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Unique solved — alex.kudryashov

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

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Count: 1,401

1.

2064A

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2.

1985B

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[alex.kudryashov's solution](#)

3.

1985A

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[alex.kudryashov's solution](#)

4.

1435A

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5.

1942A

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6.

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7.

1948A

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8.

1552A

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9.

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10.

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11.

1515A

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12.

1738A

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13.

1930A

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Quality: 20,288 global accepts · Rating: 800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
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14.

1929B

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15.

1929A

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16.

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17.

1931A

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18.

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19.

1921B

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1921A

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21.

1920A

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22.

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23.

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24.

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25.

1704A

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26.

1884A

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27.

1882A

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28.

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29.

1879A

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30.

1870A

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31.

1849A

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32.

1851B

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1851A

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34.

1844A

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35.

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36.

1846A

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37.

1847A

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38.

1634A

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39.

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40.

1635B

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41.

1635A

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42.

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43.

1842A

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1834A

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47.

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50.

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52.

4A

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53.

1828A

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1832A

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1822C

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58.

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59.

1822A

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60.

1821A

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62.

1805B

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63.

1805A

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64.

1810A

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65.

1809A

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66.

1807C

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67.

1807B

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68.

1807A

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69.

1711A

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1806A

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71.

1804A

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72.

1778A

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73.

1582A

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74.

1794A

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75.

1791A

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1796A

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77.

1799A

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78.

1789B

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79.

1789A

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80.

1612A

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81.

1795A

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82.

1793A

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83.

1550A

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84.

1788A

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85.

1790A

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86.

1760A

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87.

1787A

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88.

1777A

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89.

1769A

[B47CmDò 4Cä@Cä3C](#)

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90.

1783A

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91.

1768A

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92.

1779A

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93.

1772A

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94.

1731A

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95.

1763A

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96.

1774A

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97.

1767B

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Quality: 21,935 global accepts · Rating: 800 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
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98.

1767A

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Quality: 21,558 global accepts · Rating: 800 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation
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99.

1766A

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100.

1729A

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Quality: 45,905 global accepts · Rating: 800 · first AC: 2022-12-05 · C++17 (GCC 7-32) (first AC) · Tags: math
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101.

1764A

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Quality: 17,456 global accepts · Rating: 800 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy
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102.

1758A

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

Quality: 27,048 global accepts · Rating: 800 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
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103.

1761A

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104.

1748A

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Quality: 25,315 global accepts · Rating: 800 · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: math
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105.

1750B

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106.

1750A

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Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math
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107.

1747A

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Quality: 26,486 global accepts · Rating: 800 · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
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108.

1453A

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Quality: 24,280 global accepts · Rating: 800 · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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109.

1740B

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

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110.

1740A

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

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111.

1754B

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Quality: 19,713 global accepts · Rating: 800 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

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112.

1754A

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Quality: 24,869 global accepts · Rating: 800 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy

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113.

1749A

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Quality: 23,304 global accepts · Rating: 800 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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114.

1743B

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Quality: 23,194 global accepts · Rating: 800 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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115.

1743A

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116.

1717A

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Quality: 20,957 global accepts · Rating: 800 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

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117.

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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118.

1746B

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Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

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119.

1633B

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Quality: 29,403 global accepts · Rating: 800 · first AC: 2022-10-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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120.

1633A

[Div. 7](#) · [Tutorial](#)

Quality: 36,024 global accepts · Rating: 800 · first AC: 2022-10-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force

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121.

1535A

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122.

1741B

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Quality: 26,762 global accepts · Rating: 800 · first AC: 2022-10-12 · last AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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123.

1741A

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Quality: 33,804 global accepts · Rating: 800 · first AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

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124.

1736A

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125.

1694A

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126.

1730A

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127.

1734B

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128.

1734A

[Select Three Sticks](#) · [Tutorial](#)

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[alex.kudryashov's solution](#)

129.

1733A

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Quality: 21,856 global accepts · Rating: 800 · first AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[alex.kudryashov's solution](#)

130.

1728B

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Quality: 20,672 global accepts · Rating: 800 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

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131.

1728A

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132.

1721A

[Image](#) · [Tutorial](#)

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133.

1709A

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Quality: 31,596 global accepts · Rating: 800 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

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134.

1706A

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[alex.kudryashov's solution](#)

135.

1705A

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Quality: 26,583 global accepts · Rating: 800 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

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136.

1701B

[Permutation](#) · [Tutorial](#)

Quality: 20,810 global accepts · Rating: 800 · first AC: 2022-07-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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137.

1701A

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138.

1699A

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Quality: 24,780 global accepts · Rating: 800 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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139.

1700A

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140.

1695A

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141.

1697A

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Quality: 26,741 global accepts · Rating: 800 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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142.

1689A

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143.

1546A

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Quality: 18,588 global accepts · Rating: 800 · first AC: 2022-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

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144.

1681B

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Quality: 21,038 global accepts · Rating: 800 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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145.

1681A

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Quality: 21,686 global accepts · Rating: 800 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

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146.

1684B

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147.

1684A

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148.

1669C

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149.

1669B

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Quality: 55,553 global accepts · Rating: 800 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

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150.

1669A

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Quality: 88,568 global accepts · Rating: 800 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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151.

1671A

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Quality: 21,387 global accepts · Rating: 800 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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152.

1668A

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153.

1661A

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154.

1658A

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155.

1658B

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156.

1244A

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157.

1176A

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Quality: 24,981 global accepts · Rating: 800 · first AC: 2022-03-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

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158.

1657B

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159.

1657A

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160.

1389A

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161.

1437A

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162.

1234A

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163.

1003A

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164.

1652B

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165.

1652A

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166.

1642A

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167.

1629B

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168.

1629A

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169.

1624A

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170.

1591A

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171.

1611B

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172.

1611A

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173.

1584A

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174.

1605A

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175.

1602A

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176.

1593A

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177.

1594A

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178.

1549B

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179.

1549A

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180.

1547B

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Quality: 27,902 global accepts · Rating: 800 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings
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181.

1547A

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182.

1541A

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Quality: 30,717 global accepts · Rating: 800 · first AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[alex.kudryashov's solution](#)

183.

1537A

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Quality: 40,983 global accepts · Rating: 800 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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184.

1512B

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185.

1512A

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Quality: 80,127 global accepts · Rating: 800 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

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186.

1498A

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Quality: 24,713 global accepts · Rating: 800 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[alex.kudryashov's solution](#)

187.

1506A

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188.

1478A

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Quality: 28,015 global accepts · Rating: 800 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

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189.

1474A

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[alex.kudryashov's solution](#)

190.

1411A

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Quality: 21,750 global accepts · Rating: 800 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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191.

1413A

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

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192.

1385B

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Quality: 39,593 global accepts · Rating: 800 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[alex.kudryashov's solution](#)

193.

1385A

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Quality: 43,350 global accepts · Rating: 800 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: math

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194.

1372A

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[alex.kudryashov's solution](#)

195.

1374A

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Quality: 64,193 global accepts · Rating: 800 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: math

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196.

1358A

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Quality: 43,194 global accepts · Rating: 800 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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197.

1360B

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Quality: 53,730 global accepts · Rating: 800 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

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198.

1360A

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Quality: 57,103 global accepts · Rating: 800 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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199.

1353B

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Quality: 58,133 global accepts · Rating: 800 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

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200.

1353A

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Quality: 44,591 global accepts · Rating: 800 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

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201.

1352A

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Quality: 104,153 global accepts · Rating: 800 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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202.

1328A

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Quality: 131,933 global accepts · Rating: 800 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: math

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203.

1223A

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Quality: 22,287 global accepts · Rating: 800 · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: math

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204.

1196A

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Quality: 29,128 global accepts · Rating: 800 · first AC: 2019-07-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms,

math

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205.

1186A

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Quality: 42,463 global accepts · Rating: 800 · first AC: 2019-06-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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206.

1183A

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Quality: 27,024 global accepts · Rating: 800 · first AC: 2019-06-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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207.

1150A

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Quality: 12,519 global accepts · Rating: 800 · first AC: 2019-04-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

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208.

1144A

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Quality: 22,028 global accepts · Rating: 800 · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

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209.

1108A

[Two distinct points](#) · [Tutorial](#)

Quality: 23,354 global accepts · Rating: 800 · first AC: 2019-01-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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210.

1102A

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Quality: 26,617 global accepts · Rating: 800 · first AC: 2019-01-09 · C++14 (GCC 6-32) (first AC) · Tags: math

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211.

1095A

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Quality: 36,494 global accepts · Rating: 800 · first AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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212.

1085A

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Quality: 12,697 global accepts · Rating: 800 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

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213.

1061A

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Quality: 24,109 global accepts · Rating: 800 · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

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214.

1031A

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Quality: 13,396 global accepts · Rating: 800 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[alex.kudryashov's solution](#)

215.

1030A

[In Search of an Easy Problem](#) · [Tutorial](#)

Quality: 171,502 global accepts · Rating: 800 · first AC: 2018-09-23 · GNU C++11 (first AC) · Tags: implementation

[alex.kudryashov's solution](#)

216.

1941C

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Quality: 39,197 global accepts · Rating: 900 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

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217.

1921C

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Quality: 32,605 global accepts · Rating: 900 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[alex.kudryashov's solution](#)

218.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,424 global accepts · Rating: 900 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings, two pointers

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219.

1737A

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

Quality: 10,851 global accepts · Rating: 900 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

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220.

1879B

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221.

1845B

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Quality: 23,707 global accepts · Rating: 900 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation, math

[alex.kudryashov's solution](#)

222.

1837B

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

Quality: 50,121 global accepts · Rating: 900 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[alex.kudryashov's solution](#)

223.

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 900 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

[alex.kudryashov's solution](#)

224.

1808A

[Lucky Numbers](#) · [Tutorial](#)

Quality: 20,615 global accepts · Rating: 900 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

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225.

1807D

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Quality: 56,785 global accepts · Rating: 900 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[alex.kudryashov's solution](#)

226.

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,742 global accepts · Rating: 900 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[alex.kudryashov's solution](#)

227.

1582B

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Quality: 33,376 global accepts · Rating: 900 · first AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

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228.

1794B

[Not Dividing](#) · [Tutorial](#)

Quality: 39,892 global accepts · Rating: 900 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[alex.kudryashov's solution](#)

229.

1559B

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230.

1559A

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Quality: 45,598 global accepts · Rating: 900 · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[alex.kudryashov's solution](#)

231.

1612B

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

Quality: 18,432 global accepts · Rating: 900 · first AC: 2023-02-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[alex.kudryashov's solution](#)

232.

1795B

[Ideal Point](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 900 · first AC: 2023-02-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy

[alex.kudryashov's solution](#)

233.

1768B

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Quality: 25,636 global accepts · Rating: 900 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[alex.kudryashov's solution](#)

234.

1779B

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Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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235.

1771A

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236.

1764B

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237.

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,958 global accepts · Rating: 900 · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

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238.

1732B

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Quality: 17,266 global accepts · Rating: 900 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[alex.kudryashov's solution](#)

239.

1689B

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[alex.kudryashov's solution](#)

240.

1749B

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Quality: 22,583 global accepts · Rating: 900 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[alex.kudryashov's solution](#)

241.

1535B

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Quality: 34,206 global accepts · Rating: 900 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory, sortings

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242.

1032A

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243.

1496A

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244.

1726A

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245.

1709B

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246.

1705B

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Quality: 25,454 global accepts · Rating: 900 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

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247.

1699B

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[alex.kudryashov's solution](#)

248.

1697B

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Quality: 30,906 global accepts · Rating: 900 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[alex.kudryashov's solution](#)

249.

1668B

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Quality: 17,924 global accepts · Rating: 900 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[alex.kudryashov's solution](#)

250.

1282A

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

Quality: 15,502 global accepts · Rating: 900 · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[alex.kudryashov's solution](#)

251.

1642B

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Quality: 18,246 global accepts · Rating: 900 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy
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252.

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,493 global accepts · Rating: 900 · first AC: 2022-02-10 · C++17 (GCC 7-32) (first AC) · Tags: strings
[alex.kudryashov's solution](#)

253.

1624B

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[alex.kudryashov's solution](#)

254.

1591B

[Array Eversion](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[alex.kudryashov's solution](#)

255.

1609A

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Quality: 18,896 global accepts · Rating: 900 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory
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256.

1584C

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257.

1593B

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258.

1543B

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259.

1543A

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260.

1537B

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Quality: 42,324 global accepts · Rating: 900 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[alex.kudryashov's solution](#)

261.

1475B

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[alex.kudryashov's solution](#)

262.

1475A

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Quality: 86,849 global accepts · Rating: 900 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[alex.kudryashov's solution](#)

263.

1427A

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264.

1420A

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265.

1374B

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[alex.kudryashov's solution](#)

266.

1350A

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267.

1225A

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268.

1238A

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[alex.kudryashov's solution](#)

269.

1183B

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[alex.kudryashov's solution](#)

270.

1150B

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271.

1144B

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Quality: 18,338 global accepts · Rating: 900 · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
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272.

1095B

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Quality: 24,341 global accepts · Rating: 900 · first AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation
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273.

1941B

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Quality: 34,756 global accepts · Rating: 1000 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math
[alex.kudryashov's solution](#)

274.

1515B

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

Quality: 27,071 global accepts · Rating: 1000 · first AC: 2024-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, number theory
[alex.kudryashov's solution](#)

275.

1930B

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Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math
[alex.kudryashov's solution](#)

276.

1931C

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Quality: 33,890 global accepts · Rating: 1000 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
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277.

1704B

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Quality: 29,930 global accepts · Rating: 1000 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation
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278.

1876A

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Quality: 34,936 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[alex.kudryashov's solution](#)

279.

1849B

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Quality: 44,390 global accepts · Rating: 1000 · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
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280.

1851C

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Quality: 25,878 global accepts · Rating: 1000 · first AC: 2023-07-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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281.

1844B

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Quality: 20,248 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[alex.kudryashov's solution](#)

282.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,289 global accepts · Rating: 1000 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, two pointers

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283.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,088 global accepts · Rating: 1000 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[alex.kudryashov's solution](#)

284.

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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285.

1837C

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Quality: 24,578 global accepts · Rating: 1000 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[alex.kudryashov's solution](#)

286.

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,348 global accepts · Rating: 1000 · first AC: 2023-03-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math

[alex.kudryashov's solution](#)

287.

1804B

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Quality: 15,624 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[alex.kudryashov's solution](#)

288.

1796B

[Asterisk-Minor Template](#) · [Tutorial](#)

Quality: 18,315 global accepts · Rating: 1000 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[alex.kudryashov's solution](#)

289.

1550B

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Quality: 28,556 global accepts · Rating: 1000 · first AC: 2023-02-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[alex.kudryashov's solution](#)

290.

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[alex.kudryashov's solution](#)

291.

1770A

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

Quality: 25,247 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[alex.kudryashov's solution](#)

292.

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,778 global accepts · Rating: 1000 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[alex.kudryashov's solution](#)

293.

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,822 global accepts · Rating: 1000 · first AC: 2022-12-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[alex.kudryashov's solution](#)

294.

1761B

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295.

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1659A

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1476A

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1726B

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1700B

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1669D

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1602B

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1593D1

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1506B

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357.

1478B

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361.

1288A

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363.

1157A

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364.

1108B

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365.

1085B

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1033B

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367.

1975C

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1941D

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1738B

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1922B

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1704C

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1886B

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374.

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376.

1846C

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377.

1635C

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378.

1834C

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379.

1832C

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380.

1822D

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381.

1808B

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382.

1582C

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383.

1799B

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384.

1559C

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385.

1334A

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386.

1763B

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387.

1747C

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388.

1420B

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389.

1736B

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390.

1694B

[Paranoid String](#) · [Tutorial](#)

Quality: 20,652 global accepts · Rating: 1200 · first AC: 2022-10-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[alex.kudryashov's solution](#)

391.

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,939 global accepts · Rating: 1200 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, sortings

[alex.kudryashov's solution](#)

392.

1734C

[Removing Smallest Multiples](#) · [Tutorial](#)

Quality: 28,644 global accepts · Rating: 1200 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[alex.kudryashov's solution](#)

393.

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,722 global accepts · Rating: 1200 · first AC: 2022-06-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search

[alex.kudryashov's solution](#)

394.

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,732 global accepts · Rating: 1200 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[alex.kudryashov's solution](#)

395.

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,397 global accepts · Rating: 1200 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[alex.kudryashov's solution](#)

396.

1657C

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

Quality: 17,685 global accepts · Rating: 1200 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[alex.kudryashov's solution](#)

397.

1437B

[Reverse Binary Strings](#) · [Tutorial](#)

Quality: 20,854 global accepts · Rating: 1200 · first AC: 2022-03-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[alex.kudryashov's solution](#)

398.

1642C

[Great Sequence](#) · [Tutorial](#)

Rating: 1200 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[alex.kudryashov's solution](#)

399.

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,350 global accepts · Rating: 1200 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, strings
[alex.kudryashov's solution](#)

400.

1541B

[Pleasant Pairs](#) · [Tutorial](#)

Quality: 38,488 global accepts · Rating: 1200 · first AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory
[alex.kudryashov's solution](#)

401.

1537C

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

Quality: 30,285 global accepts · Rating: 1200 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[alex.kudryashov's solution](#)

402.

1512D

[Corrupted Array](#) · [Tutorial](#)

Quality: 24,533 global accepts · Rating: 1200 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[alex.kudryashov's solution](#)

403.

1512C

[A-B Palindrome](#) · [Tutorial](#)

Quality: 21,709 global accepts · Rating: 1200 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings
[alex.kudryashov's solution](#)

404.

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,924 global accepts · Rating: 1200 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[alex.kudryashov's solution](#)

405.

1355A

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

Quality: 28,802 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[alex.kudryashov's solution](#)

406.

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,374 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings
[alex.kudryashov's solution](#)

407.

1352B

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

Quality: 44,831 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[alex.kudryashov's solution](#)

408.

1352C

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

Quality: 69,784 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[alex.kudryashov's solution](#)

409.

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,085 global accepts · Rating: 1200 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[alex.kudryashov's solution](#)

410.

1227B

[Box](#) · [Tutorial](#)

Quality: 10,432 global accepts · Rating: 1200 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[alex.kudryashov's solution](#)

411.

1196B

[Odd Sum Segments](#) · [Tutorial](#)

Quality: 17,538 global accepts · Rating: 1200 · first AC: 2019-07-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[alex.kudryashov's solution](#)

412.

1150C

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

Rating: 1200 · first AC: 2019-04-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[alex.kudryashov's solution](#)

413.

1032B

[Personalized Cup](#) · [Tutorial](#)

Quality: 5,146 global accepts · Rating: 1200 · first AC: 2018-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[alex.kudryashov's solution](#)

414.

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,788 global accepts · Rating: 1300 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, greedy
[alex.kudryashov's solution](#)

415.

1942C1

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

Quality: 12,425 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
[alex.kudryashov's solution](#)

416.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,483 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[alex.kudryashov's solution](#)

417.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,097 global accepts · Rating: 1300 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths

[alex.kudryashov's solution](#)

418.

1815A

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

Quality: 15,975 global accepts · Rating: 1300 · first AC: 2024-03-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[alex.kudryashov's solution](#)

419.

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,643 global accepts · Rating: 1300 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[alex.kudryashov's solution](#)

420.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[alex.kudryashov's solution](#)

421.

1737B

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

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math

[alex.kudryashov's solution](#)

422.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1300 · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[alex.kudryashov's solution](#)

423.

1879C

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

Quality: 27,119 global accepts · Rating: 1300 · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy

[alex.kudryashov's solution](#)

424.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[alex.kudryashov's solution](#)

425.

1851D

[Prefix Permutation Sums](#) · [Tutorial](#)

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2023-07-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[alex.kudryashov's solution](#)

426.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,862 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, math

[alex.kudryashov's solution](#)

427.

1846E1

[Rudolf and Snowflakes \(simple version\)](#) · [Tutorial](#)

Quality: 25,212 global accepts · Rating: 1300 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[alex.kudryashov's solution](#)

428.

1819A

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

Quality: 14,594 global accepts · Rating: 1300 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[alex.kudryashov's solution](#)

429.

1823C

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

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[alex.kudryashov's solution](#)

430.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,206 global accepts · Rating: 1300 · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, strings

[alex.kudryashov's solution](#)

431.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[alex.kudryashov's solution](#)

432.

1807E

[Interview](#) · [Tutorial](#)

Quality: 16,777 global accepts · Rating: 1300 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, interactive

[alex.kudryashov's solution](#)

433.

1794C

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

Quality: 22,087 global accepts · Rating: 1300 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[alex.kudryashov's solution](#)

434.

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,816 global accepts · Rating: 1300 · first AC: 2023-02-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[alex.kudryashov's solution](#)

435.

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,069 global accepts · Rating: 1300 · first AC: 2023-02-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[alex.kudryashov's solution](#)

436.

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,469 global accepts · Rating: 1300 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[alex.kudryashov's solution](#)

437.

1768C

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

Quality: 15,715 global accepts · Rating: 1300 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[alex.kudryashov's solution](#)

438.

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,370 global accepts · Rating: 1300 · first AC: 2022-12-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[alex.kudryashov's solution](#)

439.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[alex.kudryashov's solution](#)

440.

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,991 global accepts · Rating: 1300 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[alex.kudryashov's solution](#)

441.

1754C1

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

Rating: 1300 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[alex.kudryashov's solution](#)

442.

1717C

[Madoka and Formal Statement](#) · [Tutorial](#)

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[alex.kudryashov's solution](#)

443.

1746C

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

Quality: 14,102 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[alex.kudryashov's solution](#)

444.

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,032 global accepts · Rating: 1300 · first AC: 2022-10-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings

[alex.kudryashov's solution](#)

445.

1741D

[Masha and a Beautiful Tree](#) · [Tutorial](#)

Quality: 18,343 global accepts · Rating: 1300 · first AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees

[alex.kudryashov's solution](#)

446.

1736C1

[Good Subarrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,532 global accepts · Rating: 1300 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, schedules, two pointers

[alex.kudryashov's solution](#)

447.

1694C

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

Rating: 1300 · first AC: 2022-10-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[alex.kudryashov's solution](#)

448.

1726C

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

Quality: 13,399 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy

[alex.kudryashov's solution](#)

449.

1373C

[Pluses and Minuses](#) · [Tutorial](#)

Quality: 19,373 global accepts · Rating: 1300 · first AC: 2022-05-20 · C++17 (GCC 7-32) (first AC) · Tags: math

[alex.kudryashov's solution](#)

450.

1647C

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

Quality: 13,332 global accepts · Rating: 1300 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[alex.kudryashov's solution](#)

451.

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[alex.kudryashov's solution](#)

452.

1668C

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

Rating: 1300 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[alex.kudryashov's solution](#)

453.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,689 global accepts · Rating: 1300 · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[alex.kudryashov's solution](#)

454.

1176C

[Lose it!](#) · [Tutorial](#)

Quality: 15,099 global accepts · Rating: 1300 · first AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[alex.kudryashov's solution](#)

455.

1260B

[Obtain Two Zeroes](#) · [Tutorial](#)

Quality: 16,715 global accepts · Rating: 1300 · first AC: 2022-03-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[alex.kudryashov's solution](#)

456.

1234B2

[Social Network \(hard version\)](#) · [Tutorial](#)

Quality: 18,443 global accepts · Rating: 1300 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[alex.kudryashov's solution](#)

457.

1003B

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

Quality: 12,225 global accepts · Rating: 1300 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[alex.kudryashov's solution](#)

458.

1003C

[Intense Heat](#) · [Tutorial](#)

Quality: 11,529 global accepts · Rating: 1300 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[alex.kudryashov's solution](#)

459.

1591C

[Minimize Distance](#) · [Tutorial](#)

Rating: 1300 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[alex.kudryashov's solution](#)

460.

1602C

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

Rating: 1300 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, number theory

[alex.kudryashov's solution](#)

461.

1594E1

[Rubik's Cube Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 12,197 global accepts · Rating: 1300 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[alex.kudryashov's solution](#)

462.

1547D

[Co-growing Sequence](#) · [Tutorial](#)

Quality: 18,591 global accepts · Rating: 1300 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[alex.kudryashov's solution](#)

463.

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,356 global accepts · Rating: 1300 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[alex.kudryashov's solution](#)

464.

1381A1

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

Quality: 21,725 global accepts · Rating: 1300 · first AC: 2020-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, strings

[alex.kudryashov's solution](#)

465.

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,998 global accepts · Rating: 1300 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation, shortest paths

[alex.kudryashov's solution](#)

466.

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 43,019 global accepts · Rating: 1300 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[alex.kudryashov's solution](#)

467.

1352D

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

Quality: 29,859 global accepts · Rating: 1300 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[alex.kudryashov's solution](#)

468.

1328B

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

Quality: 32,047 global accepts · Rating: 1300 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[alex.kudryashov's solution](#)

469.

1225B2

[TV Subscriptions \(Hard Version\)](#) · [Tutorial](#)

Quality: 12,198 global accepts · Rating: 1300 · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers

[alex.kudryashov's solution](#)

470.

1157B

[Long Number](#) · [Tutorial](#)

Quality: 15,637 global accepts · Rating: 1300 · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[alex.kudryashov's solution](#)

471.

1157C1

[Increasing Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 13,458 global accepts · Rating: 1300 · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[alex.kudryashov's solution](#)

472.

1030C

[Vasya and Golden Ticket](#) · [Tutorial](#)

Quality: 9,925 global accepts · Rating: 1300 · first AC: 2018-09-23 · GNU C++11 (first AC) · Tags: implementation
[alex.kudryashov's solution](#)

473.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2024-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[alex.kudryashov's solution](#)

474.

1929C

[Sasha and the Casino](#) · [Tutorial](#)

Quality: 17,287 global accepts · Rating: 1400 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math
[alex.kudryashov's solution](#)

475.

1931E

[Anna and the Valentine's Day Gift](#) · [Tutorial](#)

Quality: 25,743 global accepts · Rating: 1400 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings
[alex.kudryashov's solution](#)

476.

1919C

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

Quality: 28,592 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
[alex.kudryashov's solution](#)

477.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings
[alex.kudryashov's solution](#)

478.

1895C

[Torn Lucky Ticket](#) · [Tutorial](#)

Quality: 13,033 global accepts · Rating: 1400 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, hashing, implementation, math
[alex.kudryashov's solution](#)

479.

1844D

[Row Major](#) · [Tutorial](#)

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

480.

1847C

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

Quality: 14,763 global accepts · Rating: 1400 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy
[alex.kudryashov's solution](#)

481.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,309 global accepts · Rating: 1400 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math
[alex.kudryashov's solution](#)

482.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,792 global accepts · Rating: 1400 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, strings
[alex.kudryashov's solution](#)

483.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,979 global accepts · Rating: 1400 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[alex.kudryashov's solution](#)

484.

1559D1

[Mocha and Diana \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,031 global accepts · Rating: 1400 · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees
[alex.kudryashov's solution](#)

485.

1772D

[Absolute Sorting](#) · [Tutorial](#)

Quality: 18,511 global accepts · Rating: 1400 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[alex.kudryashov's solution](#)

486.

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,413 global accepts · Rating: 1400 · first AC: 2023-01-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings, two pointers
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487.

1771B

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

Quality: 21,340 global accepts · Rating: 1400 · first AC: 2022-12-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers
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488.

1764C

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489.

1761C

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490.

1748B

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

Quality: 16,782 global accepts · Rating: 1400 · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings
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491.

1750C

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Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation
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492.

1453B

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Quality: 14,063 global accepts · Rating: 1400 · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation
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493.

1740C

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Quality: 12,336 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, sortings
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494.

1749C

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495.

1535C

[Unstable String](#) · [Tutorial](#)

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496.

1102B

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[alex.kudryashov's solution](#)

497.

1061B

[Views Matter](#) · [Tutorial](#)

Quality: 7,643 global accepts · Rating: 1400 · first AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
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498.

1728C

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[alex.kudryashov's solution](#)

499.

1721C

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500.

1706C

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501.

1705C

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

[alex.kudryashov's solution](#)

502.

1701C

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503.

1697C

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Quality: 15,801 global accepts · Rating: 1400 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[alex.kudryashov's solution](#)

504.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[alex.kudryashov's solution](#)

505.

1282B1

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

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[alex.kudryashov's solution](#)

506.

1652C

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Rating: 1400 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[alex.kudryashov's solution](#)

507.

1629C

[Meximum Array](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math, two pointers

[alex.kudryashov's solution](#)

508.

1624D

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

Quality: 19,081 global accepts · Rating: 1400 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, strings

[alex.kudryashov's solution](#)

509.

1609C

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

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[alex.kudryashov's solution](#)

510.

505B

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 14,983 global accepts · Rating: 1400 · first AC: 2021-10-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs
[alex.kudryashov's solution](#)

511.

1549C

[Web of Lies](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy
[alex.kudryashov's solution](#)

512.

1541C

[Great Graphs](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings
[alex.kudryashov's solution](#)

513.

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,214 global accepts · Rating: 1400 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, math
[alex.kudryashov's solution](#)

514.

1320A

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Quality: 21,662 global accepts · Rating: 1400 · first AC: 2020-07-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, sortings
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515.

1312C

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[alex.kudryashov's solution](#)

516.

1380C

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Quality: 22,711 global accepts · Rating: 1400 · first AC: 2020-07-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings
[alex.kudryashov's solution](#)

517.

1374D

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[alex.kudryashov's solution](#)

518.

1355D

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Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
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519.

1997D

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Quality: 15,914 global accepts · Rating: 1500 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees
[alex.kudryashov's solution](#)

520.

1515D

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Quality: 12,822 global accepts · Rating: 1500 · first AC: 2024-03-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers
[alex.kudryashov's solution](#)

521.

1738C

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Quality: 12,779 global accepts · Rating: 1500 · first AC: 2022-10-01 · last AC: 2024-02-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, math
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522.

1924A

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Quality: 16,754 global accepts · Rating: 1500 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings
[alex.kudryashov's solution](#)

523.

1340A

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524.

1737C

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Quality: 6,414 global accepts · Rating: 1500 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, implementation, math
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525.

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,696 global accepts · Rating: 1500 · first AC: 2023-10-24 · C++17 (GCC 7-32) (first AC) · Tags: dp
[alex.kudryashov's solution](#)

526.

1876B

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Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, number theory, sortings
[alex.kudryashov's solution](#)

527.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[alex.kudryashov's solution](#)

528.

1851E

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Quality: 13,285 global accepts · Rating: 1500 · first AC: 2023-07-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, sortings
[alex.kudryashov's solution](#)

529.

1842C

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

Quality: 16,499 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dp
[alex.kudryashov's solution](#)

530.

1818C

[Almost Increasing Subsequence](#) · [Tutorial](#)

Rating: 1500 · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy

[alex.kudryashov's solution](#)

531.

901A

[Hashing Trees](#) · [Tutorial](#)

Quality: 5,377 global accepts · Rating: 1500 · first AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, trees

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532.

1814C

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Quality: 12,471 global accepts · Rating: 1500 · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[alex.kudryashov's solution](#)

533.

1809C

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Quality: 15,176 global accepts · Rating: 1500 · first AC: 2023-03-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

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534.

1804C

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Quality: 13,837 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[alex.kudryashov's solution](#)

535.

1722G

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Quality: 14,182 global accepts · Rating: 1500 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[alex.kudryashov's solution](#)

536.

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,022 global accepts · Rating: 1500 · first AC: 2023-02-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation

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537.

1162C

[Hide and Seek](#) · [Tutorial](#)

Rating: 1500 · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: graphs, implementation

[alex.kudryashov's solution](#)

538.

1439A1

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

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2022-12-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

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539.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,992 global accepts · Rating: 1500 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[alex.kudryashov's solution](#)

540.

1767D

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Quality: 11,204 global accepts · Rating: 1500 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[alex.kudryashov's solution](#)

541.

1742G

[Orray](#) · [Tutorial](#)

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542.

1081C

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Quality: 8,558 global accepts · Rating: 1500 · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

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543.

1740D

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

[alex.kudryashov's solution](#)

544.

1614C

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545.

1754C2

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

Rating: 1500 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

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546.

1732D1

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[alex.kudryashov's solution](#)

547.

1744E1

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

Quality: 12,653 global accepts · Rating: 1500 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

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548.

1659C

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Quality: 15,059 global accepts · Rating: 1500 · first AC: 2022-10-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math

[alex.kudryashov's solution](#)

549.

580B

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550.

1419D2

[Sage's Birthday \(hard version\)](#) · [Tutorial](#)

Quality: 17,418 global accepts · Rating: 1500 · first AC: 2022-05-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers

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551.

1372C

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Quality: 19,092 global accepts · Rating: 1500 · first AC: 2022-05-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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552.

1201B

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[alex.kudryashov's solution](#)

553.

1569C

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Quality: 13,353 global accepts · Rating: 1500 · first AC: 2022-05-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

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554.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,565 global accepts · Rating: 1500 · first AC: 2022-05-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, two pointers

[alex.kudryashov's solution](#)

555.

1466D

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556.

1366C

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Quality: 14,261 global accepts · Rating: 1500 · first AC: 2022-05-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[alex.kudryashov's solution](#)

557.

1616C

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Quality: 13,203 global accepts · Rating: 1500 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, implementation, math

[alex.kudryashov's solution](#)

558.

1234C

[Pipes](#) · [Tutorial](#)

Quality: 13,486 global accepts · Rating: 1500 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[alex.kudryashov's solution](#)

559.

510B

[Fox And Two Dots](#) · [Tutorial](#)

Quality: 16,210 global accepts · Rating: 1500 · first AC: 2021-10-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

[alex.kudryashov's solution](#)

560.

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,375 global accepts · Rating: 1500 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation,

shortest paths, sortings, two pointers

[alex.kudryashov's solution](#)

561.

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,966 global accepts · Rating: 1500 · first AC: 2020-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation

[alex.kudryashov's solution](#)

562.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,020 global accepts · Rating: 1500 · first AC: 2020-05-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, two pointers

[alex.kudryashov's solution](#)

563.

1196C

[Robot Breakout](#) · [Tutorial](#)

Quality: 9,772 global accepts · Rating: 1500 · first AC: 2019-08-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[alex.kudryashov's solution](#)

564.

1196D1

[RGB Substring \(easy version\)](#) · [Tutorial](#)

Quality: 11,131 global accepts · Rating: 1500 · first AC: 2019-07-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[alex.kudryashov's solution](#)

565.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,718 global accepts · Rating: 1600 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[alex.kudryashov's solution](#)

566.

1941E

[Rudolf and k Bridges](#) · [Tutorial](#)

Quality: 11,934 global accepts · Rating: 1600 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[alex.kudryashov's solution](#)

567.

1920C

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

Quality: 19,925 global accepts · Rating: 1600 · first AC: 2024-01-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[alex.kudryashov's solution](#)

568.

1677A

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

Quality: 9,357 global accepts · Rating: 1600 · first AC: 2023-12-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[alex.kudryashov's solution](#)

569.

1886C

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

Quality: 16,610 global accepts · Rating: 1600 · first AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[alex.kudryashov's solution](#)

570.

1849C

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

Quality: 12,534 global accepts · Rating: 1600 · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[alex.kudryashov's solution](#)

571.

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,681 global accepts · Rating: 1600 · first AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, two pointers

[alex.kudryashov's solution](#)

572.

1098A

[Sum in the tree](#) · [Tutorial](#)

Quality: 9,547 global accepts · Rating: 1600 · first AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[alex.kudryashov's solution](#)

573.

1475E

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

Quality: 17,674 global accepts · Rating: 1600 · first AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings

[alex.kudryashov's solution](#)

574.

1461D

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

Quality: 10,285 global accepts · Rating: 1600 · first AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings

[alex.kudryashov's solution](#)

575.

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,085 global accepts · Rating: 1600 · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: games, trees

[alex.kudryashov's solution](#)

576.

1722E

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

Quality: 13,368 global accepts · Rating: 1600 · first AC: 2023-05-04 · last AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, implementation

[alex.kudryashov's solution](#)

577.

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,991 global accepts · Rating: 1600 · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[alex.kudryashov's solution](#)

578.

1822E

[Making Anti-Palindromes](#) · [Tutorial](#)

Quality: 12,360 global accepts · Rating: 1600 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, strings

[alex.kudryashov's solution](#)

579.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,542 global accepts · Rating: 1600 · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[alex.kudryashov's solution](#)

580.

1703G

[Good Key, Bad Key](#) · [Tutorial](#)

Quality: 12,746 global accepts · Rating: 1600 · first AC: 2023-03-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy,

math

[alex.kudryashov's solution](#)

581.

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,652 global accepts · Rating: 1600 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[alex.kudryashov's solution](#)

582.

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,175 global accepts · Rating: 1600 · first AC: 2023-02-28 · last AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[alex.kudryashov's solution](#)

583.

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,264 global accepts · Rating: 1600 · first AC: 2023-02-20 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[alex.kudryashov's solution](#)

584.

1334C

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

Quality: 17,925 global accepts · Rating: 1600 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[alex.kudryashov's solution](#)

585.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,804 global accepts · Rating: 1600 · first AC: 2023-02-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[alex.kudryashov's solution](#)

586.

1795D

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

Quality: 13,079 global accepts · Rating: 1600 · first AC: 2023-02-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[alex.kudryashov's solution](#)

587.

1787C

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

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[alex.kudryashov's solution](#)

588.

1036D

[Vasya and Arrays](#) · [Tutorial](#)

Quality: 10,628 global accepts · Rating: 1600 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, two pointers

[alex.kudryashov's solution](#)

589.

847B

[Preparing for Merge Sort](#) · [Tutorial](#)

Quality: 6,287 global accepts · Rating: 1600 · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[alex.kudryashov's solution](#)

590.

1527C

[Sequence Pair Weight](#) · [Tutorial](#)

Quality: 14,980 global accepts · Rating: 1600 · first AC: 2023-01-18 · C++17 (GCC 9-64) (first AC) · Tags: hashing, implementation, math

[alex.kudryashov's solution](#)

591.

1336A

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

Quality: 24,671 global accepts · Rating: 1600 · first AC: 2023-01-17 · last AC: 2023-01-17 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[alex.kudryashov's solution](#)

592.

1775C

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

Quality: 14,214 global accepts · Rating: 1600 · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[alex.kudryashov's solution](#)

593.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,394 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[alex.kudryashov's solution](#)

594.

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,346 global accepts · Rating: 1600 · first AC: 2022-12-31 · C++17 (GCC 7-32) (first AC) · Tags: math

[alex.kudryashov's solution](#)

595.

1476C

[Longest Simple Cycle](#) · [Tutorial](#)

Quality: 12,301 global accepts · Rating: 1600 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy

[alex.kudryashov's solution](#)

596.

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,708 global accepts · Rating: 1600 · first AC: 2022-12-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[alex.kudryashov's solution](#)

597.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,643 global accepts · Rating: 1600 · first AC: 2022-12-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[alex.kudryashov's solution](#)

598.

1486C1

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

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2022-12-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[alex.kudryashov's solution](#)

599.

1059C

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

Quality: 7,534 global accepts · Rating: 1600 · first AC: 2022-12-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[alex.kudryashov's solution](#)

600.

1452D

[Radio Towers](#) · [Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2022-12-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[alex.kudryashov's solution](#)

601.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,633 global accepts · Rating: 1600 · first AC: 2022-12-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[alex.kudryashov's solution](#)

602.

1109A

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

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[alex.kudryashov's solution](#)

603.

1151B

[Dima and a Bad XOR](#) · [Tutorial](#)

Quality: 12,838 global accepts · Rating: 1600 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[alex.kudryashov's solution](#)

604.

1085C

[Connect Three](#) · [Tutorial](#)

Quality: 5,643 global accepts · Rating: 1600 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[alex.kudryashov's solution](#)

605.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,226 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[alex.kudryashov's solution](#)

606.

1555D

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

Quality: 15,472 global accepts · Rating: 1600 · first AC: 2022-12-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[alex.kudryashov's solution](#)

607.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,549 global accepts · Rating: 1600 · first AC: 2022-12-12 · last AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[alex.kudryashov's solution](#)

608.

1771C

[Hossam and Trainees](#) · [Tutorial](#)

Quality: 11,599 global accepts · Rating: 1600 · first AC: 2022-12-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[alex.kudryashov's solution](#)

609.

602C

[The Two Routes](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-12-10 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[alex.kudryashov's solution](#)

610.

1702E

[Split Into Two Sets](#) · [Tutorial](#)

Quality: 17,848 global accepts · Rating: 1600 · first AC: 2022-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[alex.kudryashov's solution](#)

611.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,130 global accepts · Rating: 1600 · first AC: 2022-11-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, strings, two pointers

[alex.kudryashov's solution](#)

612.

1748C

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

Quality: 13,011 global accepts · Rating: 1600 · first AC: 2022-11-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[alex.kudryashov's solution](#)

613.

1698D

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

Quality: 12,088 global accepts · Rating: 1600 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[alex.kudryashov's solution](#)

614.

731C

[Socks](#) · [Tutorial](#)

Quality: 7,864 global accepts · Rating: 1600 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[alex.kudryashov's solution](#)

615.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[alex.kudryashov's solution](#)

616.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,448 global accepts · Rating: 1600 · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[alex.kudryashov's solution](#)

617.

1455D

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

Quality: 13,205 global accepts · Rating: 1600 · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[alex.kudryashov's solution](#)

618.

1623C

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

Quality: 14,314 global accepts · Rating: 1600 · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[alex.kudryashov's solution](#)

619.

1251C

[Minimize The Integer](#) · [Tutorial](#)

Quality: 14,339 global accepts · Rating: 1600 · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, two pointers

[alex.kudryashov's solution](#)

620.

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,074 global accepts · Rating: 1600 · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[alex.kudryashov's solution](#)

621.

1687A

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

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[alex.kudryashov's solution](#)

622.

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,401 global accepts · Rating: 1600 · first AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[alex.kudryashov's solution](#)

623.

1754D

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

Rating: 1600 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: math

[alex.kudryashov's solution](#)

624.

1526C2

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

Quality: 29,760 global accepts · Rating: 1600 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[alex.kudryashov's solution](#)

625.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,704 global accepts · Rating: 1600 · first AC: 2022-10-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[alex.kudryashov's solution](#)

626.

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,355 global accepts · Rating: 1600 · first AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[alex.kudryashov's solution](#)

627.

150B

[Quantity of Strings](#) · [Tutorial](#)

Quality: 5,317 global accepts · Rating: 1600 · first AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[alex.kudryashov's solution](#)

628.

1519D

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

Quality: 17,633 global accepts · Rating: 1600 · first AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, two pointers

[alex.kudryashov's solution](#)

629.

1741E

[Sending a Sequence Over the Network](#) · [Tutorial](#)

Quality: 17,803 global accepts · Rating: 1600 · first AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: dp

[alex.kudryashov's solution](#)

630.

1567C

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

Quality: 13,156 global accepts · Rating: 1600 · first AC: 2022-10-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[alex.kudryashov's solution](#)

631.

444A

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

Quality: 3,578 global accepts · Rating: 1600 · first AC: 2022-09-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[alex.kudryashov's solution](#)

632.

1730B

[Meeting on the Line](#) · [Tutorial](#)

Quality: 17,267 global accepts · Rating: 1600 · first AC: 2022-09-25 · last AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[alex.kudryashov's solution](#)

633.

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,478 global accepts · Rating: 1600 · first AC: 2022-06-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[alex.kudryashov's solution](#)

634.

1671D

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

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[alex.kudryashov's solution](#)

635.

1658D1

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

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[alex.kudryashov's solution](#)

636.

1282B2

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

Quality: 11,010 global accepts · Rating: 1600 · first AC: 2022-03-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[alex.kudryashov's solution](#)

637.

1437D

[Minimal Height Tree](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths, trees

[alex.kudryashov's solution](#)

638.

1234D

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

Quality: 18,594 global accepts · Rating: 1600 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[alex.kudryashov's solution](#)

639.

1003D

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

Quality: 8,563 global accepts · Rating: 1600 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[alex.kudryashov's solution](#)

640.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[alex.kudryashov's solution](#)

641.

1537E1

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

Quality: 16,316 global accepts · Rating: 1600 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[alex.kudryashov's solution](#)

642.

371C

[Hamburgers](#) · [Tutorial](#)

Quality: 34,517 global accepts · Rating: 1600 · first AC: 2020-11-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force

[alex.kudryashov's solution](#)

643.

237C

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

Quality: 6,649 global accepts · Rating: 1600 · first AC: 2020-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, number theory, two pointers

[alex.kudryashov's solution](#)

644.

1348C

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

Quality: 15,484 global accepts · Rating: 1600 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[alex.kudryashov's solution](#)

645.

1364C

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

Quality: 14,360 global accepts · Rating: 1600 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[alex.kudryashov's solution](#)

646.

1353D

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

Quality: 20,280 global accepts · Rating: 1600 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings

[alex.kudryashov's solution](#)

647.

1352G

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

Quality: 24,809 global accepts · Rating: 1600 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[alex.kudryashov's solution](#)

648.

1345C

[Hilbert's Hotel](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-05-08 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[alex.kudryashov's solution](#)

649.

1225C

[p-binary](#) · [Tutorial](#)

Quality: 9,788 global accepts · Rating: 1600 · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, math

[alex.kudryashov's solution](#)

650.

1435D

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, schedules

[alex.kudryashov's solution](#)

651.

1942C2

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

Quality: 6,875 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[alex.kudryashov's solution](#)

652.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1700 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[alex.kudryashov's solution](#)

653.

1936A

[Bitwise Operation Wizard](#) · [Tutorial](#)

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[alex.kudryashov's solution](#)

654.

1930C

[Lexicographically Largest](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[alex.kudryashov's solution](#)

655.

1931F

[Chat Screenshots](#) · [Tutorial](#)

Quality: 12,012 global accepts · Rating: 1700 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, graphs

[alex.kudryashov's solution](#)

656.

1677B

[Tokitsukaze and Meeting](#) · [Tutorial](#)

Quality: 4,552 global accepts · Rating: 1700 · first AC: 2023-12-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[alex.kudryashov's solution](#)

657.

1340B

[Nastya and Scoreboard](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2023-12-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, greedy

[alex.kudryashov's solution](#)

658.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[alex.kudryashov's solution](#)

659.

1889B

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

Quality: 8,629 global accepts · Rating: 1700 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[alex.kudryashov's solution](#)

660.

1881F

[Minimum Maximum Distance](#) · [Tutorial](#)

Quality: 9,571 global accepts · Rating: 1700 · first AC: 2023-10-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees

[alex.kudryashov's solution](#)

661.

1884C

[Medium Design](#) · [Tutorial](#)

Quality: 7,350 global accepts · Rating: 1700 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[alex.kudryashov's solution](#)

662.

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,499 global accepts · Rating: 1700 · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[alex.kudryashov's solution](#)

663.

1873H

[Mad City](#) · [Tutorial](#)

Quality: 9,525 global accepts · Rating: 1700 · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, games, graphs, shortest paths, trees

[alex.kudryashov's solution](#)

664.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,319 global accepts · Rating: 1700 · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[alex.kudryashov's solution](#)

665.

1836C

[k-th equality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math

[alex.kudryashov's solution](#)

666.

1473D

[Program](#) · [Tutorial](#)

Quality: 10,970 global accepts · Rating: 1700 · first AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, strings

[alex.kudryashov's solution](#)

667.

1479A

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

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, ternary search

[alex.kudryashov's solution](#)

668.

1829H

[Don't Blame Me](#) · [Tutorial](#)

Quality: 10,802 global accepts · Rating: 1700 · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[alex.kudryashov's solution](#)

669.

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,951 global accepts · Rating: 1700 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy

[alex.kudryashov's solution](#)

670.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,625 global accepts · Rating: 1700 · first AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: dp

[alex.kudryashov's solution](#)

671.

1699C

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

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[alex.kudryashov's solution](#)

672.

1822F

[Gardening Friends](#) · [Tutorial](#)

Quality: 7,654 global accepts · Rating: 1700 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[alex.kudryashov's solution](#)

673.

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,566 global accepts · Rating: 1700 · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[alex.kudryashov's solution](#)

674.

1810D

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

Quality: 8,543 global accepts · Rating: 1700 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[alex.kudryashov's solution](#)

675.

1799C

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

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[alex.kudryashov's solution](#)

676.

1550C

[Manhattan Subarrays](#) · [Tutorial](#)

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2023-02-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy, implementation

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677.

1413D

[Shurikens](#) · [Tutorial](#)

Quality: 6,916 global accepts · Rating: 1700 · first AC: 2023-01-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[alex.kudryashov's solution](#)

678.

1792D

[Fixed Prefix Permutations](#) · [Tutorial](#)

Quality: 8,041 global accepts · Rating: 1700 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[alex.kudryashov's solution](#)

679.

1066E

[Binary Numbers AND Sum](#) · [Tutorial](#)

Quality: 6,578 global accepts · Rating: 1700 · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math

[alex.kudryashov's solution](#)

680.

1772E

[Permutation Game](#) · [Tutorial](#)

Quality: 7,669 global accepts · Rating: 1700 · first AC: 2023-01-04 · C++17 (GCC 7-32) (first AC) · Tags: games

[alex.kudryashov's solution](#)

681.

1779D

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

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · last AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[alex.kudryashov's solution](#)

682.

1770C

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

Quality: 9,667 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

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683.

1537D

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Quality: 13,614 global accepts · Rating: 1700 · first AC: 2022-12-28 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory
[alex.kudryashov's solution](#)

684.

1731C

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Quality: 12,136 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory
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685.

1731D

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Quality: 8,504 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers
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686.

1592C

[Bakry and Partitioning](#) · [Tutorial](#)

Quality: 9,134 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees
[alex.kudryashov's solution](#)

687.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, interactive, math
[alex.kudryashov's solution](#)

688.

1619E

[MEX and Increments](#) · [Tutorial](#)

Quality: 10,207 global accepts · Rating: 1700 · first AC: 2022-12-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation, math, sortings
[alex.kudryashov's solution](#)

689.

1257D

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

Quality: 8,172 global accepts · Rating: 1700 · first AC: 2022-12-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers
[alex.kudryashov's solution](#)

690.

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,318 global accepts · Rating: 1700 · first AC: 2022-12-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers
[alex.kudryashov's solution](#)

691.

1714G

[Path Prefixes](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1700 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees
[alex.kudryashov's solution](#)

692.

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,540 global accepts · Rating: 1700 · first AC: 2022-12-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
[alex.kudryashov's solution](#)

693.

1472E

[Correct Placement](#) · [Tutorial](#)

Quality: 8,851 global accepts · Rating: 1700 · first AC: 2022-12-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[alex.kudryashov's solution](#)

694.

1381A2

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

Quality: 14,326 global accepts · Rating: 1700 · first AC: 2022-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[alex.kudryashov's solution](#)

695.

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2022-11-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[alex.kudryashov's solution](#)

696.

1760G

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

Quality: 10,316 global accepts · Rating: 1700 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, graphs

[alex.kudryashov's solution](#)

697.

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

[alex.kudryashov's solution](#)

698.

1743D

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

Quality: 8,369 global accepts · Rating: 1700 · first AC: 2022-10-17 · last AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, probabilities

[alex.kudryashov's solution](#)

699.

1583C

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

Quality: 7,440 global accepts · Rating: 1700 · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[alex.kudryashov's solution](#)

700.

1688C

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

Quality: 8,742 global accepts · Rating: 1700 · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[alex.kudryashov's solution](#)

701.

1690F

[Shifting String](#) · [Tutorial](#)

Quality: 8,881 global accepts · Rating: 1700 · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, number theory, strings

[alex.kudryashov's solution](#)

702.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,007 global accepts · Rating: 1700 · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math, number theory

[alex.kudryashov's solution](#)

703.

1324E

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

Quality: 17,016 global accepts · Rating: 1700 · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation
[alex.kudryashov's solution](#)

704.

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,697 global accepts · Rating: 1700 · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
[alex.kudryashov's solution](#)

705.

1562D1

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

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math
[alex.kudryashov's solution](#)

706.

1467B

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

Quality: 11,544 global accepts · Rating: 1700 · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[alex.kudryashov's solution](#)

707.

1453C

[Triangles](#) · [Tutorial](#)

Quality: 6,260 global accepts · Rating: 1700 · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[alex.kudryashov's solution](#)

708.

1215D

[Ticket Game](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: 1700 · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math
[alex.kudryashov's solution](#)

709.

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,239 global accepts · Rating: 1700 · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, implementation
[alex.kudryashov's solution](#)

710.

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings
[alex.kudryashov's solution](#)

711.

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices
[alex.kudryashov's solution](#)

712.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,798 global accepts · Rating: 1700 · first AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, math
[alex.kudryashov's solution](#)

713.

1111B

[Average Superhero Gang Power](#) · [Tutorial](#)

Quality: 6,516 global accepts · Rating: 1700 · first AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[alex.kudryashov's solution](#)

714.

1694D

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

Rating: 1700 · first AC: 2022-10-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[alex.kudryashov's solution](#)

715.

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,878 global accepts · Rating: 1700 · first AC: 2022-09-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[alex.kudryashov's solution](#)

716.

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,681 global accepts · Rating: 1700 · first AC: 2022-09-28 · last AC: 2022-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive

[alex.kudryashov's solution](#)

717.

1579E2

[Array Optimization by Deque](#) · [Tutorial](#)

Quality: 7,369 global accepts · Rating: 1700 · first AC: 2022-09-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[alex.kudryashov's solution](#)

718.

1528B

[Kavi on Pairing Duty](#) · [Tutorial](#)

Quality: 10,666 global accepts · Rating: 1700 · first AC: 2022-09-07 · last AC: 2022-09-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[alex.kudryashov's solution](#)

719.

567C

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

Quality: 10,435 global accepts · Rating: 1700 · first AC: 2022-09-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp

[alex.kudryashov's solution](#)

720.

1709D

[Rorororobot](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1700 · first AC: 2022-07-21 · last AC: 2022-07-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math

[alex.kudryashov's solution](#)

721.

1253D

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Quality: 10,251 global accepts · Rating: 1700 · first AC: 2022-07-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[alex.kudryashov's solution](#)

722.

1700C

[Helping the Nature](#) · [Tutorial](#)

Quality: 12,166 global accepts · Rating: 1700 · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[alex.kudryashov's solution](#)

723.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 1700 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp,

graphs, greedy, shortest paths

[alex.kudryashov's solution](#)

724.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,894 global accepts · Rating: 1700 · first AC: 2022-05-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[alex.kudryashov's solution](#)

725.

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,756 global accepts · Rating: 1700 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[alex.kudryashov's solution](#)

726.

1658C

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

Quality: 9,945 global accepts · Rating: 1700 · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[alex.kudryashov's solution](#)

727.

1176E

[Cover it!](#) · [Tutorial](#)

Quality: 13,575 global accepts · Rating: 1700 · first AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees

[alex.kudryashov's solution](#)

728.

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,784 global accepts · Rating: 1700 · first AC: 2022-03-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[alex.kudryashov's solution](#)

729.

1169C

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

Rating: 1700 · first AC: 2022-02-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[alex.kudryashov's solution](#)

730.

1629D

[Peculiar Movie Preferences](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[alex.kudryashov's solution](#)

731.

1625C

[Road Optimization](#) · [Tutorial](#)

Quality: 13,292 global accepts · Rating: 1700 · first AC: 2022-01-13 · C++17 (GCC 7-32) (first AC) · Tags: dp

[alex.kudryashov's solution](#)

732.

1611E1

[Escape The Maze \(easy version\)](#) · [Tutorial](#)

Quality: 8,377 global accepts · Rating: 1700 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers

[alex.kudryashov's solution](#)

733.

1594D

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

Quality: 9,401 global accepts · Rating: 1700 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[alex.kudryashov's solution](#)

734.

1474C

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

Quality: 14,161 global accepts · Rating: 1700 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[alex.kudryashov's solution](#)

735.

66D

[Petya and His Friends](#) · [Tutorial](#)

Quality: 3,613 global accepts · Rating: 1700 · first AC: 2020-10-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[alex.kudryashov's solution](#)

736.

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,520 global accepts · Rating: 1700 · first AC: 2020-07-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

[alex.kudryashov's solution](#)

737.

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,823 global accepts · Rating: 1700 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[alex.kudryashov's solution](#)

738.

1157C2

[Increasing Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 9,086 global accepts · Rating: 1700 · first AC: 2019-05-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[alex.kudryashov's solution](#)

739.

1144F

[Graph Without Long Directed Paths](#) · [Tutorial](#)

Quality: 14,120 global accepts · Rating: 1700 · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[alex.kudryashov's solution](#)

740.

1085D

[Minimum Diameter Tree](#) · [Tutorial](#)

Quality: 5,907 global accepts · Rating: 1700 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, trees

[alex.kudryashov's solution](#)

741.

1941F

[Rudolf and Imbalance](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[alex.kudryashov's solution](#)

742.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, implementation, math

[alex.kudryashov's solution](#)

743.

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,774 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[alex.kudryashov's solution](#)

744.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,364 global accepts · Rating: 1800 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[alex.kudryashov's solution](#)

745.

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,855 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[alex.kudryashov's solution](#)

746.

1922E

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

Quality: 9,090 global accepts · Rating: 1800 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[alex.kudryashov's solution](#)

747.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[alex.kudryashov's solution](#)

748.

1867D

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

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2023-09-12 · last AC: 2023-09-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[alex.kudryashov's solution](#)

749.

1859D

[Andrey and Escape from Capygrad](#) · [Tutorial](#)

Quality: 7,997 global accepts · Rating: 1800 · first AC: 2023-08-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[alex.kudryashov's solution](#)

750.

1856E1

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

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[alex.kudryashov's solution](#)

751.

1851F

[Lisa and the Martians](#) · [Tutorial](#)

Quality: 7,429 global accepts · Rating: 1800 · first AC: 2023-07-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, strings, trees

[alex.kudryashov's solution](#)

752.

1852B

[Imbalanced Arrays](#) · [Tutorial](#)

Quality: 5,461 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[alex.kudryashov's solution](#)

753.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory
[alex.kudryashov's solution](#)

754.

1846E2

[Rudolf and Snowflakes \(hard version\)](#) · [Tutorial](#)

Quality: 8,510 global accepts · Rating: 1800 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation, math

[alex.kudryashov's solution](#)

755.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,015 global accepts · Rating: 1800 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[alex.kudryashov's solution](#)

756.

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[alex.kudryashov's solution](#)

757.

706D

[Vasiliy's Multiset](#) · [Tutorial](#)

Quality: 12,595 global accepts · Rating: 1800 · first AC: 2023-05-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, trees

[alex.kudryashov's solution](#)

758.

1338B

[Edge Weight Assignment](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2023-05-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[alex.kudryashov's solution](#)

759.

1409E

[Two Platforms](#) · [Tutorial](#)

Quality: 8,459 global accepts · Rating: 1800 · first AC: 2023-05-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, sortings, two pointers

[alex.kudryashov's solution](#)

760.

1729E

[Guess the Cycle Size](#) · [Tutorial](#)

Quality: 7,917 global accepts · Rating: 1800 · first AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: interactive, probabilities

[alex.kudryashov's solution](#)

761.

482B

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

Quality: 7,732 global accepts · Rating: 1800 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, trees

[alex.kudryashov's solution](#)

762.

1809D

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

Quality: 7,279 global accepts · Rating: 1800 · first AC: 2023-03-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[alex.kudryashov's solution](#)

763.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1800 · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings
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764.

1016C

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Quality: 3,991 global accepts · Rating: 1800 · first AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
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765.

1775D

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Quality: 8,475 global accepts · Rating: 1800 · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths
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766.

161D

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Quality: 19,184 global accepts · Rating: 1800 · first AC: 2023-01-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees
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767.

1768D

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Quality: 9,007 global accepts · Rating: 1800 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
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768.

1534D

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Quality: 6,811 global accepts · Rating: 1800 · first AC: 2022-12-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, trees
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769.

1675F

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770.

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2022-12-28 · last AC: 2022-12-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
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771.

1617D1

[Too Many Impostors \(easy version\)](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 1800 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive
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772.

1637D

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Quality: 8,922 global accepts · Rating: 1800 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
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773.

1554C

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Quality: 9,776 global accepts · Rating: 1800 · first AC: 2022-12-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy,

implementation

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774.

1109B

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Quality: 4,537 global accepts · Rating: 1800 · first AC: 2022-12-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, hashing, strings

[alex.kudryashov's solution](#)

775.

1213G

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Quality: 9,534 global accepts · Rating: 1800 · first AC: 2022-12-21 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees

[alex.kudryashov's solution](#)

776.

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,400 global accepts · Rating: 1800 · first AC: 2022-12-20 · C++17 (GCC 7-32) (first AC) · Tags: dp

[alex.kudryashov's solution](#)

777.

1221D

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Quality: 10,196 global accepts · Rating: 1800 · first AC: 2022-12-20 · C++17 (GCC 7-32) (first AC) · Tags: dp

[alex.kudryashov's solution](#)

778.

1076D

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Quality: 5,916 global accepts · Rating: 1800 · first AC: 2022-12-20 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[alex.kudryashov's solution](#)

779.

1398D

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Quality: 12,543 global accepts · Rating: 1800 · first AC: 2022-12-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[alex.kudryashov's solution](#)

780.

1758D

[Range = " Sum](#) [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[alex.kudryashov's solution](#)

781.

1329A

[Dreamoon Likes Coloring](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2022-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[alex.kudryashov's solution](#)

782.

1759F

[All Possible Digits](#) · [Tutorial](#)

Quality: 4,506 global accepts · Rating: 1800 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, number theory

[alex.kudryashov's solution](#)

783.

1674F

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

Quality: 5,680 global accepts · Rating: 1800 · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[alex.kudryashov's solution](#)

784.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 1800 · first AC: 2022-11-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[alex.kudryashov's solution](#)

785.

1401D

[Maximum Distributed Tree](#) · [Tutorial](#)

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2022-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

[alex.kudryashov's solution](#)

786.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,243 global accepts · Rating: 1800 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, shortest paths

[alex.kudryashov's solution](#)

787.

220B

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

Quality: 12,891 global accepts · Rating: 1800 · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

[alex.kudryashov's solution](#)

788.

1750D

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Quality: 7,368 global accepts · Rating: 1800 · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[alex.kudryashov's solution](#)

789.

1619D

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

Quality: 8,461 global accepts · Rating: 1800 · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[alex.kudryashov's solution](#)

790.

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,077 global accepts · Rating: 1800 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[alex.kudryashov's solution](#)

791.

1136D

[Nastya Is Buying Lunch](#) · [Tutorial](#)

Quality: 4,001 global accepts · Rating: 1800 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[alex.kudryashov's solution](#)

792.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,944 global accepts · Rating: 1800 · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[alex.kudryashov's solution](#)

793.

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,702 global accepts · Rating: 1800 · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics

[alex.kudryashov's solution](#)

794.

1083A

[The Fair Nut and the Best Path](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 1800 · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, trees
[alex.kudryashov's solution](#)

795.

1446B

[Catching Cheaters](#) · [Tutorial](#)

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings
[alex.kudryashov's solution](#)

796.

1388C

[Uncle Bogdan and Country Happiness](#) · [Tutorial](#)

Quality: 10,413 global accepts · Rating: 1800 · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, math, trees
[alex.kudryashov's solution](#)

797.

1154E

[Two Teams](#) · [Tutorial](#)

Quality: 6,951 global accepts · Rating: 1800 · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings
[alex.kudryashov's solution](#)

798.

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,364 global accepts · Rating: 1800 · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, math
[alex.kudryashov's solution](#)

799.

1705D

[Mark and Lightbulbs](#) · [Tutorial](#)

Quality: 7,157 global accepts · Rating: 1800 · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings
[alex.kudryashov's solution](#)

800.

1475D

[Cleaning the Phone](#) · [Tutorial](#)

Quality: 11,191 global accepts · Rating: 1800 · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, sortings, two pointers
[alex.kudryashov's solution](#)

801.

1732C1

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

Quality: 7,579 global accepts · Rating: 1800 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, greedy, two pointers
[alex.kudryashov's solution](#)

802.

1630B

[Range and Partition](#) · [Tutorial](#)

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers
[alex.kudryashov's solution](#)

803.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math
[alex.kudryashov's solution](#)

804.

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,489 global accepts · Rating: 1800 · first AC: 2022-10-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[alex.kudryashov's solution](#)

805.

1535D

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

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[alex.kudryashov's solution](#)

806.

1367D

[Task On The Board](#) · [Tutorial](#)

Quality: 8,815 global accepts · Rating: 1800 · first AC: 2022-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[alex.kudryashov's solution](#)

807.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,566 global accepts · Rating: 1800 · first AC: 2022-09-21 · last AC: 2022-09-21 · C++20 (GCC 11-64) (first AC) · Tags: dp

[alex.kudryashov's solution](#)

808.

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2022-09-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[alex.kudryashov's solution](#)

809.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,221 global accepts · Rating: 1800 · first AC: 2022-09-14 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[alex.kudryashov's solution](#)

810.

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,245 global accepts · Rating: 1800 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[alex.kudryashov's solution](#)

811.

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[alex.kudryashov's solution](#)

812.

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,526 global accepts · Rating: 1800 · first AC: 2022-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[alex.kudryashov's solution](#)

813.

1509C

[The Sports Festival](#) · [Tutorial](#)

Quality: 15,313 global accepts · Rating: 1800 · first AC: 2022-07-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[alex.kudryashov's solution](#)

814.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,562 global accepts · Rating: 1800 · first AC: 2022-06-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[alex.kudryashov's solution](#)

815.

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2022-06-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, greedy

[alex.kudryashov's solution](#)

816.

1282C

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,582 global accepts · Rating: 1800 · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[alex.kudryashov's solution](#)

817.

1244D

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Quality: 8,302 global accepts · Rating: 1800 · first AC: 2022-03-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, trees

[alex.kudryashov's solution](#)

818.

1176D

[Recover it!](#) · [Tutorial](#)

Quality: 5,703 global accepts · Rating: 1800 · first AC: 2022-03-25 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy, number theory, sortings

[alex.kudryashov's solution](#)

819.

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,187 global accepts · Rating: 1800 · first AC: 2022-03-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[alex.kudryashov's solution](#)

820.

687B

[Remainders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2022-02-09 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory

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821.

448D

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Quality: 16,668 global accepts · Rating: 1800 · first AC: 2022-01-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force

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822.

939E

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Quality: 3,538 global accepts · Rating: 1800 · first AC: 2022-01-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, ternary search, two pointers

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823.

1225D

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Quality: 10,048 global accepts · Rating: 1800 · first AC: 2019-10-28 · C++14 (GCC 6-32) (first AC) · Tags: hashing, math, number theory

[alex.kudryashov's solution](#)

824.

1738D

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Quality: 3,746 global accepts · Rating: 1900 · first AC: 2024-02-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[alex.kudryashov's solution](#)

825.

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

[alex.kudryashov's solution](#)

826.

1928D

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Quality: 5,166 global accepts · Rating: 1900 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[alex.kudryashov's solution](#)

827.

1922D

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Quality: 6,772 global accepts · Rating: 1900 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[alex.kudryashov's solution](#)

828.

1921F

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

Quality: 5,016 global accepts · Rating: 1900 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, implementation, math

[alex.kudryashov's solution](#)

829.

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[alex.kudryashov's solution](#)

830.

1677C

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2023-12-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[alex.kudryashov's solution](#)

831.

1902E

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

Quality: 5,618 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings, trees

[alex.kudryashov's solution](#)

832.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[alex.kudryashov's solution](#)

833.

104730E

[Time Travel](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[alex.kudryashov's solution](#)

834.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,132 global accepts · Rating: 1900 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[alex.kudryashov's solution](#)

835.

1888E

[Time Travel](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, graphs, implementation, shortest paths

[alex.kudryashov's solution](#)

836.

1891D

[Suspicious logarithms](#) · [Tutorial](#)

Quality: 4,559 global accepts · Rating: 1900 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[alex.kudryashov's solution](#)

837.

1846G

[Rudolf and CodeVid-23](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1900 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, greedy, shortest paths

[alex.kudryashov's solution](#)

838.

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[alex.kudryashov's solution](#)

839.

111B

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

Quality: 4,104 global accepts · Rating: 1900 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, number theory

[alex.kudryashov's solution](#)

840.

552D

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

Quality: 4,851 global accepts · Rating: 1900 · first AC: 2023-06-12 · last AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, geometry, math, sortings

[alex.kudryashov's solution](#)

841.

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,444 global accepts · Rating: 1900 · first AC: 2023-06-12 · last AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

[alex.kudryashov's solution](#)

842.

660D

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

Quality: 4,739 global accepts · Rating: 1900 · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[alex.kudryashov's solution](#)

843.

144D

[Missile Silos](#) · [Tutorial](#)

Quality: 5,064 global accepts · Rating: 1900 · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[alex.kudryashov's solution](#)

844.

1272E

[Nearest Opposite Parity](#) · [Tutorial](#)

Quality: 7,933 global accepts · Rating: 1900 · first AC: 2023-06-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[alex.kudryashov's solution](#)

845.

1659D

[Reverse Sort Sum](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 1900 · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math, two pointers

[alex.kudryashov's solution](#)

846.

459E

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

Quality: 5,971 global accepts · Rating: 1900 · first AC: 2023-05-29 · last AC: 2023-05-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

[alex.kudryashov's solution](#)

847.

1175D

[Array Splitting](#) · [Tutorial](#)

Quality: 7,068 global accepts · Rating: 1900 · first AC: 2023-05-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[alex.kudryashov's solution](#)

848.

817D

[Imbalanced Array](#) · [Tutorial](#)

Quality: 6,290 global accepts · Rating: 1900 · first AC: 2023-05-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, sortings

[alex.kudryashov's solution](#)

849.

1197D

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

Quality: 5,781 global accepts · Rating: 1900 · first AC: 2023-05-24 · last AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[alex.kudryashov's solution](#)

850.

808D

[Array Division](#) · [Tutorial](#)

Quality: 8,107 global accepts · Rating: 1900 · first AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation

[alex.kudryashov's solution](#)

851.

711D

[Directed Roads](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1900 · first AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[alex.kudryashov's solution](#)

852.

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,334 global accepts · Rating: 1900 · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy

[alex.kudryashov's solution](#)

853.

510D

[Fox And Jumping](#) · [Tutorial](#)

Quality: 6,417 global accepts · Rating: 1900 · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, math

[alex.kudryashov's solution](#)

854.

739B

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

Quality: 5,120 global accepts · Rating: 1900 · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

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855.

1095F

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856.

1354D

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857.

1823D

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858.

1797D

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859.

61E

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860.

1114D

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861.

1213E

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862.

1794D

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863.

1799D1

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864.

577B

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865.

796C

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1787D

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867.

1036C

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868.

437D

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869.

1307D

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870.

1430E

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871.

1313C2

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872.

448C

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873.

1482D

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874.

1436D

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875.

1494C

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876.

1328E

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877.

1358D

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878.

1342D

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879.

1348D

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[alex.kudryashov's solution](#)

880.

1371E1

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881.

1708D

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Rating: 1900 · first AC: 2022-12-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings

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882.

1707B

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883.

1479B1

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884.

1486C2

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

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2022-12-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[alex.kudryashov's solution](#)

885.

1470B

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Quality: 6,776 global accepts · Rating: 1900 · first AC: 2022-12-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

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886.

1439A2

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[alex.kudryashov's solution](#)

887.

1477B

[Nezzar and Binary String](#) · [Tutorial](#)

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888.

1696D

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889.

1076E

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Quality: 4,153 global accepts · Rating: 1900 · first AC: 2022-12-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[alex.kudryashov's solution](#)

890.

1774E

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Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-17 · last AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[alex.kudryashov's solution](#)

891.

1697D

[Guess The String](#) · [Tutorial](#)

Quality: 4,996 global accepts · Rating: 1900 · first AC: 2022-12-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

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892.

20C

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Quality: 46,907 global accepts · Rating: 1900 · first AC: 2022-12-10 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

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893.

25C

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Quality: 8,076 global accepts · Rating: 1900 · first AC: 2022-12-10 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[alex.kudryashov's solution](#)

894.

1600E

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Quality: 2,382 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, two pointers
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895.

1759G

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Quality: 5,498 global accepts · Rating: 1900 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math
[alex.kudryashov's solution](#)

896.

1620E

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

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2022-11-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation
[alex.kudryashov's solution](#)

897.

1428D

[Bouncing Boomerangs](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[alex.kudryashov's solution](#)

898.

1679D

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[alex.kudryashov's solution](#)

899.

1747D

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

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2022-11-04 · last AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures
[alex.kudryashov's solution](#)

900.

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,088 global accepts · Rating: 1900 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy
[alex.kudryashov's solution](#)

901.

1661D

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Quality: 5,397 global accepts · Rating: 1900 · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[alex.kudryashov's solution](#)

902.

1593D2

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Quality: 5,569 global accepts · Rating: 1900 · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory
[alex.kudryashov's solution](#)

903.

1585D

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Quality: 4,386 global accepts · Rating: 1900 · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math
[alex.kudryashov's solution](#)

904.

1453D

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Quality: 4,438 global accepts · Rating: 1900 · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, probabilities

[alex.kudryashov's solution](#)

905.

1178E

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Quality: 4,504 global accepts · Rating: 1900 · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[alex.kudryashov's solution](#)

906.

1375D

[Replace by MEX](#) · [Tutorial](#)

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[alex.kudryashov's solution](#)

907.

1569D

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908.

1444B

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Quality: 6,777 global accepts · Rating: 1900 · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings

[alex.kudryashov's solution](#)

909.

1243D

[0-1 MST](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, two pointers

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910.

1251D

[Salary Changing](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 1900 · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

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911.

1365E

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912.

1624G

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Quality: 7,597 global accepts · Rating: 1900 · first AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

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913.

1749D

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914.

1627D

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Quality: 9,370 global accepts · Rating: 1900 · first AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory
[alex.kudryashov's solution](#)

915.

1744E2

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

Quality: 6,701 global accepts · Rating: 1900 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
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916.

1746D

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Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees
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917.

1651D

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Quality: 6,507 global accepts · Rating: 1900 · first AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths
[alex.kudryashov's solution](#)

918.

1739D

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Quality: 6,237 global accepts · Rating: 1900 · first AC: 2022-10-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees
[alex.kudryashov's solution](#)

919.

319B

[Psychos in a Line](#) · [Tutorial](#)

Quality: 4,747 global accepts · Rating: 1900 · first AC: 2022-09-25 · last AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[alex.kudryashov's solution](#)

920.

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,305 global accepts · Rating: 1900 · first AC: 2022-09-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, math
[alex.kudryashov's solution](#)

921.

1701D

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Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers
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922.

1512F

[Education](#) · [Tutorial](#)

Quality: 6,817 global accepts · Rating: 1900 · first AC: 2022-07-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation
[alex.kudryashov's solution](#)

923.

1490G

[Old Floppy Drive](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1900 · first AC: 2022-07-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math
[alex.kudryashov's solution](#)

924.

1700D

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Quality: 6,994 global accepts · Rating: 1900 · first AC: 2022-07-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, math
[alex.kudryashov's solution](#)

925.

1689D

[Lena and Matrix](#) · [Tutorial](#)

Quality: 4,744 global accepts · Rating: 1900 · first AC: 2022-06-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry, shortest paths
[alex.kudryashov's solution](#)

926.

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2022-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers
[alex.kudryashov's solution](#)

927.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[alex.kudryashov's solution](#)

928.

1353E

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Quality: 7,796 global accepts · Rating: 1900 · first AC: 2020-05-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy
[alex.kudryashov's solution](#)

929.

1943B

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

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings
[alex.kudryashov's solution](#)

930.

1941G

[Rudolf and Subway](#) · [Tutorial](#)

Quality: 4,666 global accepts · Rating: 2000 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths
[alex.kudryashov's solution](#)

931.

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2024-03-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees
[alex.kudryashov's solution](#)

932.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 2000 · first AC: 2022-10-22 · last AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees
[alex.kudryashov's solution](#)

933.

1354C2

[Not So Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 6,372 global accepts · Rating: 2000 · first AC: 2024-03-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, geometry, math
[alex.kudryashov's solution](#)

934.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[alex.kudryashov's solution](#)

935.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,143 global accepts · Rating: 2000 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[alex.kudryashov's solution](#)

936.

1931G

[One-Dimensional Puzzle](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2000 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[alex.kudryashov's solution](#)

937.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 2000 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[alex.kudryashov's solution](#)

938.

1881G

[Anya and the Mysterious String](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2000 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[alex.kudryashov's solution](#)

939.

1867E1

[Salyg1n and Array \(simple version\)](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[alex.kudryashov's solution](#)

940.

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,488 global accepts · Rating: 2000 · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

[alex.kudryashov's solution](#)

941.

1851G

[Vlad and the Mountains](#) · [Tutorial](#)

Quality: 4,046 global accepts · Rating: 2000 · first AC: 2023-07-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers

[alex.kudryashov's solution](#)

942.

1841D

[Pairs of Segments](#) · [Tutorial](#)

Quality: 5,285 global accepts · Rating: 2000 · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[alex.kudryashov's solution](#)

943.

842D

[Vitya and Strange Lesson](#) · [Tutorial](#)

Quality: 4,484 global accepts · Rating: 2000 · first AC: 2023-06-10 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[alex.kudryashov's solution](#)

944.

777E

[Hanoi Factory](#) · [Tutorial](#)

Quality: 4,753 global accepts · Rating: 2000 · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[alex.kudryashov's solution](#)

945.

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2000 · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp

[alex.kudryashov's solution](#)

946.

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,609 global accepts · Rating: 2000 · first AC: 2023-06-08 · last AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp

[alex.kudryashov's solution](#)

947.

545E

[Paths and Trees](#) · [Tutorial](#)

Quality: 5,555 global accepts · Rating: 2000 · first AC: 2023-05-25 · last AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths

[alex.kudryashov's solution](#)

948.

359D

[Pair of Numbers](#) · [Tutorial](#)

Quality: 5,725 global accepts · Rating: 2000 · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[alex.kudryashov's solution](#)

949.

451D

[Count Good Substrings](#) · [Tutorial](#)

Quality: 5,064 global accepts · Rating: 2000 · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: math

[alex.kudryashov's solution](#)

950.

453B

[Little Pony and Harmony Chest](#) · [Tutorial](#)

Quality: 5,403 global accepts · Rating: 2000 · first AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[alex.kudryashov's solution](#)

951.

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,425 global accepts · Rating: 2000 · first AC: 2023-03-15 · last AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[alex.kudryashov's solution](#)

952.

1033D

[Divisors](#) · [Tutorial](#)

Quality: 2,611 global accepts · Rating: 2000 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: interactive, math, number theory

[alex.kudryashov's solution](#)

953.

1156C

[Match Points](#) · [Tutorial](#)

Quality: 6,671 global accepts · Rating: 2000 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers

[alex.kudryashov's solution](#)

954.

1082E

[Increasing Frequency](#) · [Tutorial](#)

Quality: 6,344 global accepts · Rating: 2000 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy
[alex.kudryashov's solution](#)

955.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,270 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation
[alex.kudryashov's solution](#)

956.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,602 global accepts · Rating: 2000 · first AC: 2023-02-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, number theory
[alex.kudryashov's solution](#)

957.

1061D

[TV Shows](#) · [Tutorial](#)

Quality: 2,560 global accepts · Rating: 2000 · first AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings
[alex.kudryashov's solution](#)

958.

1060E

[Sergey and Subway](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees
[alex.kudryashov's solution](#)

959.

1304E

[1-Trees and Queries](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees
[alex.kudryashov's solution](#)

960.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers
[alex.kudryashov's solution](#)

961.

1702G2

[Passable Paths \(hard version\)](#) · [Tutorial](#)

Quality: 5,789 global accepts · Rating: 2000 · first AC: 2023-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees
[alex.kudryashov's solution](#)

962.

1599C

[Bubble Strike](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2000 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities, ternary search
[alex.kudryashov's solution](#)

963.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 2000 · first AC: 2022-12-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation
[alex.kudryashov's solution](#)

964.

1536D

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

Quality: 5,060 global accepts · Rating: 2000 · first AC: 2022-12-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation
[alex.kudryashov's solution](#)

965.

1256F

[Equalizing Two Strings](#) · [Tutorial](#)

Quality: 3,622 global accepts · Rating: 2000 · first AC: 2022-12-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings, strings
[alex.kudryashov's solution](#)

966.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory
[alex.kudryashov's solution](#)

967.

1296E2

[String Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
[alex.kudryashov's solution](#)

968.

1147C

[Thanos Nim](#) · [Tutorial](#)

Quality: 3,654 global accepts · Rating: 2000 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: games
[alex.kudryashov's solution](#)

969.

1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2022-12-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths
[alex.kudryashov's solution](#)

970.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2022-12-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[alex.kudryashov's solution](#)

971.

1388D

[Captain Flint and Treasure](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2022-12-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees
[alex.kudryashov's solution](#)

972.

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,335 global accepts · Rating: 2000 · first AC: 2022-12-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers
[alex.kudryashov's solution](#)

973.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-12-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math
[alex.kudryashov's solution](#)

974.

1619G

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

Quality: 2,736 global accepts · Rating: 2000 · first AC: 2022-12-25 · last AC: 2022-12-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dsu, greedy, sortings

[alex.kudryashov's solution](#)

975.

1399E1

[Weights Division \(easy version\)](#) · [Tutorial](#)

Quality: 6,336 global accepts · Rating: 2000 · first AC: 2022-12-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[alex.kudryashov's solution](#)

976.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,057 global accepts · Rating: 2000 · first AC: 2022-12-25 · last AC: 2022-12-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[alex.kudryashov's solution](#)

977.

1294F

[Three Paths on a Tree](#) · [Tutorial](#)

Quality: 6,864 global accepts · Rating: 2000 · first AC: 2022-12-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[alex.kudryashov's solution](#)

978.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,349 global accepts · Rating: 2000 · first AC: 2022-12-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[alex.kudryashov's solution](#)

979.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,287 global accepts · Rating: 2000 · first AC: 2022-12-22 · last AC: 2022-12-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, dp

[alex.kudryashov's solution](#)

980.

1370D

[Odd-Even Subsequence](#) · [Tutorial](#)

Quality: 10,929 global accepts · Rating: 2000 · first AC: 2022-12-22 · last AC: 2022-12-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[alex.kudryashov's solution](#)

981.

1426F

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

Quality: 6,166 global accepts · Rating: 2000 · first AC: 2022-12-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, strings

[alex.kudryashov's solution](#)

982.

1427C

[The Hard Work of Paparazzi](#) · [Tutorial](#)

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2022-12-22 · C++17 (GCC 7-32) (first AC) · Tags: dp

[alex.kudryashov's solution](#)

983.

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 2000 · first AC: 2022-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

[alex.kudryashov's solution](#)

984.

1493C

[K-beautiful Strings](#) · [Tutorial](#)

Quality: 4,948 global accepts · Rating: 2000 · first AC: 2022-11-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, strings

[alex.kudryashov's solution](#)

985.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,448 global accepts · Rating: 2000 · first AC: 2022-11-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[alex.kudryashov's solution](#)

986.

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,106 global accepts · Rating: 2000 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[alex.kudryashov's solution](#)

987.

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory

[alex.kudryashov's solution](#)

988.

1682D

[Circular Spanning Tree](#) · [Tutorial](#)

Quality: 3,726 global accepts · Rating: 2000 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, trees

[alex.kudryashov's solution](#)

989.

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 2000 · first AC: 2022-11-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees

[alex.kudryashov's solution](#)

990.

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, two pointers

[alex.kudryashov's solution](#)

991.

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,659 global accepts · Rating: 2000 · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[alex.kudryashov's solution](#)

992.

1567D

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

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[alex.kudryashov's solution](#)

993.

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,567 global accepts · Rating: 2000 · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[alex.kudryashov's solution](#)

994.

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[alex.kudryashov's solution](#)

995.

1256E

[Yet Another Division Into Teams](#) · [Tutorial](#)

Quality: 4,599 global accepts · Rating: 2000 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[alex.kudryashov's solution](#)

996.

1624F

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

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[alex.kudryashov's solution](#)

997.

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[alex.kudryashov's solution](#)

998.

380C

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

Quality: 19,782 global accepts · Rating: 2000 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, schedules

[alex.kudryashov's solution](#)

999.

1744F

[MEX vs MED](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2000 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: math, two pointers

[alex.kudryashov's solution](#)

1000.

1642D

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

Rating: 2000 · first AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[alex.kudryashov's solution](#)

1001.

1641B

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

Quality: 4,065 global accepts · Rating: 2000 · first AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[alex.kudryashov's solution](#)

1002.

128C

[Games with Rectangle](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[alex.kudryashov's solution](#)

1003.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,137 global accepts · Rating: 2000 · first AC: 2022-09-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[alex.kudryashov's solution](#)

1004.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · last AC: 2022-09-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[alex.kudryashov's solution](#)

1005.

1359D

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

Quality: 10,733 global accepts · Rating: 2000 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[alex.kudryashov's solution](#)

1006.

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2022-06-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[alex.kudryashov's solution](#)

1007.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,863 global accepts · Rating: 2000 · first AC: 2022-06-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures

[alex.kudryashov's solution](#)

1008.

1574D

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

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2022-06-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[alex.kudryashov's solution](#)

1009.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,634 global accepts · Rating: 2000 · first AC: 2022-06-02 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[alex.kudryashov's solution](#)

1010.

1454E

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

Quality: 6,623 global accepts · Rating: 2000 · first AC: 2022-05-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[alex.kudryashov's solution](#)

1011.

1244C

[The Football Season](#) · [Tutorial](#)

Quality: 8,296 global accepts · Rating: 2000 · first AC: 2022-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[alex.kudryashov's solution](#)

1012.

1657D

[For Gamers. By Gamers.](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, sortings

[alex.kudryashov's solution](#)

1013.

1234E

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

Quality: 2,978 global accepts · Rating: 2000 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: math

[alex.kudryashov's solution](#)

1014.

1624E

[Masha-forgetful](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings

[alex.kudryashov's solution](#)

1015.

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,500 global accepts · Rating: 2000 · first AC: 2020-06-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[alex.kudryashov's solution](#)

1016.

2003D2

[Turtle and a MEX Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-08-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[alex.kudryashov's solution](#)

1017.

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,348 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[alex.kudryashov's solution](#)

1018.

748E

[Santa Claus and Tangerines](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2100 · first AC: 2024-03-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[alex.kudryashov's solution](#)

1019.

1930D2

[Sum over all Substrings \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[alex.kudryashov's solution](#)

1020.

1920E

[Counting Binary Strings](#) · [Tutorial](#)

Quality: 3,384 global accepts · Rating: 2100 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[alex.kudryashov's solution](#)

1021.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[alex.kudryashov's solution](#)

1022.

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation

[alex.kudryashov's solution](#)

1023.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[alex.kudryashov's solution](#)

1024.

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,059 global accepts · Rating: 2100 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[alex.kudryashov's solution](#)

1025.

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-10-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math

[alex.kudryashov's solution](#)

1026.

1167E

[Range Deleting](#) · [Tutorial](#)

Quality: 2,924 global accepts · Rating: 2100 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, data structures, two pointers

[alex.kudryashov's solution](#)

1027.

354C

[Vasya and Beautiful Arrays](#) · [Tutorial](#)

Quality: 3,332 global accepts · Rating: 2100 · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, number theory

[alex.kudryashov's solution](#)

1028.

1032E

[The Unbearable Lightness of Weights](#) · [Tutorial](#)

Quality: 1,865 global accepts · Rating: 2100 · first AC: 2023-06-02 · last AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[alex.kudryashov's solution](#)

1029.

486D

[Valid Sets](#) · [Tutorial](#)

Quality: 4,380 global accepts · Rating: 2100 · first AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, math, trees

[alex.kudryashov's solution](#)

1030.

1605D

[Treelabeling](#) · [Tutorial](#)

Quality: 3,253 global accepts · Rating: 2100 · first AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees

[alex.kudryashov's solution](#)

1031.

543B

[Destroying Roads](#) · [Tutorial](#)

Quality: 4,580 global accepts · Rating: 2100 · first AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[alex.kudryashov's solution](#)

1032.

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[alex.kudryashov's solution](#)

1033.

665E

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

Quality: 4,427 global accepts · Rating: 2100 · first AC: 2023-06-01 · last AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, strings, trees

[alex.kudryashov's solution](#)

1034.

1454F

[Array Partition](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2100 · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[alex.kudryashov's solution](#)

1035.

1808D

[Petya, Petya, Petr, and Palindromes](#) · [Tutorial](#)

Quality: 2,710 global accepts · Rating: 2100 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, two pointers

[alex.kudryashov's solution](#)

1036.

936B

[Sleepy Game](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 2100 · first AC: 2023-03-23 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games, graphs

[alex.kudryashov's solution](#)

1037.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,865 global accepts · Rating: 2100 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[alex.kudryashov's solution](#)

1038.

980D

[Perfect Groups](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2100 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[alex.kudryashov's solution](#)

1039.

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,593 global accepts · Rating: 2100 · first AC: 2023-02-25 · last AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry

[alex.kudryashov's solution](#)

1040.

1799D2

[Hot Start Up \(hard version\)](#) · [Tutorial](#)

Quality: 3,063 global accepts · Rating: 2100 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[alex.kudryashov's solution](#)

1041.

993C

[Careful Maneuvering](#) · [Tutorial](#)

Quality: 1,808 global accepts · Rating: 2100 · first AC: 2023-02-10 · last AC: 2023-02-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, geometry

[alex.kudryashov's solution](#)

1042.

796D

[Police Stations](#) · [Tutorial](#)

Quality: 7,191 global accepts · Rating: 2100 · first AC: 2023-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, shortest paths, trees

[alex.kudryashov's solution](#)

1043.

1203F1

[Complete the Projects \(easy version\)](#) · [Tutorial](#)

Quality: 4,051 global accepts · Rating: 2100 · first AC: 2023-02-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[alex.kudryashov's solution](#)

1044.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2023-02-06 · last AC: 2023-02-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[alex.kudryashov's solution](#)

1045.

1343E

[Weights Distributing](#) · [Tutorial](#)

Quality: 5,740 global accepts · Rating: 2100 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings

[alex.kudryashov's solution](#)

1046.

734E

[Anton and Tree](#) · [Tutorial](#)

Quality: 5,237 global accepts · Rating: 2100 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[alex.kudryashov's solution](#)

1047.

519E

[A and B and Lecture Rooms](#) · [Tutorial](#)

Quality: 8,359 global accepts · Rating: 2100 · first AC: 2023-02-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees

[alex.kudryashov's solution](#)

1048.

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 2100 · first AC: 2023-02-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[alex.kudryashov's solution](#)

1049.

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,469 global accepts · Rating: 2100 · first AC: 2023-02-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees

[alex.kudryashov's solution](#)

1050.

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,382 global accepts · Rating: 2100 · first AC: 2023-02-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[alex.kudryashov's solution](#)

1051.

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,273 global accepts · Rating: 2100 · first AC: 2023-02-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[alex.kudryashov's solution](#)

1052.

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,600 global accepts · Rating: 2100 · first AC: 2023-02-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[alex.kudryashov's solution](#)

1053.

877D

[Olga and Energy Drinks](#) · [Tutorial](#)

Quality: 5,085 global accepts · Rating: 2100 · first AC: 2023-02-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[alex.kudryashov's solution](#)

1054.

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 2100 · first AC: 2023-02-04 · last AC: 2023-02-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings, two pointers

[alex.kudryashov's solution](#)

1055.

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[alex.kudryashov's solution](#)

1056.

1166E

[The LCMs Must be Large](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 2100 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[alex.kudryashov's solution](#)

1057.

1066F

[Yet another 2D Walking](#) · [Tutorial](#)

Quality: 2,272 global accepts · Rating: 2100 · first AC: 2023-01-28 · C++17 (GCC 7-32) (first AC) · Tags: dp

[alex.kudryashov's solution](#)

1058.

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,891 global accepts · Rating: 2100 · first AC: 2023-01-28 · last AC: 2023-01-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[alex.kudryashov's solution](#)

1059.

1790F

[Timofey and Black-White Tree](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 2100 · first AC: 2023-01-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees

[alex.kudryashov's solution](#)

1060.

1108F

[MST Unification](#) · [Tutorial](#)

Quality: 3,574 global accepts · Rating: 2100 · first AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, graphs, greedy

[alex.kudryashov's solution](#)

1061.

1077F2

[Pictures with Kittens \(hard version\)](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-01-27 · last AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[alex.kudryashov's solution](#)

1062.

1025D

[Recovering BST](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2023-01-26 · last AC: 2023-01-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory, trees

[alex.kudryashov's solution](#)

1063.

1000E

[We Need More Bosses](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 2100 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[alex.kudryashov's solution](#)

1064.

1029E

[Tree with Small Distances](#) · [Tutorial](#)

Quality: 3,416 global accepts · Rating: 2100 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy
[alex.kudryashov's solution](#)

1065.

1154F

[Shovels Shop](#) · [Tutorial](#)

Quality: 3,337 global accepts · Rating: 2100 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings
[alex.kudryashov's solution](#)

1066.

1296F

[Berland Beauty](#) · [Tutorial](#)

Quality: 3,091 global accepts · Rating: 2100 · first AC: 2023-01-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, sortings, trees
[alex.kudryashov's solution](#)

1067.

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2023-01-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry, greedy
[alex.kudryashov's solution](#)

1068.

1775E

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

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[alex.kudryashov's solution](#)

1069.

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,395 global accepts · Rating: 2100 · first AC: 2023-01-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees
[alex.kudryashov's solution](#)

1070.

1433F

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

Quality: 6,748 global accepts · Rating: 2100 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: dp
[alex.kudryashov's solution](#)

1071.

1393D

[Rarity and New Dress](#) · [Tutorial](#)

Quality: 4,193 global accepts · Rating: 2100 · first AC: 2023-01-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation, shortest paths
[alex.kudryashov's solution](#)

1072.

1216F

[Wi-Fi](#) · [Tutorial](#)

Quality: 3,102 global accepts · Rating: 2100 · first AC: 2022-12-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
[alex.kudryashov's solution](#)

1073.

1151E

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

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2022-12-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, math
[alex.kudryashov's solution](#)

1074.

1482E

[Skyline Photo](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp
[alex.kudryashov's solution](#)

1075.

1538E

[Funny Substrings](#) · [Tutorial](#)

Quality: 3,222 global accepts · Rating: 2100 · first AC: 2022-12-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation, matrices, strings
[alex.kudryashov's solution](#)

1076.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2022-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math
[alex.kudryashov's solution](#)

1077.

1409F

[Subsequences of Length Two](#) · [Tutorial](#)

Quality: 5,121 global accepts · Rating: 2100 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings
[alex.kudryashov's solution](#)

1078.

1547G

[How Many Paths?](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 2100 · first AC: 2022-12-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
[alex.kudryashov's solution](#)

1079.

1479B2

[Painting the Array II](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2022-12-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation
[alex.kudryashov's solution](#)

1080.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,731 global accepts · Rating: 2100 · first AC: 2022-12-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp
[alex.kudryashov's solution](#)

1081.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 2100 · first AC: 2022-12-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees
[alex.kudryashov's solution](#)

1082.

1223E

[Paint the Tree](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2022-12-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, trees
[alex.kudryashov's solution](#)

1083.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2022-12-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, number theory
[alex.kudryashov's solution](#)

1084.

1771D

[Hossam and \(sub-\)palindromic tree](#) · [Tutorial](#)

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2022-12-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees

[alex.kudryashov's solution](#)

1085.

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,531 global accepts · Rating: 2100 · first AC: 2022-12-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, trees, two pointers

[alex.kudryashov's solution](#)

1086.

1650G

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

Quality: 2,939 global accepts · Rating: 2100 · first AC: 2022-12-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths

[alex.kudryashov's solution](#)

1087.

1729G

[Cut Substrings](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2100 · first AC: 2022-12-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, hashing, strings, two pointers

[alex.kudryashov's solution](#)

1088.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,923 global accepts · Rating: 2100 · first AC: 2022-11-26 · last AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[alex.kudryashov's solution](#)

1089.

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,744 global accepts · Rating: 2100 · first AC: 2022-11-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[alex.kudryashov's solution](#)

1090.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,768 global accepts · Rating: 2100 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[alex.kudryashov's solution](#)

1091.

1598E

[Staircases](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 2100 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math

[alex.kudryashov's solution](#)

1092.

103D

[Time to Raid Cowavans](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2100 · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, sortings

[alex.kudryashov's solution](#)

1093.

1626D

[Martial Arts Tournament](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 2100 · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[alex.kudryashov's solution](#)

1094.

1671E

[Preorder](#) · [Tutorial](#)

Quality: 3,170 global accepts · Rating: 2100 · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees

[alex.kudryashov's solution](#)

1095.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[alex.kudryashov's solution](#)

1096.

1538G

[Gift Set](#) · [Tutorial](#)

Quality: 5,214 global accepts · Rating: 2100 · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, ternary search

[alex.kudryashov's solution](#)

1097.

1499D

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

Quality: 7,043 global accepts · Rating: 2100 · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[alex.kudryashov's solution](#)

1098.

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,757 global accepts · Rating: 2100 · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[alex.kudryashov's solution](#)

1099.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,850 global accepts · Rating: 2100 · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[alex.kudryashov's solution](#)

1100.

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

[alex.kudryashov's solution](#)

1101.

1003E

[Tree Constructing](#) · [Tutorial](#)

Quality: 3,030 global accepts · Rating: 2100 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs

[alex.kudryashov's solution](#)

1102.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2024-03-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[alex.kudryashov's solution](#)

1103.

1515E

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2024-03-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[alex.kudryashov's solution](#)

1104.

1921G

[Mischievous Shooter](#) · [Tutorial](#)

Quality: 1,473 global accepts · Rating: 2200 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation

[alex.kudryashov's solution](#)

1105.

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2023-11-24 · last AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees

[alex.kudryashov's solution](#)

1106.

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2200 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[alex.kudryashov's solution](#)

1107.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[alex.kudryashov's solution](#)

1108.

1858D

[Trees and Segments](#) · [Tutorial](#)

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[alex.kudryashov's solution](#)

1109.

1867E2

[Salyg1n and Array \(hard version\)](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive

[alex.kudryashov's solution](#)

1110.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 2200 · first AC: 2023-08-18 · last AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[alex.kudryashov's solution](#)

1111.

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,603 global accepts · Rating: 2200 · first AC: 2023-08-17 · last AC: 2023-08-17 · C++17 (GCC 7-32) (first AC) · Tags: dp

[alex.kudryashov's solution](#)

1112.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,977 global accepts · Rating: 2200 · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, ternary search

[alex.kudryashov's solution](#)

1113.

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[alex.kudryashov's solution](#)

1114.

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[alex.kudryashov's solution](#)

1115.

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2023-03-28 · last AC: 2023-03-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[alex.kudryashov's solution](#)

1116.

369E

[Valera and Queries](#) · [Tutorial](#)

Quality: 2,782 global accepts · Rating: 2200 · first AC: 2023-03-27 · last AC: 2023-03-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[alex.kudryashov's solution](#)

1117.

915D

[Almost Acyclic Graph](#) · [Tutorial](#)

Quality: 4,056 global accepts · Rating: 2200 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[alex.kudryashov's solution](#)

1118.

723E

[One-Way Reform](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, flows, graphs, greedy

[alex.kudryashov's solution](#)

1119.

520E

[Pluses everywhere](#) · [Tutorial](#)

Quality: 2,087 global accepts · Rating: 2200 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[alex.kudryashov's solution](#)

1120.

191E

[Thwarting Demonstrations](#) · [Tutorial](#)

Quality: 959 global accepts · Rating: 2200 · first AC: 2022-09-30 · last AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, trees

[alex.kudryashov's solution](#)

1121.

813E

[Army Creation](#) · [Tutorial](#)

Quality: 3,117 global accepts · Rating: 2200 · first AC: 2023-03-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[alex.kudryashov's solution](#)

1122.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,451 global accepts · Rating: 2200 · first AC: 2023-03-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[alex.kudryashov's solution](#)

1123.

1154G

[Minimum Possible LCM](#) · [Tutorial](#)

Quality: 3,258 global accepts · Rating: 2200 · first AC: 2023-03-18 · last AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory
[alex.kudryashov's solution](#)

1124.

590C

[Three States](#) · [Tutorial](#)

Quality: 3,556 global accepts · Rating: 2200 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, shortest paths
[alex.kudryashov's solution](#)

1125.

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp
[alex.kudryashov's solution](#)

1126.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, sortings
[alex.kudryashov's solution](#)

1127.

1215E

[Marbles](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 2200 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp
[alex.kudryashov's solution](#)

1128.

1156E

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

Quality: 4,033 global accepts · Rating: 2200 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers
[alex.kudryashov's solution](#)

1129.

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings
[alex.kudryashov's solution](#)

1130.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 2200 · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees
[alex.kudryashov's solution](#)

1131.

617E

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

Quality: 10,617 global accepts · Rating: 2200 · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[alex.kudryashov's solution](#)

1132.

7D

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

Quality: 4,479 global accepts · Rating: 2200 · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: hashing, strings
[alex.kudryashov's solution](#)

1133.

834D

[The Bakery](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp

[alex.kudryashov's solution](#)

1134.

486E

[LIS of Sequence](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 2200 · first AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, hashing, math

[alex.kudryashov's solution](#)

1135.

1800G

[Symmetree](#) · [Tutorial](#)

Quality: 2,531 global accepts · Rating: 2200 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, hashing, implementation, trees

[alex.kudryashov's solution](#)

1136.

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,252 global accepts · Rating: 2200 · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[alex.kudryashov's solution](#)

1137.

1114E

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

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2023-03-03 · last AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, number theory, probabilities

[alex.kudryashov's solution](#)

1138.

1168C

[And Reachability](#) · [Tutorial](#)

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

[alex.kudryashov's solution](#)

1139.

1400E

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

Quality: 6,312 global accepts · Rating: 2200 · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[alex.kudryashov's solution](#)

1140.

282E

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

Quality: 4,329 global accepts · Rating: 2200 · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, trees

[alex.kudryashov's solution](#)

1141.

903D

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

Quality: 4,475 global accepts · Rating: 2200 · first AC: 2023-02-23 · last AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[alex.kudryashov's solution](#)

1142.

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2023-02-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[alex.kudryashov's solution](#)

1143.

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2200 · first AC: 2023-02-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[alex.kudryashov's solution](#)

1144.

13C

[Sequence](#) · [Tutorial](#)

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

[alex.kudryashov's solution](#)

1145.

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2023-02-11 · last AC: 2023-02-11 · C++17 (GCC 9-64) (first AC) · Tags: dp

[alex.kudryashov's solution](#)

1146.

1196F

[K-th Path](#) · [Tutorial](#)

Quality: 3,162 global accepts · Rating: 2200 · first AC: 2023-02-10 · last AC: 2023-02-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, shortest paths, sortings

[alex.kudryashov's solution](#)

1147.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,292 global accepts · Rating: 2200 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp

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1148.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,880 global accepts · Rating: 2200 · first AC: 2023-02-08 · last AC: 2023-02-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[alex.kudryashov's solution](#)

1149.

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2023-02-08 · last AC: 2023-02-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[alex.kudryashov's solution](#)

1150.

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2023-01-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[alex.kudryashov's solution](#)

1151.

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,332 global accepts · Rating: 2200 · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[alex.kudryashov's solution](#)

1152.

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings

[alex.kudryashov's solution](#)

1153.

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,003 global accepts · Rating: 2200 · first AC: 2022-12-29 · last AC: 2022-12-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures,

dp, greedy

[alex.kudryashov's solution](#)

1154.

1567E

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

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2022-12-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math

[alex.kudryashov's solution](#)

1155.

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2022-12-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[alex.kudryashov's solution](#)

1156.

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2022-12-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[alex.kudryashov's solution](#)

1157.

1526D

[Kill Anton](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 2200 · first AC: 2022-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, math, strings

[alex.kudryashov's solution](#)

1158.

1520G

[To Go Or Not To Go?](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 2200 · first AC: 2022-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths

[alex.kudryashov's solution](#)

1159.

1670E

[Hemose on the Tree](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-12-27 · last AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees

[alex.kudryashov's solution](#)

1160.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,187 global accepts · Rating: 2200 · first AC: 2022-12-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[alex.kudryashov's solution](#)

1161.

1059D

[Nature Reserve](#) · [Tutorial](#)

Quality: 2,999 global accepts · Rating: 2200 · first AC: 2022-12-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, ternary search

[alex.kudryashov's solution](#)

1162.

1551F

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

Quality: 2,179 global accepts · Rating: 2200 · first AC: 2022-12-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[alex.kudryashov's solution](#)

1163.

1477C

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2022-12-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[alex.kudryashov's solution](#)

1164.

1503C

[Travelling Salesman Problem](#) · [Tutorial](#)

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2022-12-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[alex.kudryashov's solution](#)

1165.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2022-12-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[alex.kudryashov's solution](#)

1166.

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, math, number theory

[alex.kudryashov's solution](#)

1167.

1695D1

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

Quality: 2,457 global accepts · Rating: 2200 · first AC: 2022-12-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees

[alex.kudryashov's solution](#)

1168.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 2200 · first AC: 2022-12-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[alex.kudryashov's solution](#)

1169.

980E

[The Number Games](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2200 · first AC: 2022-12-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, trees

[alex.kudryashov's solution](#)

1170.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[alex.kudryashov's solution](#)

1171.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[alex.kudryashov's solution](#)

1172.

301D

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

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[alex.kudryashov's solution](#)

1173.

1437E

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

Quality: 3,928 global accepts · Rating: 2200 · first AC: 2022-03-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[alex.kudryashov's solution](#)

1174.

1234F

[Yet Another Substring Reverse](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[alex.kudryashov's solution](#)

1175.

585D

[Lizard Era: Beginning](#) · [Tutorial](#)

Quality: 2,039 global accepts · Rating: 2300 · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: meet-in-the-middle

[alex.kudryashov's solution](#)

1176.

155E

[Double Profiles](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-01-02 · last AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: hashing, sortings

[alex.kudryashov's solution](#)

1177.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[alex.kudryashov's solution](#)

1178.

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 2300 · first AC: 2024-03-05 · last AC: 2024-03-05 · C++20 (GCC 13-64) (first AC) · Tags: dp

[alex.kudryashov's solution](#)

1179.

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2300 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[alex.kudryashov's solution](#)

1180.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[alex.kudryashov's solution](#)

1181.

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[alex.kudryashov's solution](#)

1182.

1927G

[Paint Charges](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2300 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[alex.kudryashov's solution](#)

1183.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · last AC: 2024-01-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[alex.kudryashov's solution](#)

1184.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2023-12-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[alex.kudryashov's solution](#)

1185.

1895E

[Infinite Card Game](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers

[alex.kudryashov's solution](#)

1186.

1878G

[wxhtzdy ORO Tree](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 2300 · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dfs and similar, implementation, trees

[alex.kudryashov's solution](#)

1187.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-09-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[alex.kudryashov's solution](#)

1188.

1849E

[Max to the Right of Min](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2300 · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers

[alex.kudryashov's solution](#)

1189.

1601C

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

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[alex.kudryashov's solution](#)

1190.

1513E

[Cost Equilibrium](#) · [Tutorial](#)

Quality: 1,732 global accepts · Rating: 2300 · first AC: 2023-07-03 · last AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[alex.kudryashov's solution](#)

1191.

1681F

[Unique Occurrences](#) · [Tutorial](#)

Quality: 2,325 global accepts · Rating: 2300 · first AC: 2023-06-27 · last AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[alex.kudryashov's solution](#)

1192.

1167F

[Scalar Queries](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, math, sortings

[alex.kudryashov's solution](#)

1193.

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2023-06-17 · last AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees

[alex.kudryashov's solution](#)

1194.

1706E

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

Quality: 3,723 global accepts · Rating: 2300 · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[alex.kudryashov's solution](#)

1195.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2023-05-09 · last AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[alex.kudryashov's solution](#)

1196.

160D

[Edges in MST](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 2300 · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[alex.kudryashov's solution](#)

1197.

1385F

[Removing Leaves](#) · [Tutorial](#)

Quality: 2,823 global accepts · Rating: 2300 · first AC: 2023-05-01 · last AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, trees

[alex.kudryashov's solution](#)

1198.

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2023-04-28 · last AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[alex.kudryashov's solution](#)

1199.

1422D

[Returning Home](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2300 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths, sortings

[alex.kudryashov's solution](#)

1200.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,364 global accepts · Rating: 2300 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[alex.kudryashov's solution](#)

1201.

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-04-11 · last AC: 2023-04-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[alex.kudryashov's solution](#)

1202.

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,718 global accepts · Rating: 2300 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices
[alex.kudryashov's solution](#)

1203.

915E

[Physical Education Lessons](#) · [Tutorial](#)

Quality: 5,573 global accepts · Rating: 2300 · first AC: 2023-03-30 · last AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings
[alex.kudryashov's solution](#)

1204.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices, number theory, two pointers
[alex.kudryashov's solution](#)

1205.

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,405 global accepts · Rating: 2300 · first AC: 2023-02-17 · C++17 (GCC 9-64) (first AC) · Tags: geometry, sortings
[alex.kudryashov's solution](#)

1206.

1550D

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Quality: 2,058 global accepts · Rating: 2300 · first AC: 2023-02-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers
[alex.kudryashov's solution](#)

1207.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2023-02-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees
[alex.kudryashov's solution](#)

1208.

652E

[Pursuit For Artifacts](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees
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1209.

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-01-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
[alex.kudryashov's solution](#)

1210.

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2022-12-31 · last AC: 2022-12-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees
[alex.kudryashov's solution](#)

1211.

1675G

[Sorting Pancakes](#) · [Tutorial](#)

Quality: 2,123 global accepts · Rating: 2300 · first AC: 2022-12-31 · C++17 (GCC 7-32) (first AC) · Tags: dp
[alex.kudryashov's solution](#)

1212.

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2022-12-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[alex.kudryashov's solution](#)

1213.

1695D2

[Tree Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,292 global accepts · Rating: 2300 · first AC: 2022-12-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[alex.kudryashov's solution](#)

1214.

1766E

[Decomposition](#) · [Tutorial](#)

Quality: 1,476 global accepts · Rating: 2300 · first AC: 2022-12-12 · last AC: 2022-12-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers

[alex.kudryashov's solution](#)

1215.

1699D

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

Quality: 3,516 global accepts · Rating: 2300 · first AC: 2022-12-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[alex.kudryashov's solution](#)

1216.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,757 global accepts · Rating: 2300 · first AC: 2022-12-07 · last AC: 2022-12-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, trees

[alex.kudryashov's solution](#)

1217.

610D

[Vika and Segments](#) · [Tutorial](#)

Quality: 1,734 global accepts · Rating: 2300 · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, geometry, two pointers

[alex.kudryashov's solution](#)

1218.

438D

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

Quality: 11,605 global accepts · Rating: 2300 · first AC: 2022-10-22 · last AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[alex.kudryashov's solution](#)

1219.

1282D

[Enchanted Artifact](#) · [Tutorial](#)

Quality: 2,375 global accepts · Rating: 2300 · first AC: 2022-03-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, strings

[alex.kudryashov's solution](#)

1220.

668C

[Little Artem and Random Variable](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: math, probabilities

[alex.kudryashov's solution](#)

1221.

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2024-06-19 · last AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers

[alex.kudryashov's solution](#)

1222.

1979E

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

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

[alex.kudryashov's solution](#)

1223.

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,855 global accepts · Rating: 2400 · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[alex.kudryashov's solution](#)

1224.

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

[alex.kudryashov's solution](#)

1225.

367D

[Sereja and Sets](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2400 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar

[alex.kudryashov's solution](#)

1226.

1935E

[Distance Learning Courses in MAC](#) · [Tutorial](#)

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math

[alex.kudryashov's solution](#)

1227.

856D

[Masha and Cactus](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[alex.kudryashov's solution](#)

1228.

733E

[Sleep in Class](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2400 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, math, two pointers

[alex.kudryashov's solution](#)

1229.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[alex.kudryashov's solution](#)

1230.

1738F

[Connectivity Addicts](#) · [Tutorial](#)

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2024-02-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[alex.kudryashov's solution](#)

1231.

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: 2400 · first AC: 2023-12-19 · last AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[alex.kudryashov's solution](#)

1232.

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2023-12-08 · last AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[alex.kudryashov's solution](#)

1233.

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2023-12-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[alex.kudryashov's solution](#)

1234.

104730C

[Minimum Array](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[alex.kudryashov's solution](#)

1235.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[alex.kudryashov's solution](#)

1236.

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2400 · first AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

[alex.kudryashov's solution](#)

1237.

312D

[Cats Transport](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-09-26 · last AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: dp

[alex.kudryashov's solution](#)

1238.

1860E

[Fast Travel Text Editor](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2023-09-20 · last AC: 2023-09-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[alex.kudryashov's solution](#)

1239.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[alex.kudryashov's solution](#)

1240.

1605E

[Array Equalizer](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, math, number theory, sortings, two pointers

[alex.kudryashov's solution](#)

1241.

1680D

[Dog Walking](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[alex.kudryashov's solution](#)

1242.

1633E

[Spanning Tree Queries](#) · [Tutorial](#)

Quality: 1,745 global accepts · Rating: 2400 · first AC: 2023-06-25 · last AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

[alex.kudryashov's solution](#)

1243.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2023-06-22 · last AC: 2023-06-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[alex.kudryashov's solution](#)

1244.

1732D2

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

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2023-06-23 · last AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, number theory

[alex.kudryashov's solution](#)

1245.

1202E

[You Are Given Some Strings...](#) · [Tutorial](#)

Quality: 2,766 global accepts · Rating: 2400 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, string suffix structures, strings

[alex.kudryashov's solution](#)

1246.

1619H

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

Quality: 1,434 global accepts · Rating: 2400 · first AC: 2023-06-18 · last AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, two pointers

[alex.kudryashov's solution](#)

1247.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2400 · first AC: 2023-06-15 · last AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[alex.kudryashov's solution](#)

1248.

1837F

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

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-05-25 · last AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[alex.kudryashov's solution](#)

1249.

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2023-05-30 · last AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees

[alex.kudryashov's solution](#)

1250.

1144G

[Two Merged Sequences](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[alex.kudryashov's solution](#)

1251.

1114F

[Please, another Queries on Array?](#) · [Tutorial](#)

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory

[alex.kudryashov's solution](#)

1252.

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[alex.kudryashov's solution](#)

1253.

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,055 global accepts · Rating: 2400 · first AC: 2023-04-22 · last AC: 2023-04-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees

[alex.kudryashov's solution](#)

1254.

1051F

[The Shortest Statement](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2400 · first AC: 2023-04-21 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths, trees

[alex.kudryashov's solution](#)

1255.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[alex.kudryashov's solution](#)

1256.

449D

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

Quality: 6,141 global accepts · Rating: 2400 · first AC: 2023-04-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[alex.kudryashov's solution](#)

1257.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 2400 · first AC: 2023-04-18 · last AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[alex.kudryashov's solution](#)

1258.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 2400 · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[alex.kudryashov's solution](#)

1259.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,705 global accepts · Rating: 2400 · first AC: 2023-04-16 · last AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[alex.kudryashov's solution](#)

1260.

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[alex.kudryashov's solution](#)

1261.

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,962 global accepts · Rating: 2400 · first AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[alex.kudryashov's solution](#)

1262.

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,522 global accepts · Rating: 2400 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[alex.kudryashov's solution](#)

1263.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2023-04-15 · last AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[alex.kudryashov's solution](#)

1264.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,837 global accepts · Rating: 2400 · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[alex.kudryashov's solution](#)

1265.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2023-04-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[alex.kudryashov's solution](#)

1266.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[alex.kudryashov's solution](#)

1267.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,616 global accepts · Rating: 2400 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry

[alex.kudryashov's solution](#)

1268.

1795F

[Blocking Chips](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-02-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[alex.kudryashov's solution](#)

1269.

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,075 global accepts · Rating: 2400 · first AC: 2023-02-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[alex.kudryashov's solution](#)

1270.

865D

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

Quality: 8,023 global accepts · Rating: 2400 · first AC: 2023-02-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[alex.kudryashov's solution](#)

1271.

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2023-02-07 · last AC: 2023-02-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[alex.kudryashov's solution](#)

1272.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,842 global accepts · Rating: 2400 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[alex.kudryashov's solution](#)

1273.

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2022-12-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, two pointers

[alex.kudryashov's solution](#)

1274.

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2022-12-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[alex.kudryashov's solution](#)

1275.

1482F

[Useful Edges](#) · [Tutorial](#)

Quality: 1,761 global accepts · Rating: 2400 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[alex.kudryashov's solution](#)

1276.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2022-11-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[alex.kudryashov's solution](#)

1277.

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp

[alex.kudryashov's solution](#)

1278.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2024-03-25 · last AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[alex.kudryashov's solution](#)

1279.

1398F

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

Quality: 1,392 global accepts · Rating: 2500 · first AC: 2024-03-23 · last AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[alex.kudryashov's solution](#)

1280.

551E

[GukiZ and GukiZiana](#) · [Tutorial](#)

Quality: 2,143 global accepts · Rating: 2500 · first AC: 2024-03-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation

[alex.kudryashov's solution](#)

1281.

1055E

[Segments on the Line](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-03-13 · last AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp
[alex.kudryashov's solution](#)

1282.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: dp
[alex.kudryashov's solution](#)

1283.

1065F

[Up and Down the Tree](#) · [Tutorial](#)

Quality: 1,324 global accepts · Rating: 2500 · first AC: 2024-03-12 · last AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees
[alex.kudryashov's solution](#)

1284.

1305F

[Kuroni and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, probabilities
[alex.kudryashov's solution](#)

1285.

314D

[Sereja and Straight Lines](#) · [Tutorial](#)

Quality: 577 global accepts · Rating: 2500 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, geometry, sortings, two pointers
[alex.kudryashov's solution](#)

1286.

1195F

[Geometers Anonymous Club](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2024-03-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, math, sortings
[alex.kudryashov's solution](#)

1287.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2024-03-01 · last AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures
[alex.kudryashov's solution](#)

1288.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2500 · first AC: 2024-02-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities
[alex.kudryashov's solution](#)

1289.

1920F1

[Smooth Sailing \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dsu, graphs, shortest paths
[alex.kudryashov's solution](#)

1290.

1904E

[Tree Queries](#) · [Tutorial](#)

Quality: 1,282 global accepts · Rating: 2500 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees
[alex.kudryashov's solution](#)

1291.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-11-02 · last AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[alex.kudryashov's solution](#)

1292.

1513F

[Swapping Problem](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2500 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, sortings

[alex.kudryashov's solution](#)

1293.

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2023-10-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[alex.kudryashov's solution](#)

1294.

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[alex.kudryashov's solution](#)

1295.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,907 global accepts · Rating: 2500 · first AC: 2023-05-08 · last AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[alex.kudryashov's solution](#)

1296.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp

[alex.kudryashov's solution](#)

1297.

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2500 · first AC: 2023-02-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[alex.kudryashov's solution](#)

1298.

594D

[REQ](#) · [Tutorial](#)

Quality: 2,019 global accepts · Rating: 2500 · first AC: 2022-10-24 · last AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, number theory

[alex.kudryashov's solution](#)

1299.

442D

[Adam and Tree](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2600 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[alex.kudryashov's solution](#)

1300.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2024-03-04 · last AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[alex.kudryashov's solution](#)

1301.

1340D

[Nastya and Time Machine](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-12-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[alex.kudryashov's solution](#)

1302.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-11-23 · last AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[alex.kudryashov's solution](#)

1303.

1858E2

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

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2023-10-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, interactive, trees

[alex.kudryashov's solution](#)

1304.

755F

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

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy

[alex.kudryashov's solution](#)

1305.

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,205 global accepts · Rating: 2600 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry

[alex.kudryashov's solution](#)

1306.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,274 global accepts · Rating: 2600 · first AC: 2023-02-26 · last AC: 2023-02-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp

[alex.kudryashov's solution](#)

1307.

1416D

[Graph and Queries](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2600 · first AC: 2022-12-08 · last AC: 2022-12-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[alex.kudryashov's solution](#)

1308.

1345E

[Quantifier Question](#) · [Tutorial](#)

Rating: 2600 · first AC: 2020-05-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs

[alex.kudryashov's solution](#)

1309.

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-03-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar

[alex.kudryashov's solution](#)

1310.

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,981 global accepts · Rating: 2700 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, trees

[alex.kudryashov's solution](#)

1311.

1849F

[XOR Partition](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2700 · first AC: 2023-10-29 · last AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search,

bitmasks, data structures, divide and conquer, greedy, trees

[alex.kudryashov's solution](#)

1312.

1856E2

[PermuTree \(hard version\)](#) · [Tutorial](#)

Quality: 1,756 global accepts · Rating: 2700 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[alex.kudryashov's solution](#)

1313.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,119 global accepts · Rating: 2700 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry

[alex.kudryashov's solution](#)

1314.

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[alex.kudryashov's solution](#)

1315.

1039D

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

Quality: 2,310 global accepts · Rating: 2800 · first AC: 2022-11-02 · last AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, trees

[alex.kudryashov's solution](#)

1316.

585E

[Present for Vitalik the Philatelist](#) · [Tutorial](#)

Quality: 1,222 global accepts · Rating: 2900 · first AC: 2024-02-24 · last AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[alex.kudryashov's solution](#)

1317.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 3000 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[alex.kudryashov's solution](#)

1318.

1936D

[Bitwise Paradox](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 3100 · first AC: 2024-03-03 · last AC: 2024-03-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[alex.kudryashov's solution](#)

1319.

104730G

[Good Colorings](#) · [Tutorial](#)

Rating: 3100 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[alex.kudryashov's solution](#)

1320.

104959D

[Historic Memories](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[alex.kudryashov's solution](#)

1321.

104922I

[Paired roads](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[alex.kudryashov's solution](#)

104922H

Rating: — · first AC: 2024-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[alex.kudryashov's solution](#)

104922G

Rating: — · first AC: 2024-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[alex.kudryashov's solution](#)

104922E

Rating: — · first AC: 2024-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[alex.kudryashov's solution](#)

104922D

Rating: — · first AC: 2024-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[alex.kudryashov's solution](#)

104922B

Rating: — · first AC: 2024-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[alex.kudryashov's solution](#)

104922A

Rating: — · first AC: 2024-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —
alex.kudryashov's solution

104730A

Rating: — · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[alex.kudryashov's solution](#)

104730H

Rating: — · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —
alex.kudryashov's solution

1020908

Rating: — · first AC: 2023-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —
alex.kudryashov's solution

1024808

Rating: — · first AC: 2023-09-01 · last AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[alex.kudryashov's solution](#)

101319D

Rating: — · first AC: 2023-07-19 · C++17 (GCC 7-32) (first AC) · Tags: —
alex.kudryashov's solution

1333.

101319B

[Problem Halva. Gleb and Two Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[alex.kudryashov's solution](#)

1334.

100910H

[B 80000\\$>CR ?Cä;CP](#)

Rating: — · first AC: 2023-07-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[alex.kudryashov's solution](#)

1335.

100628G

[A 70402C=0 C,,7 Aô@CäAD\\$>C=2C HC,,=Cà](#)

Rating: — · first AC: 2023-07-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[alex.kudryashov's solution](#)

1336.

100628M

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

Rating: — · first AC: 2023-07-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[alex.kudryashov's solution](#)

1337.

100627B

[A @00BC =D :C,,5 D4GE =D´5 C, C AC,,;C,,9](#)

Rating: — · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[alex.kudryashov's solution](#)

1338.

100627R

[Aô5000 2 AÔ A,, 'A Aà](#)

Rating: — · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[alex.kudryashov's solution](#)

1339.

100627Y

[B 50Ä>CÔB C ADD0C´LD\\$0](#)

Rating: — · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[alex.kudryashov's solution](#)

1340.

100906D

["Bt00000a" CÔ0 CD5D 5C\\$5](#)

Rating: — · first AC: 2023-07-15 · last AC: 2023-07-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[alex.kudryashov's solution](#)

1341.

102962B

[Diamond Hands](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[alex.kudryashov's solution](#)

1342.

100908E

[AÄ0015CÔ LC=0Dò AC=0Ct:C > DD8Cä;CTBCä2Cä< C >C @CP](#)

Rating: — · first AC: 2023-07-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[alex.kudryashov's solution](#)

1343.

100906C

[B,,0000 0Dò GCT@CT?C HC=0](#)

Rating: — · first AC: 2023-07-13 · last AC: 2023-07-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[alex.kudryashov's solution](#)

1344.

100906B

[B\\$ODr&D B Aô5D\\$@](#)

Rating: — · first AC: 2023-07-12 · last AC: 2023-07-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[alex.kudryashov's solution](#)

1345.

100906A

[Aô;Dô6CÔKC' 2Cä;CT9C >C°](#)

Rating: — · first AC: 2023-07-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[alex.kudryashov's solution](#)

1346.

102128B

[Cake Tasting](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[alex.kudryashov's solution](#)

1347.

102128A

[Big Money](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[alex.kudryashov's solution](#)

1348.

100910G

[B\\$OCr&D ?Cä@D\\$=D'5 Cô>D\\$>C¤8](#)

Rating: — · first AC: 2023-07-10 · last AC: 2023-07-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[alex.kudryashov's solution](#)

1349.

100910F

[A 5D;Dô=CD>C'8CÄ?D BD >C•](#)

Rating: — · first AC: 2023-07-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[alex.kudryashov's solution](#)

1350.

100910E

[Aô5D;5 BD >CT=C,,5](#)

Rating: — · first AC: 2023-07-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[alex.kudryashov's solution](#)

1351.

100911D

[A BCr&CTA](#)

Rating: — · first AC: 2023-07-09 · last AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[alex.kudryashov's solution](#)

1352.

100909C

[AD20Cr&LC HCÔ8](#)

Rating: — · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[alex.kudryashov's solution](#)

1353.

100909B

[Aô5D;D BcäOC\\$HC,,9D O Cô@Cä3D 0CÄ<C,,AD](#)

Rating: — · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[alex.kudryashov's solution](#)

1354.

100909A

[B >Dô5C\\$=Cä2C =C,,5 Cô> D 0D ?C,,;D0](#)

Rating: — · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[alex.kudryashov's solution](#)

1355.

102534E

[Chicken Farm](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[alex.kudryashov's solution](#)

1356.

102534B

[Need More T-shirts!](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[alex.kudryashov's solution](#)

1357.

102534A

[Alphabet Contest](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[alex.kudryashov's solution](#)

1358.

100911C

[ADCD0B C00 C;C 2C,,0D\\$CD 5](#)

Rating: — · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[alex.kudryashov's solution](#)

1359.

100911B

[A50faCD8Dö](#)

Rating: — · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[alex.kudryashov's solution](#)

1360.

100911A

[BD0D\\$1Cä;C=8](#)

Rating: — · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[alex.kudryashov's solution](#)

1361.

1812E

[Not a Geometry Problem](#) · [Tutorial](#)

Quality: 4,304 global accepts · Rating: — · first AC: 2023-04-12 · C++17 (GCC 7-32) (first AC) · Tags: *special, constructive algorithms, geometry, math

[alex.kudryashov's solution](#)

1362.

1812D

[Trivial Conjecture](#) · [Tutorial](#)

Quality: 4,901 global accepts · Rating: — · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: *special, constructive algorithms, math, number theory

[alex.kudryashov's solution](#)

1363.

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,291 global accepts · Rating: — · first AC: 2023-04-08 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings

[alex.kudryashov's solution](#)

1364.

104244D

[A00D\\$1 CD>CÄ>C•](#)

Rating: — · first AC: 2023-03-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[alex.kudryashov's solution](#)

1365.

104244B

[A00C0C0: C ?Cä4C @C= >C](#)

Rating: — · first AC: 2023-03-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[alex.kudryashov's solution](#)

1366.

1041553

[B 50>D"Ô?D';CTACäA](#)

Rating: — · first AC: 2023-02-03 · last AC: 2023-02-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[alex.kudryashov's solution](#)

1367.

1041567

[A700Ä=C€](#)

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

[alex.kudryashov's solution](#)

1368.

1041552

[A00Cä8C12CT4CT=C,,5 BD8C >CÔ0DtGCE](#)

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

[alex.kudryashov's solution](#)

1369.

1041565

[AÄ5D\\$@CäAD\\$@Cä9](#)

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

[alex.kudryashov's solution](#)

1370.

1041551

[B 0040T;CT=C,,5 Cö@Dô<CäCC4>C´LCÔ8C#0](#)

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

[alex.kudryashov's solution](#)

1371.

1041566

[A700C1AC,,2D´5 Cö>D ;CT4Cä2C BCT;DÄ=CäAD\\$8](#)

Rating: — · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[alex.kudryashov's solution](#)

1372.

104162H

[ASKDrDD"8C\\$0CÔ8CR :D >C´8C#>C](#)

Rating: — · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[alex.kudryashov's solution](#)

1373.

104162G

[AäGCT@CT4CÔ0Dò AC#>C >Dt=C O Cö>D ;CT4Cä2C BCT;DÄ=CäAD\\$L](#)

Rating: — · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[alex.kudryashov's solution](#)

1374.

104162E

[A400j1CÔKCR ?C @D°](#)

Rating: — · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[alex.kudryashov's solution](#)

1375.

104162D

[A18CÄ0C" 3Cä@Cä4CR](#)

Rating: — · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[alex.kudryashov's solution](#)

1376.

104162B

[A7A0ä1CT=CÔKCR GC,,AC´0](#)

Rating: — · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[alex.kudryashov's solution](#)

1377.

1024793

[A->D4BC,,=Cä9](#)

Rating: — · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[alex.kudryashov's solution](#)

1378.

1035337

[Aä7D\\$8D15D :C,,5 C=0CÔ0C'K D 2Dô7C€](#)

Rating: — · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[alex.kudryashov's solution](#)

1379.

1035324

[AÄDDAC,,2D²Ô?C ;C,,=CD@Cä<D°](#)

Rating: — · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[alex.kudryashov's solution](#)

1380.

1035322

[AÖÖD13C ND"8C' @Cä1CäB](#)

Rating: — · first AC: 2023-01-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[alex.kudryashov's solution](#)

1381.

1035323

[BSQCTECC4>C'LCÔ0Dò 3Cä;Cä2Cä;Cä<C=0](#)

Rating: — · first AC: 2023-01-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[alex.kudryashov's solution](#)

1382.

1035336

[B->D4BC,,@Cä2C=0 CD@Cä1CT9](#)

Rating: — · first AC: 2023-01-08 · last AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[alex.kudryashov's solution](#)

1383.

104094B

[GPS Hack](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[alex.kudryashov's solution](#)

1384.

103631B

[Aä7D\\$8CÄ8Ct0Dd8Dò 7C :D4?Cä:](#)

Rating: — · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[alex.kudryashov's solution](#)

1385.

1020907

[BÖDraCT4C,,FC,,O](#)

Rating: — · first AC: 2022-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[alex.kudryashov's solution](#)

1386.

1020905

[AÔ5CqjACô@C 2CÔKC' <C @D >DT>C@](#)

Rating: — · first AC: 2022-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[alex.kudryashov's solution](#)

1387.

103483E

[Fair Robbery](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-10 · last AC: 2022-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[alex.kudryashov's solution](#)

1388.

103483J

[Yurik and Woodwork Lesson](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[alex.kudryashov's solution](#)

1389.

103483I

[Wheel of Fortune](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[alex.kudryashov's solution](#)

1390.

103483D

[Exam registration](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[alex.kudryashov's solution](#)

1391.

103483G

[The Math of Sailing](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[alex.kudryashov's solution](#)

1392.

103483K

[Railroad sorting](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[alex.kudryashov's solution](#)

1393.

103483A

[Natives](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[alex.kudryashov's solution](#)

1394.

103483F

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

Rating: — · first AC: 2022-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[alex.kudryashov's solution](#)

1395.

1663H

[Cross-Language Program](#) · [Tutorial](#)

Quality: 1,353 global accepts · Rating: — · first AC: 2022-04-01 · Text (first AC) · Tags: *special, constructive algorithms

[alex.kudryashov's solution](#)

1396.

1663C

[P Ö! Verdon](#) [Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation, math

[alex.kudryashov's solution](#)

1397.

1663B

[Mike's Sequence](#) · [Tutorial](#)

Quality: 3,570 global accepts · Rating: — · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, divide and conquer, implementation, math

[alex.kudryashov's solution](#)

1398.

1663A

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Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, expression parsing, trees

[alex.kudryashov's solution](#)

1399.

1029365

[A=005C04C @DÂ =C C'LDD5 Bd5C0BC 2D 0](#)

Rating: — · first AC: 2022-01-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[alex.kudryashov's solution](#)

1400.

1029366

[B18D;0](#)

Rating: — · first AC: 2022-01-04 · C++17 (GCC 7-32) (first AC) · Tags: —

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1401.

1145A

[Thanos Sort](#) · [Tutorial](#)

Quality: 9,267 global accepts · Rating: — · first AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

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