 · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs

[ainta's solution](#)

**1730.**

868E

[Policeman and a Tree](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2700 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, trees

[ainta's solution](#)

**1731.**

860E

[Arkady and a Nobody-men](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2700 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[ainta's solution](#)

**1732.**

827E

[Rusty String](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: fft, math, strings

[ainta's solution](#)

**1733.**

773D

[Perishable Roads](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 2700 · first AC: 2017-05-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[ainta's solution](#)

**1734.**

800D

[Varying Kibibits](#) · [Tutorial](#)

Rating: 2700 · first AC: 2017-04-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[ainta's solution](#)

**1735.**

781E

[Andryusha and Nervous Barriers](#) · [Tutorial](#)

Rating: 2700 · first AC: 2017-03-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[ainta's solution](#)

**1736.**

778D

[Parquet Re-laying](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[ainta's solution](#)

**1737.**

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2700 · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees  
[ainta's solution](#)

**1738.**

62E

[World Evil](#) · [Tutorial](#)

Quality: 282 global accepts · Rating: 2700 · first AC: 2016-08-29 · last AC: 2016-08-29 · GNU C++11 (first AC) · Tags: dp, flows  
[ainta's solution](#)

**1739.**

674E

[Bear and Destroying Subtrees](#) · [Tutorial](#)

Rating: 2700 · first AC: 2016-05-08 · GNU C++11 (first AC) · Tags: dp, math, probabilities, trees  
[ainta's solution](#)

**1740.**

623D

[Birthday](#) · [Tutorial](#)

Quality: 555 global accepts · Rating: 2700 · first AC: 2016-02-05 · GNU C++11 (first AC) · Tags: greedy, math, probabilities  
[ainta's solution](#)

**1741.**

605E

[Intergalaxy Trips](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: probabilities, shortest paths  
[ainta's solution](#)

**1742.**

578D

[LCS Again](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2700 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: dp, greedy  
[ainta's solution](#)

**1743.**

578E

[Walking!](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2700 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy  
[ainta's solution](#)

**1744.**

482D

[Random Function and Tree](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2700 · first AC: 2015-07-05 · GNU C++11 (first AC) · Tags: combinatorics, dp, trees  
[ainta's solution](#)

**1745.**

529A

[And Yet Another Bracket Sequence](#) · [Tutorial](#)

Rating: 2700 · first AC: 2015-03-21 · GNU C++ (first AC) · Tags: data structures, greedy, hashing, string suffix structures, strings  
[ainta's solution](#)

**1746.**

498E

[Stairs and Lines](#) · [Tutorial](#)

Quality: 565 global accepts · Rating: 2700 · first AC: 2014-12-24 · GNU C++ (first AC) · Tags: dp, matrices  
[ainta's solution](#)

**1747.**

494D

[Birthday](#) · [Tutorial](#)

Quality: 669 global accepts · Rating: 2700 · first AC: 2014-12-13 · GNU C++ (first AC) · Tags: data structures, dfs and similar, dp, trees  
[ainta's solution](#)

**1748.**

475E

[Strongly Connected City 2](#) · [Tutorial](#)

Quality: 622 global accepts · Rating: 2700 · first AC: 2014-10-05 · GNU C++ (first AC) · Tags: dfs and similar

[ainta's solution](#)

**1749.**

464D

[World of Darkraft - 2](#) · [Tutorial](#)

Quality: 758 global accepts · Rating: 2700 · first AC: 2014-09-07 · GNU C++ (first AC) · Tags: dp, probabilities

[ainta's solution](#)

**1750.**

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 2700 · first AC: 2014-08-08 · MS C++ (first AC) · Tags: data structures

[ainta's solution](#)

**1751.**

213E

[Two Permutations](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 2700 · first AC: 2014-07-09 · MS C++ (first AC) · Tags: data structures, hashing, strings

[ainta's solution](#)

**1752.**

444E

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

Quality: 856 global accepts · Rating: 2700 · first AC: 2014-07-07 · MS C++ (first AC) · Tags: binary search, dsu, trees

[ainta's solution](#)

**1753.**

367E

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

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2014-06-26 · GNU C++ (first AC) · Tags: combinatorics, dp

[ainta's solution](#)

**1754.**

407D

[Largest Submatrix 3](#) · [Tutorial](#)

Quality: 804 global accepts · Rating: 2700 · first AC: 2014-03-30 · GNU C++ (first AC) · Tags: dp, hashing

[ainta's solution](#)

**1755.**

2201F2

[Monotone Monochrome Matrices \(Hard Version\)](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2800 · first AC: 2026-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, hashing, math

[ainta's solution](#)

**1756.**

2157G

[Isaac's Queries](#) · [Tutorial](#)

Quality: 411 global accepts · Rating: 2800 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, divide and conquer, dp, greedy, interactive, math, pro...

[ainta's solution](#)

**1757.**

2097D

[Homework](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2800 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, math, matrices

[ainta's solution](#)

**1758.**

2068E

[Porto Vs. Benfica](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2800 · first AC: 2025-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, shortest paths

[ainta's solution](#)

**1759.**

2053I1

[Affectionate Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2800 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy  
[ainta's solution](#)

**1760.**

2048G

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

Quality: 742 global accepts · Rating: 2800 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math  
[ainta's solution](#)

**1761.**

2052K

[Knows and Unknowns](#) · [Tutorial](#)

Quality: 102 global accepts · Rating: 2800 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ainta's solution](#)

**1762.**

2052I

[Incompetent Delivery Guy](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: 2800 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths  
[ainta's solution](#)

**1763.**

2052G

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

Quality: 207 global accepts · Rating: 2800 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, implementation  
[ainta's solution](#)

**1764.**

2034F2

[Khayyam's Royal Decree \(Hard Version\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings  
[ainta's solution](#)

**1765.**

2039F1

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

Quality: 506 global accepts · Rating: 2800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory  
[ainta's solution](#)

**1766.**

1943D2

[Counting Is Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,125 global accepts · Rating: 2800 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp  
[ainta's solution](#)

**1767.**

1874D

[Jellyfish and Miku](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2800 · first AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, math, probabilities  
[ainta's solution](#)

**1768.**

1863G

[Swaps](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2800 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graphs, math  
[ainta's solution](#)

**1769.**

1852D

[Miriany and Matchstick](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2800 · first AC: 2023-07-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[ainta's solution](#)

**1770.**

1844F2

[Min Cost Permutation \(Hard Version\) · Tutorial](#)

Quality: 479 global accepts · Rating: 2800 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math, sortings

[ainta's solution](#)

**1771.**

1842G

[Tenzing and Random Operations · Tutorial](#)

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[ainta's solution](#)

**1772.**

1830D

[Mex Tree · Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2023-05-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, trees

[ainta's solution](#)

**1773.**

1827D

[Two Centroids · Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2023-05-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[ainta's solution](#)

**1774.**

1776D

[Teamwork · Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[ainta's solution](#)

**1775.**

1773G

[Game of Questions · Tutorial](#)

Quality: 549 global accepts · Rating: 2800 · first AC: 2022-12-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math, probabilities

[ainta's solution](#)

**1776.**

1746F

[Kazaae · Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, probabilities

[ainta's solution](#)

**1777.**

1654F

[Minimal String Xoration · Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[ainta's solution](#)

**1778.**

1615F

[LEGOnDary Grandmaster · Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[ainta's solution](#)

**1779.**

1609F

[Interesting Sections · Tutorial](#)

Quality: 960 global accepts · Rating: 2800 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers

[ainta's solution](#)

**1780.**

1578K

[Kingdom of Islands](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2800 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, implementation  
[ainta's solution](#)

**1781.**

1578A

[Anti-Tetris](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2800 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths  
[ainta's solution](#)

**1782.**

1578B

[Building Forest Trails](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu  
[ainta's solution](#)

**1783.**

1545C

[AquaMoon and Permutations](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2800 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs  
[ainta's solution](#)

**1784.**

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2021-03-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math  
[ainta's solution](#)

**1785.**

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs  
[ainta's solution](#)

**1786.**

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,271 global accepts · Rating: 2800 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory  
[ainta's solution](#)

**1787.**

1394D

[Boboniu and Jianghu](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2020-08-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, trees  
[ainta's solution](#)

**1788.**

1383D

[Rearrange](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, sortings  
[ainta's solution](#)

**1789.**

1383E

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

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp  
[ainta's solution](#)

**1790.**

1386C

[Joker](#) · [Tutorial](#)

Quality: 656 global accepts · Rating: 2800 · first AC: 2020-07-22 · C++17 (GCC 7-32) (first AC) · Tags: \*special, bitmasks, data structures, divide and conquer, dsu

[ainta's solution](#)

**1791.**

1322D

[Reality Show](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[ainta's solution](#)

**1792.**

1314C

[Au Pont Rouge](#) · [Tutorial](#)

Rating: 2800 · first AC: 2020-02-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, sortings, strings

[ainta's solution](#)

**1793.**

1286C2

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

Quality: 745 global accepts · Rating: 2800 · first AC: 2020-01-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, hashing, interactive, math

[ainta's solution](#)

**1794.**

1267D

[DevOps Best Practices](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 2800 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[ainta's solution](#)

**1795.**

1155F

[Delivery Oligopoly](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2800 · first AC: 2019-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs

[ainta's solution](#)

**1796.**

1109C

[Sasha and a Patient Friend](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 2800 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[ainta's solution](#)

**1797.**

1071D

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

Rating: 2800 · first AC: 2018-10-21 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math

[ainta's solution](#)

**1798.**

1033F

[Boolean Computer](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 2800 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, fft, math

[ainta's solution](#)

**1799.**

1033E

[Hidden Bipartite Graph](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, interactive

[ainta's solution](#)

**1800.**

887E

[Little Brother](#) · [Tutorial](#)

Quality: 181 global accepts · Rating: 2800 · first AC: 2018-06-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, sortings  
[ainta's solution](#)

**1801.**

986E

[Prince's Problem](#) · [Tutorial](#)

Quality: 898 global accepts · Rating: 2800 · first AC: 2018-05-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math, number theory, trees  
[ainta's solution](#)

**1802.**

983E

[NN country](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2800 · first AC: 2018-05-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, trees  
[ainta's solution](#)

**1803.**

913F

[Strongly Connected Tournament](#) · [Tutorial](#)

Quality: 771 global accepts · Rating: 2800 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, math, probabilities  
[ainta's solution](#)

**1804.**

859F

[Ordering T-Shirts](#) · [Tutorial](#)

Quality: 228 global accepts · Rating: 2800 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[ainta's solution](#)

**1805.**

850D

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

Quality: 468 global accepts · Rating: 2800 · first AC: 2017-09-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math  
[ainta's solution](#)

**1806.**

830D

[Singer House](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2800 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graphs, trees  
[ainta's solution](#)

**1807.**

776F

[Sherlock's bet to Moriarty](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2800 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, geometry, graphs, implementation, trees  
[ainta's solution](#)

**1808.**

762F

[Tree nesting](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2800 · first AC: 2017-01-31 · GNU C++11 (first AC) · Tags: combinatorics, graphs, trees  
[ainta's solution](#)

**1809.**

757F

[Team Rocket Rises Again](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths  
[ainta's solution](#)

**1810.**

750F

[New Year and Finding Roots](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2800 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, interactive, trees

[ainta's solution](#)

### 1811.

685E

[Travelling Through the Snow Queen's Kingdom](#) · [Tutorial](#)

Quality: 611 global accepts · Rating: 2800 · first AC: 2016-06-23 · GNU C++11 (first AC) · Tags: bitmasks, brute force, divide and conquer, graphs

[ainta's solution](#)

### 1812.

671C

[Ultimate Weirdness of an Array](#) · [Tutorial](#)

Quality: 780 global accepts · Rating: 2800 · first AC: 2016-05-11 · GNU C++11 (first AC) · Tags: data structures, number theory

[ainta's solution](#)

### 1813.

657D

[Bear and Paradox](#) · [Tutorial](#)

Rating: 2800 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: binary search, math, sortings

[ainta's solution](#)

### 1814.

625E

[Frog Fights](#) · [Tutorial](#)

Quality: 419 global accepts · Rating: 2800 · first AC: 2016-02-07 · GNU C++11 (first AC) · Tags: data structures, greedy

[ainta's solution](#)

### 1815.

613D

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

Quality: 4,035 global accepts · Rating: 2800 · first AC: 2016-01-14 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[ainta's solution](#)

### 1816.

568D

[Sign Posts](#) · [Tutorial](#)

Quality: 319 global accepts · Rating: 2800 · first AC: 2015-08-10 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[ainta's solution](#)

### 1817.

461D

[Appleman and Complicated Task](#) · [Tutorial](#)

Quality: 401 global accepts · Rating: 2800 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: dsu, math

[ainta's solution](#)

### 1818.

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 2800 · first AC: 2015-06-27 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[ainta's solution](#)

### 1819.

549F

[Yura and Developers](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2800 · first AC: 2015-06-07 · MS C++ (first AC) · Tags: data structures, divide and conquer

[ainta's solution](#)

### 1820.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,605 global accepts · Rating: 2800 · first AC: 2015-05-30 · GNU C++ (first AC) · Tags: data structures, string suffix structures, strings, trees

[ainta's solution](#)

**1821.**

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 2800 · first AC: 2015-02-21 · GNU C++ (first AC) · Tags: dp

[ainta's solution](#)

**1822.**

516D

[Brazil and Morning Exercise](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2015-02-18 · GNU C++ (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers

[ainta's solution](#)

**1823.**

348E

[Pilgrims](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2014-02-05 · GNU C++ (first AC) · Tags: dfs and similar, dp, trees

[ainta's solution](#)

**1824.**

377E

[Cookie Clicker](#) · [Tutorial](#)

Quality: 568 global accepts · Rating: 2800 · first AC: 2014-01-02 · GNU C++ (first AC) · Tags: dp, geometry

[ainta's solution](#)

**1825.**

2211G

[Rational Bubble Sort](#) · [Tutorial](#)

Quality: 280 global accepts · Rating: 2900 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy

[ainta's solution](#)

**1826.**

2201F1

[Monotone Monochrome Matrices \(Medium Version\)](#) · [Tutorial](#)

Quality: 271 global accepts · Rating: 2900 · first AC: 2026-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing

[ainta's solution](#)

**1827.**

2196E1

[Fuzzy Concatenation \(Easy Version\)](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 2900 · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy, string suffix structures

[ainta's solution](#)

**1828.**

2084F

[Skyscape](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2900 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy

[ainta's solution](#)

**1829.**

2073K

[Book Sorting](#) · [Tutorial](#)

Quality: 238 global accepts · Rating: 2900 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ainta's solution](#)

**1830.**

2045K

[GCDDCG](#) · [Tutorial](#)

Quality: 131 global accepts · Rating: 2900 · first AC: 2025-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ainta's solution](#)

**1831.**

2062F

[Traveling Salescat](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2900 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings

[ainta's solution](#)

### 1832.

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2025-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, interactive

[ainta's solution](#)

### 1833.

2023D

[Many Games](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, probabilities

[ainta's solution](#)

### 1834.

2018F1

[Speedbreaker Counting \(Easy Version\)](#) · [Tutorial](#)

Quality: 329 global accepts · Rating: 2900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[ainta's solution](#)

### 1835.

1987G1

[Spinning Round \(Easy Version\)](#) · [Tutorial](#)

Quality: 344 global accepts · Rating: 2900 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, trees

[ainta's solution](#)

### 1836.

1943E1

[MEX Game 2 \(Easy Version\)](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2900 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[ainta's solution](#)

### 1837.

1835D

[Doctor's Brown Hypothesis](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2900 · first AC: 2023-06-18 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[ainta's solution](#)

### 1838.

1764G1

[Doremy's Perfect DS Class \(Easy Version\)](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2022-11-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[ainta's solution](#)

### 1839.

1677E

[Tokitsukaze and Beautiful Subsegments](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2900 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[ainta's solution](#)

### 1840.

1654G

[Snowy Mountain](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths, trees

[ainta's solution](#)

### 1841.

1616F

[Tricolor Triangles](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2900 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, math, matrices

[ainta's solution](#)

**1842.**

1578F

[Framing Pictures](#) · [Tutorial](#)

Quality: 187 global accepts · Rating: 2900 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[ainta's solution](#)

**1843.**

1510C

[Cactus Not Enough](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 2900 · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graph matchings, graphs

[ainta's solution](#)

**1844.**

1540C2

[Converging Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2900 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[ainta's solution](#)

**1845.**

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[ainta's solution](#)

**1846.**

1468B

[Bakery](#) · [Tutorial](#)

Quality: 241 global accepts · Rating: 2900 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu

[ainta's solution](#)

**1847.**

1456D

[Cakes for Clones](#) · [Tutorial](#)

Rating: 2900 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[ainta's solution](#)

**1848.**

1431I

[Cyclic Shifts](#) · [Tutorial](#)

Quality: 52 global accepts · Rating: 2900 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: \*special, strings

[ainta's solution](#)

**1849.**

1392G

[Omkar and Pies](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2900 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, math, shortest paths

[ainta's solution](#)

**1850.**

1387C

[Viruses](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 2900 · first AC: 2020-07-23 · C++17 (GCC 9-64) (first AC) · Tags: \*special, dp, shortest paths, string suffix structures

[ainta's solution](#)

**1851.**

585E

[Present for Vitalik the Philatelist](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2900 · first AC: 2020-07-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[ainta's solution](#)

**1852.**

1361D

[Johnny and James](#) · [Tutorial](#)

Quality: 340 global accepts · Rating: 2900 · first AC: 2020-06-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, trees  
[ainta's solution](#)

**1853.**

1314E

[Strange Function](#) · [Tutorial](#)

Rating: 2900 · first AC: 2020-02-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp  
[ainta's solution](#)

**1854.**

1266F

[Almost Same Distance](#) · [Tutorial](#)

Quality: 377 global accepts · Rating: 2900 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs  
[ainta's solution](#)

**1855.**

1276D

[Tree Elimination](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2900 · first AC: 2019-12-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees  
[ainta's solution](#)

**1856.**

1264D2

[Beautiful Bracket Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2019-12-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, probabilities  
[ainta's solution](#)

**1857.**

1146H

[Satanic Panic](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2900 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry  
[ainta's solution](#)

**1858.**

1086E

[Beautiful Matrix](#) · [Tutorial](#)

Rating: 2900 · first AC: 2018-12-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp  
[ainta's solution](#)

**1859.**

1055F

[Tree and XOR](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: strings, trees  
[ainta's solution](#)

**1860.**

1060F

[Shrinking Tree](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2900 · first AC: 2018-10-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp  
[ainta's solution](#)

**1861.**

1053D

[Linear Congruential Generator](#) · [Tutorial](#)

Rating: 2900 · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory  
[ainta's solution](#)

**1862.**

1051G

[Distinctification](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2900 · first AC: 2018-09-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy  
[ainta's solution](#)

**1863.**

997D

[Cycles in product](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2900 · first AC: 2018-07-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, trees  
[ainta's solution](#)

**1864.**

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math  
[ainta's solution](#)

**1865.**

930E

[Coins Exhibition](#) · [Tutorial](#)

Quality: 519 global accepts · Rating: 2900 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math  
[ainta's solution](#)

**1866.**

938G

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

Quality: 1,090 global accepts · Rating: 2900 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dsu, graphs  
[ainta's solution](#)

**1867.**

917C

[Pollywog](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 2900 · first AC: 2018-01-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, matrices  
[ainta's solution](#)

**1868.**

896D

[Nephren Runs a Cinema](#) · [Tutorial](#)

Quality: 616 global accepts · Rating: 2900 · first AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, combinatorics, math, number theory  
[ainta's solution](#)

**1869.**

889D

[Symmetric Projections](#) · [Tutorial](#)

Rating: 2900 · first AC: 2017-11-13 · C++14 (GCC 6-32) (first AC) · Tags: geometry  
[ainta's solution](#)

**1870.**

878D

[Magic Breeding](#) · [Tutorial](#)

Quality: 860 global accepts · Rating: 2900 · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks  
[ainta's solution](#)

**1871.**

848D

[Shake It!](#) · [Tutorial](#)

Quality: 456 global accepts · Rating: 2900 · first AC: 2017-09-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, flows, graphs  
[ainta's solution](#)

**1872.**

776G

[Sherlock and the Encrypted Data](#) · [Tutorial](#)

Quality: 368 global accepts · Rating: 2900 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp  
[ainta's solution](#)

**1873.**

763D

[Timofey and a flat tree](#) · [Tutorial](#)

Quality: 646 global accepts · Rating: 2900 · first AC: 2017-02-02 · GNU C++11 (first AC) · Tags: data structures, graphs, hashing, shortest paths, trees

[ainta's solution](#)

**1874.**

736E

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

Quality: 205 global accepts · Rating: 2900 · first AC: 2016-11-29 · GNU C++11 (first AC) · Tags: constructive algorithms, flows, greedy, math  
[ainta's solution](#)

**1875.**

725F

[Family Photos](#) · [Tutorial](#)

Quality: 724 global accepts · Rating: 2900 · first AC: 2016-10-23 · GNU C++11 (first AC) · Tags: games, greedy  
[ainta's solution](#)

**1876.**

708D

[Incorrect Flow](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2900 · first AC: 2016-08-28 · GNU C++11 (first AC) · Tags: flows  
[ainta's solution](#)

**1877.**

687E

[TOF](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 2900 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: dfs and similar, graphs  
[ainta's solution](#)

**1878.**

679D

[Bear and Chase](#) · [Tutorial](#)

Quality: 343 global accepts · Rating: 2900 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, implementation, math, probabilities  
[ainta's solution](#)

**1879.**

623C

[Electric Charges](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 2900 · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: binary search, dp  
[ainta's solution](#)

**1880.**

17E

[Palisection](#) · [Tutorial](#)

Quality: 1,990 global accepts · Rating: 2900 · first AC: 2015-06-14 · GNU C++11 (first AC) · Tags: strings  
[ainta's solution](#)

**1881.**

512D

[Fox And Travelling](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2900 · first AC: 2015-02-03 · GNU C++ (first AC) · Tags: dp, trees  
[ainta's solution](#)

**1882.**

338D

[GCD Table](#) · [Tutorial](#)

Quality: 1,404 global accepts · Rating: 2900 · first AC: 2014-06-28 · GNU C++ (first AC) · Tags: chinese remainder theorem, math, number theory  
[ainta's solution](#)

**1883.**

2196E2

[Fuzzy Concatenation \(Hard version\)](#) · [Tutorial](#)

Quality: 199 global accepts · Rating: 3000 · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dp, greedy, string suffix structures  
[ainta's solution](#)

**1884.**

2129E

[Induced Subgraph Queries](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3000 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, sortings  
[ainta's solution](#)

**1885.**

1909G

[Pumping Lemma](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2025-03-16 · last AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, strings  
[ainta's solution](#)

**1886.**

2045F

[Grid Game 3-angle](#) · [Tutorial](#)

Quality: 154 global accepts · Rating: 3000 · first AC: 2025-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math  
[ainta's solution](#)

**1887.**

2045L

[Buggy DFS](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: 3000 · first AC: 2025-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms  
[ainta's solution](#)

**1888.**

2057G

[Secret Message](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, math  
[ainta's solution](#)

**1889.**

2038H

[Galactic Council](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: 3000 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: flows  
[ainta's solution](#)

**1890.**

2029G

[Balanced Problem](#) · [Tutorial](#)

Quality: 258 global accepts · Rating: 3000 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp  
[ainta's solution](#)

**1891.**

2018F2

[Speedbreaker Counting \(Medium Version\)](#) · [Tutorial](#)

Quality: 287 global accepts · Rating: 3000 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math  
[ainta's solution](#)

**1892.**

1975G

[Zimpha Fan Club](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3000 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: fft, greedy, math, strings  
[ainta's solution](#)

**1893.**

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees  
[ainta's solution](#)

**1894.**

1854D

[Michael and Hotel](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2023-07-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, trees  
[ainta's solution](#)

### 1895.

1854E

[Game Bundles](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3000 · first AC: 2023-07-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math  
[ainta's solution](#)

### 1896.

1842H

[Tenzing and Random Real Numbers](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 3000 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities  
[ainta's solution](#)

### 1897.

1776M

[Parmigiana With Seafood](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 3000 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, trees  
[ainta's solution](#)

### 1898.

1779G

[The Game of the Century](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 3000 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths  
[ainta's solution](#)

### 1899.

1609G

[A Stroll Around the Matrix](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 3000 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math  
[ainta's solution](#)

### 1900.

1586G

[Omkar and Time Travel](#) · [Tutorial](#)

Rating: 3000 · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math  
[ainta's solution](#)

### 1901.

1558E

[Down Below](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 3000 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, meet-in-the-middle, shortest paths  
[ainta's solution](#)

### 1902.

1534F2

[Falling Sand \(Hard Version\)](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 3000 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy  
[ainta's solution](#)

### 1903.

1464D

[The Thorny Path](#) · [Tutorial](#)

Rating: 3000 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
[ainta's solution](#)

### 1904.

1446D2

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

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers  
[ainta's solution](#)

**1905.**

1267G

[Game Relics](#) · [Tutorial](#)

Quality: 826 global accepts · Rating: 3000 · first AC: 2020-08-11 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities

[ainta's solution](#)

**1906.**

1381D

[The Majestic Brown Tree Snake](#) · [Tutorial](#)

Quality: 825 global accepts · Rating: 3000 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees, two pointers

[ainta's solution](#)

**1907.**

1340E

[Nastya and Bees](#) · [Tutorial](#)

Rating: 3000 · first AC: 2020-04-24 · C++14 (GCC 6-32) (first AC) · Tags: \*broken, graphs, interactive, probabilities

[ainta's solution](#)

**1908.**

1320E

[Treeland and Viruses](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 3000 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, shortest paths, trees

[ainta's solution](#)

**1909.**

1252I

[Mission Possible](#) · [Tutorial](#)

Quality: 35 global accepts · Rating: 3000 · first AC: 2019-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[ainta's solution](#)

**1910.**

1252D

[Find String in a Grid](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 3000 · first AC: 2019-11-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, strings, trees

[ainta's solution](#)

**1911.**

1178G

[The Awesomest Vertex](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 3000 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar

[ainta's solution](#)

**1912.**

1181E2

[A Story of One Country \(Hard\)](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 3000 · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[ainta's solution](#)

**1913.**

1163F

[Indecisive Taxi Fee](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 3000 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths

[ainta's solution](#)

**1914.**

1161E

[Rainbow Coins](#) · [Tutorial](#)

Rating: 3000 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: interactive

[ainta's solution](#)

**1915.**

1149D

[Abandoning Roads](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 3000 · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs, greedy

[ainta's solution](#)

### 1916.

319E

[Ping-Pong](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3000 · first AC: 2019-02-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[ainta's solution](#)

### 1917.

1070M

[Algoland and Berland](#) · [Tutorial](#)

Quality: 89 global accepts · Rating: 3000 · first AC: 2018-10-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer, geometry

[ainta's solution](#)

### 1918.

1028G

[Guess the number](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 3000 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, interactive

[ainta's solution](#)

### 1919.

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,455 global accepts · Rating: 3000 · first AC: 2018-08-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[ainta's solution](#)

### 1920.

533A

[Berland Miners](#) · [Tutorial](#)

Quality: 485 global accepts · Rating: 3000 · first AC: 2018-08-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[ainta's solution](#)

### 1921.

852H

[Bob and stages](#) · [Tutorial](#)

Quality: 173 global accepts · Rating: 3000 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry

[ainta's solution](#)

### 1922.

843E

[Maximum Flow](#) · [Tutorial](#)

Quality: 473 global accepts · Rating: 3000 · first AC: 2017-08-25 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[ainta's solution](#)

### 1923.

773E

[Blog Post Rating](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 3000 · first AC: 2017-05-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[ainta's solution](#)

### 1924.

788D

[Finding lines](#) · [Tutorial](#)

Quality: 409 global accepts · Rating: 3000 · first AC: 2017-03-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer, interactive

[ainta's solution](#)

### 1925.

778E

[Selling Numbers](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3000 · first AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[ainta's solution](#)

**1926.**

698F

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

Quality: 490 global accepts · Rating: 3000 · first AC: 2017-02-12 · GNU C++11 (first AC) · Tags: combinatorics, number theory  
[ainta's solution](#)

**1927.**

559E

[Gerald and Path](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 3000 · first AC: 2015-07-25 · GNU C++11 (first AC) · Tags: dp, sortings  
[ainta's solution](#)

**1928.**

461E

[Appleman and a Game](#) · [Tutorial](#)

Quality: 516 global accepts · Rating: 3000 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: binary search, shortest paths, strings  
[ainta's solution](#)

**1929.**

533D

[Landmarks](#) · [Tutorial](#)

Quality: 272 global accepts · Rating: 3000 · first AC: 2015-04-17 · GNU C++ (first AC) · Tags: data structures, dp  
[ainta's solution](#)

**1930.**

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2015-04-04 · GNU C++ (first AC) · Tags: data structures, divide and conquer  
[ainta's solution](#)

**1931.**

504E

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

Quality: 1,064 global accepts · Rating: 3000 · first AC: 2015-01-12 · MS C++ (first AC) · Tags: binary search, dfs and similar, hashing, string suffix structures, trees  
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**1932.**

274E

[Mirror Room](#) · [Tutorial](#)

Quality: 341 global accepts · Rating: 3000 · first AC: 2014-07-05 · MS C++ (first AC) · Tags: data structures, implementation  
[ainta's solution](#)

**1933.**

364E

[Empty Rectangles](#) · [Tutorial](#)

Quality: 627 global accepts · Rating: 3000 · first AC: 2014-01-23 · GNU C++ (first AC) · Tags: divide and conquer, two pointers  
[ainta's solution](#)

**1934.**

331D3

[Escaping on Beaveractor](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 3000 · first AC: 2013-07-19 · GNU C++ (first AC) · Tags: data structures, implementation, trees  
[ainta's solution](#)

**1935.**

2187F1

[AI Fine \(Maximizing Version\)](#) · [Tutorial](#)

Quality: 213 global accepts · Rating: 3100 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, trees  
[ainta's solution](#)

**1936.**

2097E

[Clearing the Snowdrift](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3100 · first AC: 2025-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar,

dp, greedy

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**1937.**

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

[ainta's solution](#)

**1938.**

2089C2

[Key of Like \(Hard Version\)](#) · [Tutorial](#)

Quality: 260 global accepts · Rating: 3100 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[ainta's solution](#)

**1939.**

1887E

[Good Colorings](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, graphs, interactive

[ainta's solution](#)

**1940.**

2068D

[Morse Code](#) · [Tutorial](#)

Quality: 265 global accepts · Rating: 3100 · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, sortings, trees

[ainta's solution](#)

**1941.**

2077D

[Maximum Polygon](#) · [Tutorial](#)

Quality: 339 global accepts · Rating: 3100 · first AC: 2025-03-10 · last AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation, math

[ainta's solution](#)

**1942.**

2068B

[Urban Planning](#) · [Tutorial](#)

Quality: 143 global accepts · Rating: 3100 · first AC: 2025-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[ainta's solution](#)

**1943.**

2048H

[Kevin and Strange Operation](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 3100 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[ainta's solution](#)

**1944.**

2018F3

[Speedbreaker Counting \(Hard Version\)](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 3100 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[ainta's solution](#)

**1945.**

2006E

[Iris's Full Binary Tree](#) · [Tutorial](#)

Quality: 318 global accepts · Rating: 3100 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[ainta's solution](#)

**1946.**

1924E

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

Quality: 535 global accepts · Rating: 3100 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, probabilities

[ainta's solution](#)

**1947.**

1864G

[Magic Square](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 3100 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, implementation

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**1948.**

1578J

[Just Kingdom](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 3100 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar

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**1949.**

1439D

[INOI Final Contests](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft

[ainta's solution](#)

**1950.**

1383C

[String Transformation 2](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 3100 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, trees

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**1951.**

1286D

[LCC](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3100 · first AC: 2020-01-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, matrices, probabilities

[ainta's solution](#)

**1952.**

1089D

[Distance Sum](#) · [Tutorial](#)

Quality: 111 global accepts · Rating: 3100 · first AC: 2019-12-24 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[ainta's solution](#)

**1953.**

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2019-10-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[ainta's solution](#)

**1954.**

1229E1

[Marek and Matching \(easy version\)](#) · [Tutorial](#)

Rating: 3100 · first AC: 2019-09-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, probabilities

[ainta's solution](#)

**1955.**

1168E

[Xor Permutations](#) · [Tutorial](#)

Quality: 428 global accepts · Rating: 3100 · first AC: 2019-05-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[ainta's solution](#)

**1956.**

1119G

[Get Ready for the Battle](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2019-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[ainta's solution](#)

**1957.**

1110G

[Tree-Tac-Toe](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 3100 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, trees  
[ainta's solution](#)

### 1958.

1012E

[Cycle sort](#) · [Tutorial](#)

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[ainta's solution](#)

### 1959.

986D

[Perfect Encoding](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3100 · first AC: 2018-05-30 · C++14 (GCC 6-32) (first AC) · Tags: fft, math  
[ainta's solution](#)

### 1960.

908H

[New Year and Boolean Bridges](#) · [Tutorial](#)

Quality: 460 global accepts · Rating: 3100 · first AC: 2017-12-30 · C++14 (GCC 6-32) (first AC) · Tags: —  
[ainta's solution](#)

### 1961.

891D

[Sloth](#) · [Tutorial](#)

Quality: 236 global accepts · Rating: 3100 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graph matchings, trees  
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### 1962.

856E

[Satellites](#) · [Tutorial](#)

Quality: 82 global accepts · Rating: 3100 · first AC: 2017-11-04 · C++14 (GCC 6-32) (first AC) · Tags: —  
[ainta's solution](#)

### 1963.

830E

[Perpetual Motion Machine](#) · [Tutorial](#)

Quality: 338 global accepts · Rating: 3100 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, graphs, implementation, math, trees  
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### 1964.

804E

[The same permutation](#) · [Tutorial](#)

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### 1965.

715D

[Create a Maze](#) · [Tutorial](#)

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### 1966.

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2016-08-28 · GNU C++11 (first AC) · Tags: dp, math  
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### 1967.

700D

[Huffman Coding on Segment](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3100 · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: data structures, greedy  
[ainta's solution](#)

**1968.**

666E

[Forensic Examination](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2016-04-29 · GNU C++11 (first AC) · Tags: data structures, string suffix structures  
[ainta's solution](#)

**1969.**

626G

[Raffles](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 3100 · first AC: 2016-02-14 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, math  
[ainta's solution](#)

**1970.**

521E

[Cycling City](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: 3100 · first AC: 2015-06-27 · GNU C++11 (first AC) · Tags: dfs and similar, graphs  
[ainta's solution](#)

**1971.**

513G3

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

Quality: 291 global accepts · Rating: 3100 · first AC: 2015-02-08 · GNU C++ (first AC) · Tags: dp  
[ainta's solution](#)

**1972.**

2157H

[Keygen 3](#) · [Tutorial](#)

Quality: 116 global accepts · Rating: 3200 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, math  
[ainta's solution](#)

**1973.**

2096G

[Wonderful Guessing Game](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 3200 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, interactive  
[ainta's solution](#)

**1974.**

2089D

[Conditional Operators](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 3200 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms  
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**1975.**

1951H

[Thanos Snap](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3200 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, games, greedy, trees  
[ainta's solution](#)

**1976.**

1799H

[Tree Cutting](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3200 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp  
[ainta's solution](#)

**1977.**

1774G

[Segment Covering](#) · [Tutorial](#)

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**1978.**

1621G

[Weighted Increasing Subsequences](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 3200 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math  
[ainta's solution](#)

### 1979.

1578D

[Dragon Curve](#) · [Tutorial](#)

Quality: 55 global accepts · Rating: 3200 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: —  
[ainta's solution](#)

### 1980.

1523G

[Try Booking](#) · [Tutorial](#)

Quality: 520 global accepts · Rating: 3200 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer  
[ainta's solution](#)

### 1981.

1470E

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

Quality: 375 global accepts · Rating: 3200 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, graphs, implementation, two pointers  
[ainta's solution](#)

### 1982.

1446F

[Line Distance](#) · [Tutorial](#)

Quality: 376 global accepts · Rating: 3200 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, geometry  
[ainta's solution](#)

### 1983.

1427F

[Boring Card Game](#) · [Tutorial](#)

Quality: 402 global accepts · Rating: 3200 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, trees  
[ainta's solution](#)

### 1984.

1368G

[Shifting Dominoes](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 3200 · first AC: 2020-06-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, graphs, trees  
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### 1985.

1349D

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

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2020-05-13 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities  
[ainta's solution](#)

### 1986.

1284F

[New Year and Social Network](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 3200 · first AC: 2020-03-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graph matchings, graphs, math, trees  
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### 1987.

1286E

[Fedya the Potter Strikes Back](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2020-01-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings  
[ainta's solution](#)

### 1988.

1267H

[Help BerLine](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 3200 · first AC: 2019-12-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[ainta's solution](#)

**1989.**

1209G2

[Into Blocks \(hard version\)](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3200 · first AC: 2019-09-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures  
[ainta's solution](#)

**1990.**

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2019-04-10 · C++17 (GCC 7-32) (first AC) · Tags: fft, math  
[ainta's solution](#)

**1991.**

1142E

[Pink Floyd](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 3200 · first AC: 2019-04-02 · C++17 (GCC 7-32) (first AC) · Tags: graphs, interactive  
[ainta's solution](#)

**1992.**

1089B

[Bimatching](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 3200 · first AC: 2019-01-23 · C++17 (GCC 7-32) (first AC) · Tags: graphs  
[ainta's solution](#)

**1993.**

1091H

[New Year and the Tricolore Recreation](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3200 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: games  
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**1994.**

1037H

[Security](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 3200 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures  
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**1995.**

650E

[Clockwork Bomb](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 3200 · first AC: 2018-08-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, greedy, trees  
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**1996.**

827F

[Dirty Arkady's Kitchen](#) · [Tutorial](#)

Quality: 582 global accepts · Rating: 3200 · first AC: 2017-08-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs, shortest paths  
[ainta's solution](#)

**1997.**

759E

[Byteland coins](#) · [Tutorial](#)

Rating: 3200 · first AC: 2017-01-23 · GNU C++11 (first AC) · Tags: dp, math  
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**1998.**

756E

[Byteland coins](#) · [Tutorial](#)

Quality: 205 global accepts · Rating: 3200 · first AC: 2017-01-23 · GNU C++11 (first AC) · Tags: combinatorics, dp, math  
[ainta's solution](#)

**1999.**

750G

[New Year and Binary Tree Paths](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 3200 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[ainta's solution](#)

**2000.**

674G

[Choosing Ads](#) · [Tutorial](#)

Rating: 3200 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2001.**

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2015-06-20 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, trees

[ainta's solution](#)

**2002.**

500G

[New Year Running](#) · [Tutorial](#)

Quality: 168 global accepts · Rating: 3200 · first AC: 2014-12-31 · GNU C++ (first AC) · Tags: number theory, trees

[ainta's solution](#)

**2003.**

2207G

[Toothless](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: 3300 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[ainta's solution](#)

**2004.**

2077F

[AND x OR](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3300 · first AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp

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**2005.**

2046F1

[Yandex Cuneiform \(Easy Version\)](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3300 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

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**2006.**

2034H

[Rayan vs. Rayaneh](#) · [Tutorial](#)

Quality: 196 global accepts · Rating: 3300 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, number theory

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**2007.**

2035G1

[Go Learn! \(Easy Version\)](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3300 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

[ainta's solution](#)

**2008.**

2018E1

[Complex Segments \(Easy Version\)](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3300 · first AC: 2024-09-28 · last AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, greedy, math, sortings

[ainta's solution](#)

**2009.**

1787H

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

Quality: 337 global accepts · Rating: 3300 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, geometry

[ainta's solution](#)

**2010.**

1753E

[N Machines](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2022-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy

[ainta's solution](#)

**2011.**

1726G

[A Certain Magical Party](#) · [Tutorial](#)

Quality: 365 global accepts · Rating: 3300 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, greedy, sortings

[ainta's solution](#)

**2012.**

1610G

[AmShZ Wins a Bet](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 3300 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, hashing

[ainta's solution](#)

**2013.**

1586H

[Omkar and Tours](#) · [Tutorial](#)

Rating: 3300 · first AC: 2021-10-19 · last AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, sortings, trees

[ainta's solution](#)

**2014.**

1578I

[Interactive Rays](#) · [Tutorial](#)

Quality: 72 global accepts · Rating: 3300 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: geometry, interactive

[ainta's solution](#)

**2015.**

1556H

[DIY Tree](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, math, probabilities

[ainta's solution](#)

**2016.**

1552H

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

Quality: 462 global accepts · Rating: 3300 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, number theory

[ainta's solution](#)

**2017.**

1523F

[Favorite Game](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 3300 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[ainta's solution](#)

**2018.**

1466H

[Finding satisfactory solutions](#) · [Tutorial](#)

Quality: 489 global accepts · Rating: 3300 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graphs, greedy, math

[ainta's solution](#)

**2019.**

1408H

[Rainbow Triples](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 3300 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, flows, greedy

[ainta's solution](#)

**2020.**

1368H1

[Breadboard Capacity \(easy version\)](#) · [Tutorial](#)

Quality: 456 global accepts · Rating: 3300 · first AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, greedy

[ainta's solution](#)

## 2021.

1284G

[Seollal](#) · [Tutorial](#)

Quality: 228 global accepts · Rating: 3300 · first AC: 2020-01-05 · last AC: 2020-04-10 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[ainta's solution](#)

## 2022.

1322E

[Median Mountain Range](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 3300 · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[ainta's solution](#)

## 2023.

1270H

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

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures

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## 2024.

1254E

[Send Tree to Charlie](#) · [Tutorial](#)

Quality: 366 global accepts · Rating: 3300 · first AC: 2019-11-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, trees

[ainta's solution](#)

## 2025.

639F

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

Quality: 450 global accepts · Rating: 3300 · first AC: 2019-04-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[ainta's solution](#)

## 2026.

1054G

[New Road Network](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 3300 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[ainta's solution](#)

## 2027.

986F

[Oppa Funcan Style Remastered](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 3300 · first AC: 2018-05-30 · C++14 (GCC 6-32) (first AC) · Tags: graphs, math, number theory, shortest paths

[ainta's solution](#)

## 2028.

878E

[Numbers on the blackboard](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3300 · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[ainta's solution](#)

## 2029.

866F

[Egg Roulette](#) · [Tutorial](#)

Rating: 3300 · first AC: 2017-10-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, meet-in-the-middle

[ainta's solution](#)

## 2030.

768G

[The Winds of Winter](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3300 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[ainta's solution](#)

## 2031.

700E

[Cool Slogans](#) · [Tutorial](#)

Quality: 1,390 global accepts · Rating: 3300 · first AC: 2017-02-11 · GNU C++11 (first AC) · Tags: string suffix structures, strings  
[ainta's solution](#)

## 2032.

1827E

[Bus Routes](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3400 · first AC: 2023-05-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees  
[ainta's solution](#)

## 2033.

1785F

[Minimums or Medians](#) · [Tutorial](#)

Rating: 3400 · first AC: 2023-02-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, two pointers  
[ainta's solution](#)

## 2034.

1548E

[Gregor and the Two Painters](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 3400 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, graphs, greedy, math  
[ainta's solution](#)

## 2035.

1530H

[Turing's Award](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 3400 · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp  
[ainta's solution](#)

## 2036.

1491H

[Yuezheng Ling and Dynamic Tree](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 3400 · first AC: 2021-03-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees  
[ainta's solution](#)

## 2037.

1466I

[The Riddle of the Sphinx](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 3400 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, interactive  
[ainta's solution](#)

## 2038.

1239F

[Swiper, no swiping!](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3400 · first AC: 2019-10-20 · last AC: 2019-10-20 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation  
[ainta's solution](#)

## 2039.

1158E

[Strange device](#) · [Tutorial](#)

Quality: 193 global accepts · Rating: 3400 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, math, trees  
[ainta's solution](#)

## 2040.

1119F

[Niyaz and Small Degrees](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 3400 · first AC: 2019-04-10 · last AC: 2019-04-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees  
[ainta's solution](#)

**2041.**

1089H

[Harder Satisfiability](#) · [Tutorial](#)

Quality: 127 global accepts · Rating: 3400 · first AC: 2019-01-23 · last AC: 2019-01-23 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, graphs

[ainta's solution](#)

**2042.**

913H

[Don't Exceed](#) · [Tutorial](#)

Quality: 143 global accepts · Rating: 3400 · first AC: 2018-01-11 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[ainta's solution](#)

**2043.**

756F

[Long number](#) · [Tutorial](#)

Quality: 130 global accepts · Rating: 3400 · first AC: 2017-01-23 · GNU C++11 (first AC) · Tags: expression parsing, math, number theory

[ainta's solution](#)

**2044.**

2129F1

[Top-K Tracker \(Easy Version\)](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3500 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive

[ainta's solution](#)

**2045.**

2077G

[RGB Walking](#) · [Tutorial](#)

Quality: 135 global accepts · Rating: 3500 · first AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, chinese remainder theorem, dfs and similar, graphs, number theory

[ainta's solution](#)

**2046.**

2073F

[Hold the Star](#) · [Tutorial](#)

Quality: 67 global accepts · Rating: 3500 · first AC: 2025-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ainta's solution](#)

**2047.**

2046F2

[Yandex Cuneiform \(Hard Version\)](#) · [Tutorial](#)

Quality: 99 global accepts · Rating: 3500 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[ainta's solution](#)

**2048.**

1919G

[Tree LGM](#) · [Tutorial](#)

Quality: 209 global accepts · Rating: 3500 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer, games, trees

[ainta's solution](#)

**2049.**

1835F

[Good Graph](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 3500 · first AC: 2023-06-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, graph matchings, graphs, implementation

[ainta's solution](#)

**2050.**

1534H

[Lost Nodes](#) · [Tutorial](#)

Quality: 255 global accepts · Rating: 3500 · first AC: 2021-06-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, graphs, interactive, sortings, trees

[ainta's solution](#)

**2051.**

1305H

[Kuroni the Private Tutor](#) · [Tutorial](#)

Quality: 173 global accepts · Rating: 3500 · first AC: 2021-01-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy  
[ainta's solution](#)

**2052.**

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 3500 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs  
[ainta's solution](#)

**2053.**

1394E

[Boboniu and Banknote Collection](#) · [Tutorial](#)

Quality: 164 global accepts · Rating: 3500 · first AC: 2020-08-13 · C++17 (GCC 7-32) (first AC) · Tags: strings  
[ainta's solution](#)

**2054.**

1349E

[Slime and Hats](#) · [Tutorial](#)

Quality: 120 global accepts · Rating: 3500 · first AC: 2020-05-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy  
[ainta's solution](#)

**2055.**

1338E

[JYPnation](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 3500 · first AC: 2020-04-17 · C++14 (GCC 6-32) (first AC) · Tags: graphs  
[ainta's solution](#)

**2056.**

1336F

[Journey](#) · [Tutorial](#)

Quality: 278 global accepts · Rating: 3500 · first AC: 2020-04-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, graphs, trees  
[ainta's solution](#)

**2057.**

1336E2

[Chori and Doll Picking \(hard version\)](#) · [Tutorial](#)

Quality: 482 global accepts · Rating: 3500 · first AC: 2020-04-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math  
[ainta's solution](#)

**2058.**

1267C

[Cactus Revenge](#) · [Tutorial](#)

Quality: 392 global accepts · Rating: 3500 · first AC: 2019-12-12 · last AC: 2019-12-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[ainta's solution](#)

**2059.**

1071E

[Rain Protection](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: 3500 · first AC: 2018-10-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry  
[ainta's solution](#)

**2060.**

2222G

[Statistics on Tree](#) · [Tutorial](#)

Quality: 157 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, graphs, trees  
[ainta's solution](#)

**2061.**

2222F

[Building Tree](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[ainta's solution](#)

**2062.**

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,935 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[ainta's solution](#)

**2063.**

2222D

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

Quality: 3,175 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, sortings

[ainta's solution](#)

**2064.**

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,760 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[ainta's solution](#)

**2065.**

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[ainta's solution](#)

**2066.**

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 9,968 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[ainta's solution](#)

**2067.**

106170I

[Mancala Solitaire](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ainta's solution](#)

**2068.**

106170G

[Nearest Strings](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ainta's solution](#)

**2069.**

106170A

[Rainbow](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ainta's solution](#)

**2070.**

106170B

[Daily Reorganisation](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ainta's solution](#)

**2071.**

106170C

[The Forgetful Magician](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[ainta's solution](#)

**2072.**

106170K

[Hyperscale AI Data Center](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[ainta's solution](#)

**2073.**

106170D

[Building A Smooth Playlist](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[ainta's solution](#)

**2074.**

106170E

[Counting VIP Guests](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[ainta's solution](#)

**2075.**

106170J

[Good Pairs in Graph and Tree](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[ainta's solution](#)

**2076.**

101161J

[Printing Press](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ainta's solution](#)

**2077.**

105505B

[Biketopia's Cyclic Track](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ainta's solution](#)

**2078.**

105505H

[Heraclosures](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ainta's solution](#)

**2079.**

105505I

[Inversion Insight](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ainta's solution](#)

**2080.**

105505D

[Diverse T-Shirts](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ainta's solution](#)

**2081.**

105505L

[Latin Squares](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ainta's solution](#)

**2082.**

105505E

[Evereth Expedition](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[ainta's solution](#)

**2083.**

105505J

[Jigsaw of Shadows](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[ainta's solution](#)

**2084.**

105505K

[Kool Strings](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[ainta's solution](#)

**2085.**

105505F

[Finding Privacy](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[ainta's solution](#)

**2086.**

105505A

[Append and Panic!](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[ainta's solution](#)

**2087.**

102465J

[Mona Lisa](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[ainta's solution](#)

**2088.**

104945M

[In-order](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[ainta's solution](#)

**2089.**

104945H

[Break a leg!](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[ainta's solution](#)

**2090.**

104945D

[Flag performance](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[ainta's solution](#)

**2091.**

104945C

[Metro quiz](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[ainta's solution](#)

**2092.**

104945L

[Broken trophy](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[ainta's solution](#)

**2093.**

104945G

[Favourite dish](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[ainta's solution](#)

**2094.**

104945B

[Supporting everyone](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ainta's solution](#)

**2095.**

104945J

[Olympic goodies](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ainta's solution](#)

**2096.**

104945E

[Nicest view](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ainta's solution](#)

**2097.**

104945F

[Programming-trampoline-athlon!](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ainta's solution](#)

**2098.**

104945K

[Team selection](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ainta's solution](#)

**2099.**

104945I

[Throwing dice](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ainta's solution](#)

**2100.**

104945A

[Card game](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ainta's solution](#)

**2101.**

104832I

[Liquid Distribution](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ainta's solution](#)

**2102.**

104832H

[Task Assignment to Two Employees](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ainta's solution](#)

**2103.**

104832J

[Do It Yourself?](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ainta's solution](#)

**2104.**

104832G

[Fortune Telling](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2105.**

104832K

[Probing the Disk](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2106.**

104832E

[Chayas](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2107.**

104832D

[Nested Repetition Compression](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2108.**

104832F

[Color Inversion on a Huge Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2109.**

104832B

[Rank Promotion](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2110.**

104832A

[Yokohama Phenomena](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2111.**

104736C

[Candy Rush](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[ainta's solution](#)

**2112.**

104736M

[Meeting Point](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[ainta's solution](#)

**2113.**

104736D

[Deciphering WordWhiz](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[ainta's solution](#)

**2114.**

104736F

[Forward and Backward](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[ainta's solution](#)

**2115.**

104736I

[Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[ainta's solution](#)

### 2116.

104736B

[Blackboard Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —  
[ainta's solution](#)

### 2117.

104017G

[Round Table](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++17 (GCC 9-64) (first AC) · Tags: —  
[ainta's solution](#)

### 2118.

104017H

[Pandemic Restrictions](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++17 (GCC 9-64) (first AC) · Tags: —  
[ainta's solution](#)

### 2119.

104017C

[Il Derby della Madonnina](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++17 (GCC 9-64) (first AC) · Tags: —  
[ainta's solution](#)

### 2120.

104017L

[Circular Maze](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++17 (GCC 9-64) (first AC) · Tags: —  
[ainta's solution](#)

### 2121.

104017K

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

Rating: — · first AC: 2023-10-17 · C++17 (GCC 9-64) (first AC) · Tags: —  
[ainta's solution](#)

### 2122.

104017B

[Drone Photo](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++17 (GCC 9-64) (first AC) · Tags: —  
[ainta's solution](#)

### 2123.

104017E

[Evolution of Weasels](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++17 (GCC 9-64) (first AC) · Tags: —  
[ainta's solution](#)

### 2124.

104017I

[Antennas](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++17 (GCC 9-64) (first AC) · Tags: —  
[ainta's solution](#)

### 2125.

104017D

[Ice Cream Shop](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++17 (GCC 9-64) (first AC) · Tags: —  
[ainta's solution](#)

### 2126.

104017J

[Boundary](#) · [Tutorial](#)

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

[ainta's solution](#)

**2127.**

104017F

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

Rating: — · first AC: 2023-10-17 · C++17 (GCC 9-64) (first AC) · Tags: —  
[ainta's solution](#)

**2128.**

104017A

[Organizing SWERC](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++17 (GCC 9-64) (first AC) · Tags: —  
[ainta's solution](#)

**2129.**

104197A

[Adjacent Product Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-25 · C++17 (GCC 9-64) (first AC) · Tags: —  
[ainta's solution](#)

**2130.**

104114D

[Divisible by 4 Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ainta's solution](#)

**2131.**

104114L

[Level Up](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-25 · C++17 (GCC 9-64) (first AC) · Tags: —  
[ainta's solution](#)

**2132.**

104114J

[Joyful Death](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ainta's solution](#)

**2133.**

104114B

[Birthday Cake](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-25 · C++17 (GCC 9-64) (first AC) · Tags: —  
[ainta's solution](#)

**2134.**

104114I

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

Rating: — · first AC: 2023-02-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ainta's solution](#)

**2135.**

104114C

[COVID](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ainta's solution](#)

**2136.**

104114K

[Knowledge Testing Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-25 · C++17 (GCC 9-64) (first AC) · Tags: —  
[ainta's solution](#)

**2137.**

104114G

[Gears](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[ainta's solution](#)

**2138.**

104114M

[Mousetrap](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[ainta's solution](#)

**2139.**

104114H

[Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2140.**

104114F

[Fortune over Sportsmanship](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[ainta's solution](#)

**2141.**

104114E

[Exercise](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[ainta's solution](#)

**2142.**

104114N

[Nusret Gökçe](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[ainta's solution](#)

**2143.**

104114A

[AppendAppendAppend](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[ainta's solution](#)

**2144.**

104094G

[Loop around Lake](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[ainta's solution](#)

**2145.**

104094I

[Soviet Kindergarten](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[ainta's solution](#)

**2146.**

104094L

[Wires Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[ainta's solution](#)

**2147.**

104094B

[GPS Hack](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[ainta's solution](#)

**2148.**

104094F

[Bob's Average](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[ainta's solution](#)

**2149.**

104094K

[The Fortress Defense](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[ainta's solution](#)

**2150.**

104094D

[Gas Stations](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[ainta's solution](#)

**2151.**

104094E

[kex](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[ainta's solution](#)

**2152.**

104094C

[Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[ainta's solution](#)

**2153.**

104094A

[Meeting Near the Fountain](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[ainta's solution](#)

**2154.**

102978C

[Count Min Ratio](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[ainta's solution](#)

**2155.**

102994M

[Travel Dream](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[ainta's solution](#)

**2156.**

102994F

[Girlfriend](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[ainta's solution](#)

**2157.**

102994K

[Data Structure](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[ainta's solution](#)

**2158.**

102994E

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

Rating: — · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[ainta's solution](#)

**2159.**

102994I

[A Math Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[ainta's solution](#)

**2160.**

102994A

[Everyone Loves Playing Games](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —  
[ainta's solution](#)

**2161.**

102994B

[Gifted Composer](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —  
[ainta's solution](#)

**2162.**

102994D

[String Theory](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —  
[ainta's solution](#)

**2163.**

102994L

[Landlord](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —  
[ainta's solution](#)

**2164.**

102994J

[Gaokao](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —  
[ainta's solution](#)

**2165.**

102916I

[Chess Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: —  
[ainta's solution](#)

**2166.**

102916A

[Absenteeism](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: —  
[ainta's solution](#)

**2167.**

102916C

[Cyclically Shifted Maze](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: —  
[ainta's solution](#)

**2168.**

102916H

[Video Reviews - 2](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: —  
[ainta's solution](#)

**2169.**

102916J

[Lost Island](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: —  
[ainta's solution](#)

**2170.**

102916K

[Bloodseeker](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[ainta's solution](#)

**2171.**

102916M

[Binary Search Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: —  
[ainta's solution](#)

**2172.**

102916L

[Not the Longest Increasing Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: —  
[ainta's solution](#)

**2173.**

102916E

[Powerless Mage](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: —  
[ainta's solution](#)

**2174.**

102916F

[Exactly One Point](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: —  
[ainta's solution](#)

**2175.**

102916G

[Lexicographically Minimal Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: —  
[ainta's solution](#)

**2176.**

102916B

[Fakes and Shidget](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: —  
[ainta's solution](#)

**2177.**

102916D

[Two Pirates - 2](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: —  
[ainta's solution](#)

**2178.**

103202L

[Forged in the Barrens](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: —  
[ainta's solution](#)

**2179.**

103202J

[Descent of Dragons](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: —  
[ainta's solution](#)

**2180.**

103202B

[Whispers of the Old Gods](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: —  
[ainta's solution](#)

**2181.**

103202A

[The Grand Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[ainta's solution](#)

**2182.**

103202C

[Mean Streets of Gadgetzan](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: —  
[ainta's solution](#)

**2183.**

103202H

[The Boomsday Project](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: —  
[ainta's solution](#)

**2184.**

103202E

[Knights of the Frozen Throne](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: —  
[ainta's solution](#)

**2185.**

103202I

[Rise of Shadows](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: —  
[ainta's solution](#)

**2186.**

103202K

[Scholomance Academy](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: —  
[ainta's solution](#)

**2187.**

103202M

[United in Stormwind](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: —  
[ainta's solution](#)

**2188.**

103202D

[Journey to Un'Goro](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: —  
[ainta's solution](#)

**2189.**

103202F

[Kobolds and Catacombs](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: —  
[ainta's solution](#)

**2190.**

103202G

[The Witchwood](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: —  
[ainta's solution](#)

**2191.**

102835J

[Puzzle Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-06 · last AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: —  
[ainta's solution](#)

**2192.**

102835L

[Save lives or money](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[ainta's solution](#)

**2193.**

102835D

[Quality Monitoring](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: —  
[ainta's solution](#)

**2194.**

102835G

[Graph Cards](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: —  
[ainta's solution](#)

**2195.**

102835K

[Number with Bachelors](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: —  
[ainta's solution](#)

**2196.**

102835C

[Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: —  
[ainta's solution](#)

**2197.**

102835I

[Critical Structures](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: —  
[ainta's solution](#)

**2198.**

102835E

[A Color Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: —  
[ainta's solution](#)

**2199.**

102835F

[Cable Protection](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: —  
[ainta's solution](#)

**2200.**

102835B

[Make Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: —  
[ainta's solution](#)

**2201.**

102835H

[Optimization for UltraNet](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: —  
[ainta's solution](#)

**2202.**

102835M

[Keystroke](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: —  
[ainta's solution](#)

**2203.**

102835A

[Right-Coupled Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[ainta's solution](#)

**2204.**

103069E

[Tube Master III](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —  
[ainta's solution](#)

**2205.**

103069J

[Circle](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —  
[ainta's solution](#)

**2206.**

103069G

[Prof. Pang's sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —  
[ainta's solution](#)

**2207.**

103069C

[Random Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —  
[ainta's solution](#)

**2208.**

103069D

[City Brain](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —  
[ainta's solution](#)

**2209.**

103069A

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

Rating: — · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —  
[ainta's solution](#)

**2210.**

103069I

[Plants vs Zombies](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —  
[ainta's solution](#)

**2211.**

103069B

[Rectangle Flip 2](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —  
[ainta's solution](#)

**2212.**

103069K

[Allin](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —  
[ainta's solution](#)

**2213.**

103069L

[Square](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —  
[ainta's solution](#)

**2214.**

103069F

[Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

## 2215.

102956A

[Belarusian State University](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-21 · C++17 (GCC 9-64) (first AC) · Tags: —  
[ainta's solution](#)

## 2216.

102956C

[Brave Seekers of Unicorns](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-21 · C++17 (GCC 9-64) (first AC) · Tags: —  
[ainta's solution](#)

## 2217.

102956I

[Binary Supersonic Utahraptors](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-21 · C++17 (GCC 9-64) (first AC) · Tags: —  
[ainta's solution](#)

## 2218.

102956D

[Bank Security Unification](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-21 · C++17 (GCC 9-64) (first AC) · Tags: —  
[ainta's solution](#)

## 2219.

102956G

[Biological Software Utilities](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-21 · C++17 (GCC 9-64) (first AC) · Tags: —  
[ainta's solution](#)

## 2220.

102956J

[Burnished Security Updates](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-21 · C++17 (GCC 9-64) (first AC) · Tags: —  
[ainta's solution](#)

## 2221.

102956N

[Best Solution Unknown](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-21 · C++17 (GCC 9-64) (first AC) · Tags: —  
[ainta's solution](#)

## 2222.

102896O

[Optimum Server Location](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-30 · last AC: 2021-01-12 · C++17 (GCC 9-64) (first AC) · Tags: —  
[ainta's solution](#)

## 2223.

102896J

[Jumping Cat](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: —  
[ainta's solution](#)

## 2224.

102896B

[Brain-teaser](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: —  
[ainta's solution](#)

## 2225.

102896G

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

Rating: — · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[ainta's solution](#)

**2226.**

102896D

[Down We Dig](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2227.**

102896C

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[ainta's solution](#)

**2228.**

102896A

[Almost Balanced Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[ainta's solution](#)

**2229.**

102896L

[Lookup Performance](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[ainta's solution](#)

**2230.**

102896M

[Miser](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[ainta's solution](#)

**2231.**

102896E

[Easy Measurements](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[ainta's solution](#)

**2232.**

102896K

[Kate's 2021 Celebration](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[ainta's solution](#)

**2233.**

1432F

[Platforms Jumping](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-07 · Kotlin 1.4 (first AC) · Tags: \*special, greedy, implementation

[ainta's solution](#)

**2234.**

1432E

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

Rating: — · first AC: 2020-11-07 · Kotlin 1.4 (first AC) · Tags: \*special, greedy

[ainta's solution](#)

**2235.**

1432D

[Construct the String](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-07 · Kotlin 1.4 (first AC) · Tags: \*special, constructive algorithms

[ainta's solution](#)

**2236.**

1432C

[Equalize Prices Again](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-07 · Kotlin 1.4 (first AC) · Tags: \*special, math

[ainta's solution](#)

**2237.**

1432B

[Candies and Two Sisters](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-07 · Kotlin 1.4 (first AC) · Tags: \*special, math

[ainta's solution](#)

**2238.**

1432A

[A+B \(Trial Problem\)](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-07 · Kotlin 1.4 (first AC) · Tags: \*special

[ainta's solution](#)

**2239.**

102428D

[Dazzling stars](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2240.**

102428F

[Fabricating Sculptures](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2241.**

102428K

[Know your Aliens](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2242.**

102428L

[Leverage MDT](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2243.**

102428I

[Improve SPAM](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2244.**

102428E

[Eggfruit Cake](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2245.**

102428M

[Mountain Ranges](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2246.**

102428G

[Gluing Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2247.**

1357A6

[Distinguish four Pauli gates](#) · [Tutorial](#)

Quality: 170 global accepts · Rating: — · first AC: 2020-06-22 · Q# (first AC) · Tags: \*special

[ainta's solution](#)

**2248.**

1357B2

["Is the number divisible by 3?" oracle · Tutorial](#)

Quality: 216 global accepts · Rating: — · first AC: 2020-06-22 · Q# (first AC) · Tags: \*special  
[ainta's solution](#)

**2249.**

1357B1

["Is the bit string balanced?" oracle · Tutorial](#)

Quality: 216 global accepts · Rating: — · first AC: 2020-06-22 · Q# (first AC) · Tags: \*special  
[ainta's solution](#)

**2250.**

1357C2

[Prepare superposition of basis states with the same parity · Tutorial](#)

Quality: 307 global accepts · Rating: — · first AC: 2020-06-22 · Q# (first AC) · Tags: \*special  
[ainta's solution](#)

**2251.**

1357C1

[Prepare superposition of basis states with 0s · Tutorial](#)

Quality: 350 global accepts · Rating: — · first AC: 2020-06-22 · Q# (first AC) · Tags: \*special  
[ainta's solution](#)

**2252.**

1357A5

[Distinguish  \$Rz\(\cdot\)\$  from  \$Ry\(\cdot\)\$  · Tutorial](#)

Quality: 243 global accepts · Rating: — · first AC: 2020-06-22 · Q# (first AC) · Tags: \*special  
[ainta's solution](#)

**2253.**

1357A4

[Distinguish  \$Rz\$  from  \$R1\$  · Tutorial](#)

Quality: 354 global accepts · Rating: — · first AC: 2020-06-22 · Q# (first AC) · Tags: \*special  
[ainta's solution](#)

**2254.**

1357A3

[Distinguish  \$H\$  from  \$X\$  · Tutorial](#)

Quality: 481 global accepts · Rating: — · first AC: 2020-06-22 · Q# (first AC) · Tags: \*special  
[ainta's solution](#)

**2255.**

1356A5

[Distinguish  \$Z\$  from  \$-Z\$  · Tutorial](#)

Quality: 334 global accepts · Rating: — · first AC: 2020-06-22 · Q# (first AC) · Tags: \*special  
[ainta's solution](#)

**2256.**

1356A2

[Distinguish  \$I\$  from  \$Z\$  · Tutorial](#)

Quality: 490 global accepts · Rating: — · first AC: 2020-06-22 · Q# (first AC) · Tags: \*special  
[ainta's solution](#)

**2257.**

1357A2

[Distinguish  \$I\$ , CNOTs and SWAP · Tutorial](#)

Quality: 513 global accepts · Rating: — · first AC: 2020-06-22 · Q# (first AC) · Tags: \*special  
[ainta's solution](#)

**2258.**

1357A1

[Figure out direction of CNOT · Tutorial](#)

Quality: 634 global accepts · Rating: — · first AC: 2020-06-22 · Q# (first AC) · Tags: \*special

[ainta's solution](#)

**2259.**

102586L

[Yosupo's Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[ainta's solution](#)

**2260.**

102586I

[Amidakuji](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[ainta's solution](#)

**2261.**

102586H

[Construct Points](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[ainta's solution](#)

**2262.**

102586F

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[ainta's solution](#)

**2263.**

102586E

[Count Modulo 2](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[ainta's solution](#)

**2264.**

102586A

[Cookies](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[ainta's solution](#)

**2265.**

102586B

[Evacuation](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[ainta's solution](#)

**2266.**

102056A

[Exotic ... Ancient City](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[ainta's solution](#)

**2267.**

102471D

[Fire](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[ainta's solution](#)

**2268.**

102471J

[Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[ainta's solution](#)

**2269.**

102471B

[Black and White](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[ainta's solution](#)

**2270.**

102471C

[Dirichlet  \$k\$ -th root](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[ainta's solution](#)

**2271.**

102471H

[King](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[ainta's solution](#)

**2272.**

102471G

[Happiness](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[ainta's solution](#)

**2273.**

102471E

[Flow](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[ainta's solution](#)

**2274.**

102471M

[Value](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[ainta's solution](#)

**2275.**

102471A

[City](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[ainta's solution](#)

**2276.**

102056K

[Desperate ... Fire Survive](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[ainta's solution](#)

**2277.**

102431C

[Mr. Panda and Typewriter](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[ainta's solution](#)

**2278.**

102431E

[Non-Maximum Suppression](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[ainta's solution](#)

**2279.**

102431I

[Mr. Panda and Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[ainta's solution](#)

**2280.**

102431G

[Game on the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[ainta's solution](#)

**2281.**

102431B

[Infimum of Paths](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-11 · C++14 (GCC 6-32) (first AC) · Tags: —  
[ainta's solution](#)

**2282.**

102431K

[Russian Dolls on the Christmas Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-10 · C++14 (GCC 6-32) (first AC) · Tags: —  
[ainta's solution](#)

**2283.**

102431L

[Spiral Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-10 · C++14 (GCC 6-32) (first AC) · Tags: —  
[ainta's solution](#)

**2284.**

102431A

[Kick Start](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-10 · C++14 (GCC 6-32) (first AC) · Tags: —  
[ainta's solution](#)

**2285.**

102411F

[Foreach](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —  
[ainta's solution](#)

**2286.**

102411D

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

Rating: — · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ainta's solution](#)

**2287.**

102411G

[Golf Time](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ainta's solution](#)

**2288.**

102411C

[Cross-Stitch](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ainta's solution](#)

**2289.**

102411L

[Lengths and Periods](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —  
[ainta's solution](#)

**2290.**

102411K

[King's Children](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ainta's solution](#)

**2291.**

102411B

[Bad Treap](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[ainta's solution](#)

**2292.**

102411H

[High Load Database](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2293.**

102411J

[Just the Last Digit](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2294.**

102411E

[Equidistant](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[ainta's solution](#)

**2295.**

102411I

[Ideal Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2296.**

102411A

[Accurate Movement](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[ainta's solution](#)

**2297.**

102411M

[Managing Difficulties](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2298.**

102091I

[Bowabowaukulipukuli](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2299.**

102091B

[Grid Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2300.**

102091A

[Flying Squirrel](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2301.**

102091F

[Lucky Pascal Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2302.**

102091K

[The Stream of Corning 2](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2303.**

102091H

[As Rich as Crassus](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ainta's solution](#)

**2304.**

102091E

[How Many Groups](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ainta's solution](#)

**2305.**

102091J

[Floating-Point Hazard](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ainta's solution](#)

**2306.**

102091G

[Communication](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ainta's solution](#)

**2307.**

102091L

[Largest Allowed Area](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ainta's solution](#)

**2308.**

102091C

[Evolution Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ainta's solution](#)

**2309.**

102091D

[Bus Stop](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ainta's solution](#)

**2310.**

100624F

[Farm and factory](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-21 · last AC: 2019-10-21 · C++14 (GCC 6-32) (first AC) · Tags: —  
[ainta's solution](#)

**2311.**

101978D

[Personal Space](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ainta's solution](#)

**2312.**

101978B

[Stockholm](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ainta's solution](#)

**2313.**

1193B

[Magic Tree](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: — · first AC: 2019-07-28 · C++17 (GCC 7-32) (first AC) · Tags: \*special, data structures, dp, trees

[ainta's solution](#)

### 2314.

1192A

[Building Skyscrapers](#) · [Tutorial](#)

Quality: 80 global accepts · Rating: — · first AC: 2019-07-26 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[ainta's solution](#)

### 2315.

1192B

[Dynamic Diameter](#) · [Tutorial](#)

Quality: 1,560 global accepts · Rating: — · first AC: 2019-07-25 · C++17 (GCC 7-32) (first AC) · Tags: \*special, data structures, dfs and similar, divide and conquer, trees

[ainta's solution](#)

### 2316.

1192C

[Cubeword](#) · [Tutorial](#)

Quality: 367 global accepts · Rating: — · first AC: 2019-07-25 · C++17 (GCC 7-32) (first AC) · Tags: \*special, brute force, dp, meet-in-the-middle

[ainta's solution](#)

### 2317.

102128C

[Well, Just You Wait!](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

### 2318.

102128B

[Cake Tasting](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

### 2319.

102128A

[Big Money](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

### 2320.

102253D

[Division Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

### 2321.

102253G

[Gear Up](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

### 2322.

102253E

[Expectation of Division](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

### 2323.

102253J

[Journey with Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

### 2324.

102253I

[I Curse Myself](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2325.**

102253H

[Hints of sd0061](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2326.**

102253C

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2327.**

102253B

[Balala Power!](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2328.**

102253K

[KazaQ's Socks](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-01 · MS C++ 2017 (first AC) · Tags: —

[ainta's solution](#)

**2329.**

102253F

[Function](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2330.**

102253L

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

Rating: — · first AC: 2019-07-01 · MS C++ 2017 (first AC) · Tags: —

[ainta's solution](#)

**2331.**

102253A

[Add More Zero](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-01 · MS C++ 2017 (first AC) · Tags: —

[ainta's solution](#)

**2332.**

100257E

[Edges Are Too Sharp!](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-25 · last AC: 2019-06-25 · MS C++ 2017 (first AC) · Tags: —

[ainta's solution](#)

**2333.**

100257D

[Darkside](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2334.**

100257L

[Liar](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[ainta's solution](#)

**2335.**

100257G

[Global Elephant Market](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2336.**

100257F

[Four Ways to Travel](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2337.**

100257C

[Charisma](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2338.**

100257K

[Top K Elements](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[ainta's solution](#)

**2339.**

100257B

[Blacklist](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2340.**

100257I

[Intersections](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-25 · last AC: 2019-06-25 · GNU C++ (first AC) · Tags: —

[ainta's solution](#)

**2341.**

100257A

[Augmented Reality Game](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-25 · last AC: 2019-06-25 · GNU C++ (first AC) · Tags: —

[ainta's solution](#)

**2342.**

100257H

[Hanmattan](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-25 · last AC: 2019-06-25 · GNU C++ (first AC) · Tags: —

[ainta's solution](#)

**2343.**

102220A

[Apple Business](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2344.**

102220F

[Mini-game Before Contest](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2345.**

102220H

[Skyscraper](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2346.**

102220E

[Minimum Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2347.**

102220G

[Radar Scanner](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ainta's solution](#)

**2348.**

102220B

[Balanced Diet](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ainta's solution](#)

**2349.**

102220J

[Time Limit](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ainta's solution](#)

**2350.**

102220C

[Line-line Intersection](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ainta's solution](#)

**2351.**

102222L

[Continuous Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-29 · C++14 (GCC 6-32) (first AC) · Tags: —  
[ainta's solution](#)

**2352.**

102222I

[Bubble Sort](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ainta's solution](#)

**2353.**

102222M

[Acyclic Orientation](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-29 · C++14 (GCC 6-32) (first AC) · Tags: —  
[ainta's solution](#)

**2354.**

102222J

[Nested Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ainta's solution](#)

**2355.**

102222G

[Factories](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ainta's solution](#)

**2356.**

102222K

[Vertex Covers](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-29 · C++14 (GCC 6-32) (first AC) · Tags: —  
[ainta's solution](#)

**2357.**

102222E

[2-3-4 Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2358.**

102222H

[Fight Against Monsters](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[ainta's solution](#)

**2359.**

102222F

[Moving On](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[ainta's solution](#)

**2360.**

102222D

[Take Your Seat](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[ainta's solution](#)

**2361.**

102222C

[Caesar Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2362.**

102222B

[Rolling The Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[ainta's solution](#)

**2363.**

102222A

[Maximum Element In A Stack](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2364.**

102192F

[Boolean 3-Array](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2365.**

102192C

[City Development](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-30 · last AC: 2019-04-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[ainta's solution](#)

**2366.**

102192I

[Make ZYB Happy](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2367.**

102192L

[From ICPC to ACM](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[ainta's solution](#)

**2368.**

102192B

[Pizza Hub](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2369.**

102192K

[Pop the Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[ainta's solution](#)

**2370.**

102192G

[Card Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[ainta's solution](#)

**2371.**

102192D

[Parentheses Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-30 · C++17 (GCC 7-32) (first AC) · Tags: —

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**2372.**

102192J

[Taotao Picks Apples](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-30 · C++14 (GCC 6-32) (first AC) · Tags: —

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**2373.**

102192E

[Magic Square](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2374.**

102192A

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

Rating: — · first AC: 2019-04-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2375.**

101967B

[B0Dria@D 8Dö](#)

Rating: — · first AC: 2019-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2376.**

101967H

[B 500@CTBCÔKC' HC,,DD](#)

Rating: — · first AC: 2019-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2377.**

101967J

[A0B0\\$0 ?D >C4CC':C CÄ0C'LD\\$5C€](#)

Rating: — · first AC: 2019-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2378.**

101967D

[A05050t=D' 5 CD>D >C48 A 5D ;Dô=CD8C€](#)

Rating: — · first AC: 2019-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2379.**

101967C

[A0000D >C,,3D 0D\\$L C0>CÔBCTAD](#)

Rating: — · first AC: 2019-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2380.**

101967G

[A 4B C D, 5 C äBD 5Ct: C€](#)

Rating: — · first AC: 2019-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2381.**

101967L

[B 7C, DÄ: Cä BCTAD\\$>C](#)

Rating: — · first AC: 2019-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2382.**

101967E

[B 7CäBÖKCR 7C 4C GC€](#)

Rating: — · first AC: 2019-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2383.**

101967A

[A\\$UÖÖC, ?C,,ADÄ<Cä](#)

Rating: — · first AC: 2019-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2384.**

101955M

[Renaissance Past in Nancy](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-09 · last AC: 2019-04-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[ainta's solution](#)

**2385.**

101955B

[Sequences Generator](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2386.**

101955D

[Diameter of a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2387.**

101955I

[Distance Between Sweethearts](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[ainta's solution](#)

**2388.**

101955K

[Let the Flames Begin](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[ainta's solution](#)

**2389.**

101955E

[The Kouga Ninja Scrolls](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2390.**

101955G

[Best ACMer Solves the Hardest Problem](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[ainta's solution](#)

**2391.**

101955J

[How Much Memory Your Code Is Using? · Tutorial](#)

Rating: — · first AC: 2019-04-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[ainta's solution](#)

**2392.**

101955C

[Insertion Sort · Tutorial](#)

Rating: — · first AC: 2019-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2393.**

101955L

[Machining Disc Rotors · Tutorial](#)

Rating: — · first AC: 2019-04-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[ainta's solution](#)

**2394.**

100886C

[Black and White Board · Tutorial](#)

Rating: — · first AC: 2019-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2395.**

100886K

[Toll Roads · Tutorial](#)

Rating: — · first AC: 2019-03-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[ainta's solution](#)

**2396.**

100886F

[Empty Vessels · Tutorial](#)

Rating: — · first AC: 2019-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2397.**

100886A

[Three Servers · Tutorial](#)

Rating: — · first AC: 2019-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2398.**

100886B

[Game on Bipartite Graph · Tutorial](#)

Rating: — · first AC: 2019-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2399.**

100886I

[Archaeological Research · Tutorial](#)

Rating: — · first AC: 2019-03-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[ainta's solution](#)

**2400.**

100886H

[Biathlon 2.0 · Tutorial](#)

Rating: — · first AC: 2019-03-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[ainta's solution](#)

**2401.**

100886J

[Sockets · Tutorial](#)

Rating: — · first AC: 2019-03-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[ainta's solution](#)

**2402.**

100886G

[Maximum Product](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-28 · C++14 (GCC 6-32) (first AC) · Tags: —  
[ainta's solution](#)

**2403.**

101630G

[The Great Wall](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ainta's solution](#)

**2404.**

101237G

[Total LCS](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ainta's solution](#)

**2405.**

101237H

[Cyclic String](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ainta's solution](#)

**2406.**

101237C

[The Palindrome Extraction](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ainta's solution](#)

**2407.**

101237E

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

Rating: — · first AC: 2019-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ainta's solution](#)

**2408.**

101237F

[Just Another Sequence Problem](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ainta's solution](#)

**2409.**

101237J

[Dividing Area](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —  
[ainta's solution](#)

**2410.**

101237A

[MEX-Query](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ainta's solution](#)

**2411.**

101237D

[Short Enough Task](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ainta's solution](#)

**2412.**

1116A1

[Generate state |00'é + |01'é + |10'é](#) · [Tutorial](#)

Quality: 328 global accepts · Rating: — · first AC: 2019-03-04 · Q# (first AC) · Tags: \*special

[ainta's solution](#)

**2413.**

102055I

[Cockroaches](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ainta's solution](#)

**2414.**

102055L

[Ultra Weak Goldbach's Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ainta's solution](#)

**2415.**

102055G

[Pastoral Life in Stardew Valley](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ainta's solution](#)

**2416.**

102055B

[Balance of the Force](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ainta's solution](#)

**2417.**

102055A

[Mischievous Problem Setter](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ainta's solution](#)

**2418.**

101669C

[Christmas Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ainta's solution](#)

**2419.**

101669A

[Concerts](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ainta's solution](#)

**2420.**

101669E

[Looping Playlist](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ainta's solution](#)

**2421.**

101669L

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

Rating: — · first AC: 2019-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ainta's solution](#)

**2422.**

101669B

[Bricks](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ainta's solution](#)

**2423.**

101669J

[Cunning Friends](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2424.**

101669F

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

Rating: — · first AC: 2019-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2425.**

101669D

[Harry Potter and The Vector Spell](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2426.**

101669G

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2427.**

101669K

[Escape Room](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2428.**

102028H

[Can You Solve the Harder Problem?](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2429.**

102028B

[Ultraman vs. Aodzilla and Bodzilla](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2430.**

102028J

[Carpets Removal](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2431.**

102028D

[Keiichi Tsuchiya the Drift King](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-08 · Python 3 (first AC) · Tags: —

[ainta's solution](#)

**2432.**

102028E

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

Rating: — · first AC: 2019-01-08 · Python 3 (first AC) · Tags: —

[ainta's solution](#)

**2433.**

102028I

[Distance](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2434.**

102028F

[Honeycomb](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2435.**

102028A

[Xu Xiake in Henan Province](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-08 · Python 3 (first AC) · Tags: —

[ainta's solution](#)

**2436.**

102056G

[Omnipotent ... Garland](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2437.**

102056C

[Heretical ... Möbius](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2438.**

102056J

[Philosophical ... Balance](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2439.**

102056F

[Interstellar ... Fantasy](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2440.**

102056I

[Misunderstood ... Missing](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2441.**

102056D

[Deja vu of ... Go Players](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2442.**

102056L

[Eventual ... Journey](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2443.**

102001H

[Lexical Sign Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2444.**

102001C

[Smart Thief](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2445.**

102001F

[Popping Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2446.**

102001K

[Boomerangs](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2447.**

102001J

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

Rating: — · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2448.**

102001A

[Edit Distance](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2449.**

102001D

[Icy Land](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2450.**

102001I

[Lie Detector](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2451.**

102001L

[Binary String](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2452.**

102001G

[Go Make It Complete](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2453.**

101991H

[Hawawshi Decryption](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2454.**

101991F

[Flipping El-fetiera](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2455.**

101991A

[Awesome Shawarma](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2456.**

101991D

[Dull Chocolates](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2457.**

101991B

[Baklava Tray](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2458.**

101991C

[Coffee](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2459.**

101991K

[Khoshaf](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2460.**

101991L

[Looking for Taste](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2461.**

101991I

[Ice-cream Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2462.**

101981C

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

Rating: — · first AC: 2018-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2463.**

101981H

[Huge Discount](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2464.**

101981L

[Lagrange the Chef](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[ainta's solution](#)

**2465.**

101981M

[Mediocre String Problem](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2466.**

101981K

[Kangaroo Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[ainta's solution](#)

**2467.**

101981E

[Eva and Euro coins](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2468.**

101981B

[Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ainta's solution](#)

**2469.**

101981G

[Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ainta's solution](#)

**2470.**

101981D

[Country Meow](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ainta's solution](#)

**2471.**

101981I

[Magic Potion](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —  
[ainta's solution](#)

**2472.**

101981J

[Prime Game](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —  
[ainta's solution](#)

**2473.**

101981A

[Adrien and Austin](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ainta's solution](#)

**2474.**

101964J

[Rabbit vs Turtle](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ainta's solution](#)

**2475.**

101964A

[Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ainta's solution](#)

**2476.**

101964K

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

Rating: — · first AC: 2018-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ainta's solution](#)

**2477.**

101964C

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ainta's solution](#)

**2478.**

101964D

[Space Station](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[ainta's solution](#)

**2479.**

101964I

[Inversion](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ainta's solution](#)

**2480.**

101964H

[Modern Djinn](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ainta's solution](#)

**2481.**

101964G

[Matrix Queries](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ainta's solution](#)

**2482.**

101964F

[Min Max Convert](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ainta's solution](#)

**2483.**

101964E

[Fishermen](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ainta's solution](#)

**2484.**

101964B

[Broken Watch](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ainta's solution](#)

**2485.**

101242J

[Spin Doctor](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-31 · C++14 (GCC 6-32) (first AC) · Tags: —  
[ainta's solution](#)

**2486.**

101201E

[Enclosure](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-31 · C++14 (GCC 6-32) (first AC) · Tags: —  
[ainta's solution](#)

**2487.**

101201D

[Contest Strategy](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-31 · C++14 (GCC 6-32) (first AC) · Tags: —  
[ainta's solution](#)

**2488.**

101201L

[Windy Path](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-31 · C++14 (GCC 6-32) (first AC) · Tags: —  
[ainta's solution](#)

**2489.**

101201B

[Buggy Robot](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-31 · C++14 (GCC 6-32) (first AC) · Tags: —

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**2490.**

101201J

[Shopping](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-31 · C++14 (GCC 6-32) (first AC) · Tags: —

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**2491.**

101201G

[Maximum Islands](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-31 · C++14 (GCC 6-32) (first AC) · Tags: —

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**2492.**

101201F

[Illumination](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-31 · C++14 (GCC 6-32) (first AC) · Tags: —

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**2493.**

101201I

[Postman](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-31 · C++14 (GCC 6-32) (first AC) · Tags: —

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**2494.**

101201H

[Paint](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-31 · C++14 (GCC 6-32) (first AC) · Tags: —

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**2495.**

101201K

[Tournament Wins](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-31 · C++14 (GCC 6-32) (first AC) · Tags: —

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**2496.**

101201C

[Cameras](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-31 · C++14 (GCC 6-32) (first AC) · Tags: —

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**2497.**

101201A

[Alphabet](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[ainta's solution](#)

**2498.**

101635B

[Table](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-22 · C++14 (GCC 6-32) (first AC) · Tags: —

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**2499.**

101635K

[Blowing Candles](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-22 · C++14 (GCC 6-32) (first AC) · Tags: —

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**2500.**

101635E

[Ingredients](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[ainta's solution](#)

**2501.**

101635C

[Macarons](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[ainta's solution](#)

**2502.**

101635F

[Shattered Cake](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[ainta's solution](#)

**2503.**

101635J

[Frosting on the Cake](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[ainta's solution](#)

**2504.**

101630I

[Interactive Sort](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[ainta's solution](#)

**2505.**

101630J

[Journey from Petersburg to Moscow](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[ainta's solution](#)

**2506.**

101630L

[Laminar Family](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[ainta's solution](#)

**2507.**

101630F

[The Final Level](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[ainta's solution](#)

**2508.**

101630D

[Designing the Toy](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[ainta's solution](#)

**2509.**

101630C

[Connections](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[ainta's solution](#)

**2510.**

101630B

[Box](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[ainta's solution](#)

**2511.**

101630E

[Easy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —

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**2512.**

101630A

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

Rating: — · first AC: 2017-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —

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**2513.**

101612J

[Joker](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —

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**2514.**

101612F

[Fygon 2.0](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[ainta's solution](#)

**2515.**

101612G

[Grand Test](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[ainta's solution](#)

**2516.**

101612C

[Consonant Fencity](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —

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**2517.**

101612B

[Boolean Satisfiability](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —

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**2518.**

101612L

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

Rating: — · first AC: 2017-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —

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**2519.**

101612E

[Equal Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —

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**2520.**

101612K

[Kotlin Island](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —

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**2521.**

101612I

[Intelligence in Perpendicularia](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —

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**2522.**

101612A

[Auxiliary Project](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —

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**2523.**

101611J

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**2524.**

101611C

[Carpet](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —

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**2525.**

101611I

[Infinite Gift](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —

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**2526.**

101611B

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Rating: — · first AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —

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**2527.**

101611D

[Decoding of Varints](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —

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**2528.**

101611A

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

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**2529.**

100958I

[Substring Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: —

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**2530.**

100958D

[Dense Amidakuji](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-14 · C++14 (GCC 6-32) (first AC) · Tags: —

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**2531.**

100958H

[Distance Sum](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[ainta's solution](#)

**2532.**

100958G

[Snake](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-14 · C++14 (GCC 6-32) (first AC) · Tags: —

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**2533.**

100958J

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Rating: — · first AC: 2017-10-14 · C++14 (GCC 6-32) (first AC) · Tags: —

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**2534.**

100958F

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Rating: — · first AC: 2017-10-14 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**2535.**

100958C

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**2536.**

100958B

[Dictionary](#) · [Tutorial](#)

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**2537.**

100958A

[Manhattan](#) · [Tutorial](#)

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**2538.**

101371E

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**2539.**

101371J

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**2540.**

101371D

[Fermat's Last Theorem](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-07 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**2541.**

101371F

[Maximal Clique](#) · [Tutorial](#)

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**2542.**

101371H

[Recover path](#) · [Tutorial](#)

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**2543.**

101371G

[Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-07 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**2544.**

101371A

[Black-white balls](#) · [Tutorial](#)

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**2545.**

101370E

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**2546.**

101370G

[Running City](#) · [Tutorial](#)

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**2547.**

101370I

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**2548.**

101370H

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**2549.**

101370K

[Treediff](#) · [Tutorial](#)

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**2550.**

101370A

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**2551.**

101370J

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**2552.**

101370C

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**2553.**

101370F

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

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**2554.**

101206D

[Game Leader](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-08 · C++14 (GCC 6-32) (first AC) · Tags: —  
[ainta's solution](#)

**2555.**

101206C

[Mr. Panda and Survey](#) · [Tutorial](#)

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**2556.**

101206B

[Wash](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-07 · C++14 (GCC 6-32) (first AC) · Tags: —  
[ainta's solution](#)

**2557.**

101206A

[The Third Cup is Free](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-07 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**2558.**

100960E

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**2559.**

100960D

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Rating: — · first AC: 2017-03-25 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**2560.**

100960C

[Missing Part](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-25 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**2561.**

100960H

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Rating: — · first AC: 2017-03-25 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**2562.**

100960A

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Rating: — · first AC: 2017-03-25 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**2563.**

100960F

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Rating: — · first AC: 2017-03-25 · C++14 (GCC 6-32) (first AC) · Tags: —  
[ainta's solution](#)

**2564.**

100960B

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Rating: — · first AC: 2017-03-25 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**2565.**

100520C

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Rating: — · first AC: 2017-03-23 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**2566.**

100520E

[Elegant Scheduling](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-23 · C++14 (GCC 6-32) (first AC) · Tags: —

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**2567.**

100520D

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Rating: — · first AC: 2017-03-23 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**2568.**

100520K

[Kabbalah for Two](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-23 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**2569.**

100520B

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Rating: — · first AC: 2017-03-23 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**2570.**

100520F

[Flights](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-23 · C++14 (GCC 6-32) (first AC) · Tags: —  
[ainta's solution](#)

**2571.**

100520A

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Rating: — · first AC: 2017-03-23 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**2572.**

100110A

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**2573.**

100110H

[Good Students and Bad Students](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-16 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**2574.**

100110B

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Rating: — · first AC: 2017-03-16 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**2575.**

100110G

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Rating: — · first AC: 2017-03-16 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**2576.**

101243B

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Rating: — · first AC: 2017-03-07 · C++14 (GCC 6-32) (first AC) · Tags: —  
[ainta's solution](#)

**2577.**

101243D

[Weather Station](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-07 · C++14 (GCC 6-32) (first AC) · Tags: —

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**2578.**

101243C

[Desktop](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-07 · C++14 (GCC 6-32) (first AC) · Tags: —

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**2579.**

101243A

[Fried Fish](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-07 · C++14 (GCC 6-32) (first AC) · Tags: —

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**2580.**

101174J

[Risky Lottery](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-01 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2581.**

101234I

[Tree Game](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-01 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2582.**

101234E

[Lines Game](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-01 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2583.**

101234B

[Bored Dreamoon](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-01 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2584.**

101234F

[Lonely Dreamoon 2](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-27 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2585.**

101234D

[Forest Game](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-27 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2586.**

101234A

[Hacker Cups and Balls](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-27 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2587.**

101234J

[Zero Game](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-27 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2588.**

101234G

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

Rating: — · first AC: 2017-01-27 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2589.**

101234C

[Crazy Dreamoon](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-27 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2590.**

101240C

[Fighting all the Zombies](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-27 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2591.**

101240A

[Subtle Sabotage](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-27 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2592.**

101174G

[Cairo Corridor](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-25 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2593.**

101174E

[Passwords](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-25 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2594.**

101174B

[Bribing Eve](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-25 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2595.**

101174A

[Within Arm's Reach](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-25 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2596.**

101174H

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Rating: — · first AC: 2017-01-25 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2597.**

101174F

[Performance Review](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-25 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2598.**

101174D

[Dinner Bet](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-25 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2599.**

101174K

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

Rating: — · first AC: 2017-01-25 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2600.**

101174C

[Candle Box](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-25 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2601.**

101142J

[Java2016](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-31 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2602.**

101142B

[Boys and Girls](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-31 · GNU C++11 (first AC) · Tags: —

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**2603.**

101142G

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Rating: — · first AC: 2016-12-31 · GNU C++11 (first AC) · Tags: —

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**2604.**

101142I

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Rating: — · first AC: 2016-12-31 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2605.**

101142C

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Rating: — · first AC: 2016-12-31 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2606.**

101142K

[King's Heir](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-31 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2607.**

101142F

[Folding](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-31 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2608.**

101142A

[Anniversary Cake](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-31 · GNU C++11 (first AC) · Tags: —

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**2609.**

101170D

[Driving in Optimistan](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-28 · last AC: 2016-12-28 · C++14 (GCC 6-32) (first AC) · Tags: —

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**2610.**

101170K

[Kiwi Trees](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-26 · GNU C++11 (first AC) · Tags: —

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**2611.**

101170C

[Careful Ascent](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-26 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2612.**

101170B

[British Menu](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-26 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2613.**

101194G

[Pandaria](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-25 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2614.**

101194A

[Mr. Panda and Strips](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-25 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2615.**

101194B

[Hemi Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-25 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2616.**

101194D

[Great Cells](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-25 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2617.**

101194F

[Mr. Panda and Fantastic Beasts](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-25 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2618.**

101194E

[Bet](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-25 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2619.**

101194H

[Ice Cream Tower](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-25 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2620.**

101194C

[World Cup](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-25 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2621.**

101194L

[Number Theory Problem](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-25 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2622.**

101161A

[WSI Extreme](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-23 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2623.**

101161K

[Expected Number of Connected Components](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-23 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2624.**

101161C

[Big Bang](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-23 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2625.**

101161D

[Find C](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-23 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2626.**

101161H

[Witcher Potion](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-23 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2627.**

101161F

[Dictionary Game](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-23 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2628.**

101161E

[ACM Tax](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-23 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2629.**

101161G

[Binary Strings](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-23 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2630.**

101161I

[Sky Tax](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-23 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2631.**

101161L

[Coordinates](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-23 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2632.**

101161B

[Average](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-23 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2633.**

101173L

[Lost Logic](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-20 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2634.**

101173J

[Jazz Journey](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-20 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2635.**

101173H

[Hangar Hurdles](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-20 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2636.**

101173F

[Free Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-20 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2637.**

101173K

[Key Knocking](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-20 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2638.**

101173C

[Convex Contour](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-20 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2639.**

101173A

[Appearance Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-20 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2640.**

101137I

[Interesting Interactive Idea](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-26 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2641.**

101137L

[Lazy Coordinator](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-26 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2642.**

101137G

[Great Guest Gathering](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-26 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2643.**

101137B

[Blocking Buffer](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-26 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2644.**

101137A

[Altitude](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-26 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2645.**

100863H

[Heroes of Money and Magic](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-24 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2646.**

100863F

[File Sharing](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-24 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2647.**

100863A

[Age of Retirement](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-24 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2648.**

100863I

[I, V, X, L, C, D, M Problem](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-24 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2649.**

100863C

[Crisis](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-24 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2650.**

101090E

[Ant and apples](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-14 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2651.**

101090I

[Painting the natural numbers](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-14 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2652.**

101090C

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

Rating: — · first AC: 2016-09-14 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2653.**

101090L

[Closing the Loop](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-14 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2654.**

101090K

[Parquet](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-14 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2655.**

101090H

[The Fence](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-14 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2656.**

101090G

[Pair](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-14 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2657.**

101090J

[Selection](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-14 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2658.**

100548C

[The Problem Needs 3D Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-30 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2659.**

100548G

[The Problem to Slow Down You](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-30 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2660.**

100548K

[Last Defence](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-30 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2661.**

100548I

[International Collegiate Routing Contest](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-30 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2662.**

100548H

[The Problem to Make You Happy](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-30 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2663.**

100548F

[Color](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-30 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2664.**

100548A

[Built with Qinghuai and Ari Factor](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-30 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2665.**

100962I

[Ivan Dorn](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-01 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2666.**

100962K

[Korn](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-01 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2667.**

100962C

[Mr. Credo](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-01 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2668.**

100962H

[Hans Zimmer](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-01 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2669.**

100962J

[Jimi Hendrix](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-01 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2670.**

100962G

[Green Day](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-30 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2671.**

100962E

[Elvis Presley](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-30 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2672.**

100959H

[Random Walk](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-16 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2673.**

100959I

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-16 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2674.**

100959J

[Ropes](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-16 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2675.**

100959B

[Airports](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-16 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2676.**

100959F

[Number Cards](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-16 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2677.**

100959L

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

Rating: — · first AC: 2016-04-16 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2678.**

100959E

[Mirror Rice Cake](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-16 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2679.**

100800E

[Rainfall](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-27 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2680.**

100800A

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

Rating: — · first AC: 2016-02-27 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2681.**

100800D

[Slant Drilling](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-27 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2682.**

100800J

[Jelly Raid](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-27 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2683.**

100800G

[Drink Responsibly](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-27 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2684.**

100800I

[Nimionese](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-27 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2685.**

100800H

[Sunlight](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-27 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2686.**

100800M

[Milestone Counter](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-27 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2687.**

100800B

[Mountain Biking](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-27 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2688.**

100800C

[Conversation Log](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-27 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2689.**

100134D

[Disjoint Regular Expressions](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-05 · last AC: 2016-02-05 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2690.**

100803I

[Sweet War](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-04 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2691.**

100803D

[Space Golf](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-04 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2692.**

100803E

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

Rating: — · first AC: 2015-12-04 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2693.**

100803G

[Flipping Parentheses](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-04 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2694.**

100803F

[There is No Alternative](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-04 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2695.**

100803C

[Shopping](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-04 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2696.**

100803B

[Miscalculation](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-04 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2697.**

100803A

[Bit String Reordering](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-04 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2698.**

100792E

[Entertainment](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-26 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2699.**

100792H

[Hashing](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-25 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2700.**

100792G

[Garden Gathering](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-25 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2701.**

100792C

[Colder-Hotter](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-25 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2702.**

100792K

[King's Rout](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-25 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2703.**

100792I

[Illegal or Not?](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-25 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2704.**

100792D

[Delay Time](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-25 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2705.**

100792A

[Anagrams](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-25 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2706.**

100801H

[Hash Code Hacker](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-30 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2707.**

100801J

[Journey to the "The World's Start"](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-30 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2708.**

100801C

[Concatenation](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-30 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2709.**

100801E

[Easy Arithmetic](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-30 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2710.**

100801L

[Lucky Chances](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-30 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2711.**

100801B

[Black and White](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-30 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2712.**

100801A

[Alex Origami Squares](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-30 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2713.**

100753L

[Treasure](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-26 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2714.**

100753J

[Souvenirs](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-26 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2715.**

100753C

[Cake](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-26 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2716.**

100753I

[Milling machines](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-26 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2717.**

100753H

[Legacy Code](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-26 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2718.**

100753G

[Extreme Sort](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-26 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2719.**

100753K

[Upside down primes](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-26 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2720.**

100753D

[Carpets](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-26 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2721.**

100753B

[Bounty Hunter II](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-26 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2722.**

100753A

[A Journey to Greece](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-26 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2723.**

100543J

[Pork barrel](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-21 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2724.**

100518D

[Detect Shuffling Method](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-14 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2725.**

100574C

[Valentine's Wedding](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-13 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2726.**

100519I

[Interactive Primes Guessing](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-11 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2727.**

100574B

[Valentine's Restaurant](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-11 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2728.**

100574D

[Valentine's Cake](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-11 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2729.**

100574A

[Valentine's Present](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-11 · GNU C++11 (first AC) · Tags: —

[ainta's solution](#)

**2730.**

100633E

[Pea-City](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-13 · MS C++ (first AC) · Tags: —

[ainta's solution](#)

**2731.**

100633L

[The Pool for Lucky Ones](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-13 · MS C++ (first AC) · Tags: —

[ainta's solution](#)

**2732.**

100633G

[Nano alarm-clocks](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-13 · MS C++ (first AC) · Tags: —

[ainta's solution](#)

**2733.**

100633D

[LWDB](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-13 · MS C++ (first AC) · Tags: —

[ainta's solution](#)

**2734.**

100633B

[Dispersed parentheses](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-13 · MS C++ (first AC) · Tags: —

[ainta's solution](#)

**2735.**

100608A

[Ambitious Plan](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-02 · GNU C++ (first AC) · Tags: —

[ainta's solution](#)

**2736.**

100553I

[Improvements](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-05 · GNU C++ (first AC) · Tags: —

[ainta's solution](#)

**2737.**

100015C

[City Driving](#) · [Tutorial](#)

Rating: — · first AC: 2013-02-16 · last AC: 2015-02-02 · GNU C++ (first AC) · Tags: —

[ainta's solution](#)

**2738.**

100015E

[Empty Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2015-02-01 · GNU C++ (first AC) · Tags: —

[ainta's solution](#)

**2739.**

100015D

[Drunken Walk](#) · [Tutorial](#)

Rating: — · first AC: 2015-02-01 · GNU C++ (first AC) · Tags: —

[ainta's solution](#)

**2740.**

100589D

[Desolation of Smaug](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-29 · last AC: 2015-01-29 · GNU C++ (first AC) · Tags: —

[ainta's solution](#)

**2741.**

100589K

[Police Catching Thief](#) · [Tutorial](#)

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**2742.**

100589E

[Count Distinct Sets](#) · [Tutorial](#)

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**2743.**

100589F

[Count Ways](#) · [Tutorial](#)

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**2744.**

100589J

[Three Sorted Arrays](#) · [Tutorial](#)

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**2745.**

100589I

[Laughing Out Loud](#) · [Tutorial](#)

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**2746.**

100589H

[Count Subarrays](#) · [Tutorial](#)

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**2747.**

100589G

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

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**2748.**

100589C

[Find P'th Number](#) · [Tutorial](#)

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**2749.**

100589B

[Count Palindromes](#) · [Tutorial](#)

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[ainta's solution](#)

**2750.**

100589A

[Queries on the Tree](#) · [Tutorial](#)

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**2751.**

100587D

[Fox Socks](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-25 · GNU C++ (first AC) · Tags: —  
[ainta's solution](#)

**2752.**

100579D

[Corporate Gifting](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-19 · MS C++ (first AC) · Tags: —  
[ainta's solution](#)

**2753.**

100579C

[Winning at Sports](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-19 · MS C++ (first AC) · Tags: —

[ainta's solution](#)

**2754.**

100579B

[Autocomplete](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-19 · MS C++ (first AC) · Tags: —

[ainta's solution](#)

**2755.**

100579A

[Homework](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-19 · MS C++ (first AC) · Tags: —

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**2756.**

100570D

[TROY Query](#) · [Tutorial](#)

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**2757.**

100570C

[Subrect Query](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-07 · GNU C++ (first AC) · Tags: —

[ainta's solution](#)

**2758.**

100570B

[ShortestPath Query](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-07 · GNU C++ (first AC) · Tags: —

[ainta's solution](#)

**2759.**

100570F

[Tree Query](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-07 · GNU C++ (first AC) · Tags: —

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**2760.**

100543B

[Mountainous landscape](#) · [Tutorial](#)

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**2761.**

100543A

[Parades](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-02 · GNU C++ (first AC) · Tags: —

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**2762.**

100543F

[Vocabulary](#) · [Tutorial](#)

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**2763.**

100543K

[The Imp](#) · [Tutorial](#)

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[ainta's solution](#)

**2764.**

100543I

[Bricks](#) · [Tutorial](#)

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[ainta's solution](#)

**2765.**

100543D

[Wheels](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-02 · GNU C++ (first AC) · Tags: —

[ainta's solution](#)

**2766.**

100543L

[Outer space invaders](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-02 · GNU C++ (first AC) · Tags: —

[ainta's solution](#)

**2767.**

100543H

[Good morning!](#) · [Tutorial](#)

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**2768.**

100543C

[Sums](#) · [Tutorial](#)

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**2769.**

100488A

[Yet Another Goat in the Garden](#) · [Tutorial](#)

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**2770.**

100488J

[Hyperdromes Strike Back](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-09 · GNU C++ (first AC) · Tags: —

[ainta's solution](#)

**2771.**

100488L

[Two Heads Are Better](#) · [Tutorial](#)

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[ainta's solution](#)

**2772.**

100488K

[Two Pirates](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-09 · GNU C++ (first AC) · Tags: —

[ainta's solution](#)

**2773.**

100488H

[Tony Hawk's Pro Skater](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-09 · GNU C++ (first AC) · Tags: —

[ainta's solution](#)

**2774.**

100488I

[Map Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-09 · GNU C++ (first AC) · Tags: —

[ainta's solution](#)

**2775.**

100488M

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

Rating: — · first AC: 2014-11-09 · GNU C++ (first AC) · Tags: —

[ainta's solution](#)

**2776.**

100488G

[Change-making Problem](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-09 · GNU C++ (first AC) · Tags: —

[ainta's solution](#)

**2777.**

100488F

[Two Envelopes](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-09 · GNU C++ (first AC) · Tags: —

[ainta's solution](#)

**2778.**

100488E

[Just Change a Word](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-09 · GNU C++ (first AC) · Tags: —

[ainta's solution](#)

**2779.**

100488C

[Lost Temple](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-09 · GNU C++ (first AC) · Tags: —

[ainta's solution](#)

**2780.**

100488D

[Toy Soldiers](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-09 · GNU C++ (first AC) · Tags: —

[ainta's solution](#)

**2781.**

100488B

[Impossible to Guess](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-09 · GNU C++ (first AC) · Tags: —

[ainta's solution](#)

**2782.**

100507B

[Neither shaken nor stirred](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-01 · GNU C++ (first AC) · Tags: —

[ainta's solution](#)

**2783.**

100507D

[Zhenya moves from the dormitory](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-01 · GNU C (first AC) · Tags: —

[ainta's solution](#)

**2784.**

100507I

[Traffic Jam in Flower Town](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-01 · GNU C (first AC) · Tags: —

[ainta's solution](#)

**2785.**

100507C

[Zhenya moves from parents](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-01 · GNU C++ (first AC) · Tags: —

[ainta's solution](#)

**2786.**

100507H

[Pair: normal and paranormal](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-01 · GNU C++ (first AC) · Tags: —

[ainta's solution](#)

**2787.**

100507J

[Scarily interesting!](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-01 · GNU C++ (first AC) · Tags: —

[ainta's solution](#)

**2788.**

100507G

[The Debut Album](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-01 · GNU C (first AC) · Tags: —

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**2789.**

100507L

[Donald is a postman](#) · [Tutorial](#)

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[ainta's solution](#)

**2790.**

100507A

[About Grisha N.](#) · [Tutorial](#)

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**2791.**

100503H

[Annuity Payment Scheme](#) · [Tutorial](#)

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**2792.**

100503E

[Meetings](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-09 · GNU C++ (first AC) · Tags: —

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**2793.**

100503G

[Plural Form of Nouns](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-09 · GNU C++ (first AC) · Tags: —

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**2794.**

100503A

[Walking around Berhattan](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-09 · GNU C++ (first AC) · Tags: —

[ainta's solution](#)

**2795.**

100443B

[It Can Be Arranged](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-04 · GNU C++ (first AC) · Tags: —

[ainta's solution](#)

**2796.**

100443H

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-04 · last AC: 2014-06-04 · GNU C++ (first AC) · Tags: —

[ainta's solution](#)

**2797.**

100443D

[Decoding the Hallway](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-04 · GNU C++ (first AC) · Tags: —

[ainta's solution](#)

**2798.**

100443F

[Odd and Even Zeroes](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-04 · GNU C++ (first AC) · Tags: —

[ainta's solution](#)

**2799.**

100274K

[Football Team](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-06 · GNU C++ (first AC) · Tags: —

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**2800.**

100274H

[Sightseeing](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-06 · last AC: 2013-11-06 · GNU C++ (first AC) · Tags: —

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**2801.**

100274B

[Genetic Fraud](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-06 · GNU C++ (first AC) · Tags: —

[ainta's solution](#)

**2802.**

100274D

[Magic Star](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-06 · GNU C++ (first AC) · Tags: —

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**2803.**

100274C

[Indiana Jones and the lost Soccer Cup](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-06 · GNU C++ (first AC) · Tags: —

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**2804.**

100274F

[My brother's diary](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-06 · GNU C++ (first AC) · Tags: —

[ainta's solution](#)

**2805.**

100274J

[Time to live](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-06 · GNU C++ (first AC) · Tags: —

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**2806.**

100274A

[Faculty Dividing Powers](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-06 · GNU C++ (first AC) · Tags: —

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**2807.**

100015A

[Another Rock-Paper-Scissors Problem](#) · [Tutorial](#)

Rating: — · first AC: 2013-02-16 · GNU C++ (first AC) · Tags: —

[ainta's solution](#)

**2808.**

100015B

[Ball Painting](#) · [Tutorial](#)

Rating: — · first AC: 2013-02-16 · GNU C++ (first AC) · Tags: —

[ainta's solution](#)

**2809.**

100155E

[The Swapping Game](#) · [Tutorial](#)

Rating: — · first AC: 2013-02-04 · GNU C++ (first AC) · Tags: —

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