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Unique solved — alexchist

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

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Filters: none

Count: 1,010

1.

1773F

[Football](#) · [Tutorial](#)

Quality: 4,782 global accepts · Rating: 800 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
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2.

2038J

[Waiting for...](#) · [Tutorial](#)

Quality: 8,776 global accepts · Rating: 800 · first AC: 2025-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
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3.

2038N

[Fixing the Expression](#) · [Tutorial](#)

Quality: 11,341 global accepts · Rating: 800 · first AC: 2025-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
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4.

2128A

[Recycling Center](#) · [Tutorial](#)

Quality: 28,488 global accepts · Rating: 800 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
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5.

2125A

[Difficult Contest](#) · [Tutorial](#)

Quality: 27,980 global accepts · Rating: 800 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, sortings, strings
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6.

1866A

[Ambitious Kid](#) · [Tutorial](#)

Quality: 51,352 global accepts · Rating: 800 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: math
[alexchist's solution](#)

7.

1912L

[LOL Lovers](#) · [Tutorial](#)

Quality: 8,594 global accepts · Rating: 800 · first AC: 2024-11-25 · C++17 (GCC 7-32) (first AC) · Tags: strings
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8.

1795A

[Two Towers](#) · [Tutorial](#)

Quality: 24,651 global accepts · Rating: 800 · first AC: 2023-02-16 · last AC: 2023-10-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings
[alexchist's solution](#)

9.

1798A

[Showstopper](#) · [Tutorial](#)

Quality: 21,048 global accepts · Rating: 800 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
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10.

1809A

[Garland](#) · [Tutorial](#)

Quality: 25,174 global accepts · Rating: 800 · first AC: 2023-03-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[alexchist's solution](#)

11.

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[alexchist's solution](#)

12.

1789B

[Serval and Inversion Magic](#) · [Tutorial](#)

Quality: 17,586 global accepts · Rating: 800 · first AC: 2023-02-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings, two pointers
[alexchist's solution](#)

13.

1789A

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

Quality: 32,974 global accepts · Rating: 800 · first AC: 2023-02-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory
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14.

1788A

[One and Two](#) · [Tutorial](#)

Quality: 53,001 global accepts · Rating: 800 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math
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15.

1778A

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16.

1787A

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17.

1763A

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18.

1767B

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19.

1767A

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20.

1762A

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[alexchist's solution](#)

21.

1766A

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Quality: 46,019 global accepts · Rating: 800 · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

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22.

1769A

[B47C00D0 4Cä@Cä3C](#)

Quality: 2,156 global accepts · Rating: 800 · first AC: 2022-12-07 · C++17 (GCC 9-64) (first AC) · Tags: *special, math

[alexchist's solution](#)

23.

1765B

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Quality: 9,878 global accepts · Rating: 800 · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[alexchist's solution](#)

24.

1758A

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

Quality: 27,048 global accepts · Rating: 800 · first AC: 2022-11-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings

[alexchist's solution](#)

25.

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,610 global accepts · Rating: 800 · first AC: 2022-11-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms

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26.

1750B

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

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[alexchist's solution](#)

27.

1750A

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[alexchist's solution](#)

28.

1749A

[Cowardly Rooks](#) · [Tutorial](#)

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29.

1743B

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Quality: 23,194 global accepts · Rating: 800 · first AC: 2022-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

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30.

1743A

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31.

1736A

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Quality: 24,154 global accepts · Rating: 800 · first AC: 2022-10-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings
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32.

1738A

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Quality: 14,193 global accepts · Rating: 800 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings
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33.

1733A

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Quality: 21,855 global accepts · Rating: 800 · first AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
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34.

1728B

[Best Permutation](#) · [Tutorial](#)

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35.

1728A

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36.

1725A

[Accumulation of Dominoes](#) · [Tutorial](#)

Quality: 10,135 global accepts · Rating: 800 · first AC: 2022-09-04 · C++17 (GCC 9-64) (first AC) · Tags: math
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37.

1703C

[Cypher](#) · [Tutorial](#)

Quality: 40,840 global accepts · Rating: 800 · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings
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38.

1703B

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39.

1703A

[YES or YES?](#) · [Tutorial](#)

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40.

1136A

[Nastya Is Reading a Book](#) · [Tutorial](#)

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[alexchist's solution](#)

41.

1358A

[Park Lighting](#) · [Tutorial](#)

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42.

1481A

[Space Navigation](#) · [Tutorial](#)

Quality: 25,736 global accepts · Rating: 800 · first AC: 2022-05-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings
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43.

1652B

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Rating: 800 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: strings
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44.

1652A

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

Rating: 800 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings
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45.

492A

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46.

520A

[Pangram](#) · [Tutorial](#)

Quality: 127,538 global accepts · Rating: 800 · first AC: 2021-11-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
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47.

1582A

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

Quality: 19,751 global accepts · Rating: 800 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: math
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48.

1583A

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49.

1598A

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[alexchist's solution](#)

50.

469A

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Quality: 121,202 global accepts · Rating: 800 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[alexchist's solution](#)

51.

510A

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[alexchist's solution](#)

52.

443A

[Anton and Letters](#) · [Tutorial](#)

Quality: 112,065 global accepts · Rating: 800 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation
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- 53.**
454A
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Quality: 16,120 global accepts · Rating: 800 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation
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- 54.**
381A
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Quality: 89,821 global accepts · Rating: 800 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, two pointers
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- 55.**
1592A
[Gamer Hemose](#) · [Tutorial](#)
Quality: 23,791 global accepts · Rating: 800 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings
[alexchist's solution](#)
- 56.**
1574A
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Quality: 23,066 global accepts · Rating: 800 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
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- 57.**
1561A
[Simply Strange Sort](#) · [Tutorial](#)
Quality: 17,168 global accepts · Rating: 800 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, sortings
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- 58.**
71A
[Way Too Long Words](#) · [Tutorial](#)
Quality: 503,279 global accepts · Rating: 800 · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: strings
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- 59.**
710A
[King Moves](#) · [Tutorial](#)
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- 60.**
1560A
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Quality: 73,513 global accepts · Rating: 800 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation
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- 61.**
1560B
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- 62.**
1560C
[Infinity Table](#) · [Tutorial](#)
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- 63.**
702A
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Quality: 55,021 global accepts · Rating: 800 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation
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64.

678A

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65.

4A

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66.

1557A

[Ezzat and Two Subsequences](#) · [Tutorial](#)

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67.

1549B

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68.

1550A

[Find The Array](#) · [Tutorial](#)

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69.

780A

[Andryusha and Socks](#) · [Tutorial](#)

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70.

1546A

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Quality: 18,588 global accepts · Rating: 800 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy
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71.

1542A

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Quality: 51,635 global accepts · Rating: 800 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: math
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72.

1541A

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

Quality: 30,716 global accepts · Rating: 800 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation
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73.

1534A

[Colour the Flag](#) · [Tutorial](#)

Quality: 13,175 global accepts · Rating: 800 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
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74.

1536A

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

Quality: 20,771 global accepts · Rating: 800 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms

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75.

1535A

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Quality: 57,156 global accepts · Rating: 800 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

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76.

1523A

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Quality: 14,057 global accepts · Rating: 800 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation

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77.

1526A

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Quality: 25,018 global accepts · Rating: 800 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

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78.

1529A

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79.

1527A

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80.

1497A

[Meximization](#) · [Tutorial](#)

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81.

1499A

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

Quality: 21,968 global accepts · Rating: 800 · first AC: 2021-05-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math

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82.

1498A

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Quality: 24,712 global accepts · Rating: 800 · first AC: 2021-05-13 · last AC: 2021-05-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

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83.

1515A

[Phoenix and Gold](#) · [Tutorial](#)

Quality: 21,125 global accepts · Rating: 800 · first AC: 2021-05-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

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84.

1520A

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Quality: 58,460 global accepts · Rating: 800 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

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85.

1504A

[Déjà Vu](#) · [Tutorial](#)

Quality: 22,802 global accepts · Rating: 800 · first AC: 2021-04-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings
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86.

1519B

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87.

1519A

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Quality: 30,561 global accepts · Rating: 800 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: math
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88.

16A

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89.

1512A

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90.

1517A

[Sum of 2050](#) · [Tutorial](#)

Quality: 26,881 global accepts · Rating: 800 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
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91.

1516A

[Tit for Tat](#) · [Tutorial](#)

Quality: 24,655 global accepts · Rating: 800 · first AC: 2021-04-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy
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92.

1514A

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93.

1493A

[Anti-knapsack](#) · [Tutorial](#)

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94.

1509A

[Average Height](#) · [Tutorial](#)

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95.

1511A

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Quality: 28,826 global accepts · Rating: 800 · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy
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96.

1513A

[Array and Peaks](#) · [Tutorial](#)

Quality: 20,017 global accepts · Rating: 800 · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms,

implementation

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97.

1482A

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Quality: 21,295 global accepts · Rating: 800 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: math

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98.

1491A

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99.

1490A

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100.

1487A

[Arena](#) · [Tutorial](#)

Quality: 27,530 global accepts · Rating: 800 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

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101.

1480A

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

Quality: 27,148 global accepts · Rating: 800 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, strings

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102.

1478A

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

Quality: 28,013 global accepts · Rating: 800 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[alexchist's solution](#)

103.

1474A

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

Quality: 23,358 global accepts · Rating: 800 · first AC: 2021-01-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[alexchist's solution](#)

104.

1473A

[Replacing Elements](#) · [Tutorial](#)

Quality: 37,430 global accepts · Rating: 800 · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, sortings

[alexchist's solution](#)

105.

1472A

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

Quality: 45,524 global accepts · Rating: 800 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[alexchist's solution](#)

106.

1472B

[Fair Division](#) · [Tutorial](#)

Quality: 59,846 global accepts · Rating: 800 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[alexchist's solution](#)

107.

1466B

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

Quality: 23,595 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[alexchist's solution](#)

108.

1466A

[Bovine Dilemma](#) · [Tutorial](#)

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

[alexchist's solution](#)

109.

1462B

[Last Year's Substring](#) · [Tutorial](#)

Quality: 29,175 global accepts · Rating: 800 · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, strings

[alexchist's solution](#)

110.

1462A

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Quality: 48,965 global accepts · Rating: 800 · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: implementation, two pointers

[alexchist's solution](#)

111.

1461A

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

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

[alexchist's solution](#)

112.

1453A

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

Quality: 24,264 global accepts · Rating: 800 · first AC: 2020-12-04 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[alexchist's solution](#)

113.

1454B

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

Quality: 30,041 global accepts · Rating: 800 · first AC: 2020-11-24 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[alexchist's solution](#)

114.

1454A

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

Quality: 44,060 global accepts · Rating: 800 · first AC: 2020-11-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, probabilities

[alexchist's solution](#)

115.

1445A

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

Quality: 20,362 global accepts · Rating: 800 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[alexchist's solution](#)

116.

1437A

[Marketing Scheme](#) · [Tutorial](#)

Quality: 18,466 global accepts · Rating: 800 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[alexchist's solution](#)

117.

1413A

[Finding Sasuke](#) · [Tutorial](#)

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

[alexchist's solution](#)

118.

1433B

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

Quality: 29,855 global accepts · Rating: 800 · first AC: 2020-10-20 · Python 3 (first AC) · Tags: greedy, implementation

[alexchist's solution](#)

119.

1433A

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

Quality: 62,648 global accepts · Rating: 800 · first AC: 2020-10-20 · Python 3 (first AC) · Tags: implementation, math

[alexchist's solution](#)

120.

1421A

[XORwice](#) · [Tutorial](#)

Quality: 35,473 global accepts · Rating: 800 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[alexchist's solution](#)

121.

1430B

[Barrels](#) · [Tutorial](#)

Quality: 20,278 global accepts · Rating: 800 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[alexchist's solution](#)

122.

1422A

[Fence](#) · [Tutorial](#)

Quality: 21,867 global accepts · Rating: 800 · first AC: 2020-10-04 · Python 3 (first AC) · Tags: geometry, math

[alexchist's solution](#)

123.

1408A

[Circle Coloring](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 800 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[alexchist's solution](#)

124.

996A

[Hit the Lottery](#) · [Tutorial](#)

Quality: 118,372 global accepts · Rating: 800 · first AC: 2020-08-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[alexchist's solution](#)

125.

1391B

[Fix You](#) · [Tutorial](#)

Quality: 29,784 global accepts · Rating: 800 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[alexchist's solution](#)

126.

1391A

[Subarrays](#) · [Tutorial](#)

Quality: 25,063 global accepts · Rating: 800 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[alexchist's solution](#)

127.

1399B

[Gifts Fixing](#) · [Tutorial](#)

Quality: 46,810 global accepts · Rating: 800 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[alexchist's solution](#)

128.

1399A

[Remove Smallest](#) · [Tutorial](#)

Quality: 80,594 global accepts · Rating: 800 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[alexchist's solution](#)

129.

1388A

[Captain Flint and Crew Recruitment](#) · [Tutorial](#)

Quality: 25,954 global accepts · Rating: 800 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[alexchist's solution](#)

130.

1367B

[Even Array](#) · [Tutorial](#)

Quality: 63,943 global accepts · Rating: 800 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[alexchist's solution](#)

131.

1367A

[Short Substrings](#) · [Tutorial](#)

Quality: 67,707 global accepts · Rating: 800 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[alexchist's solution](#)

132.

1374A

[Required Remainder](#) · [Tutorial](#)

Quality: 64,185 global accepts · Rating: 800 · first AC: 2020-07-28 · Python 3 (first AC) · Tags: math

[alexchist's solution](#)

133.

1385B

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

Quality: 39,583 global accepts · Rating: 800 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[alexchist's solution](#)

134.

1343B

[Balanced Array](#) · [Tutorial](#)

Quality: 65,138 global accepts · Rating: 800 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[alexchist's solution](#)

135.

1285A

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

Quality: 29,890 global accepts · Rating: 800 · first AC: 2020-01-16 · PyPy 3 (first AC) · Tags: math

[alexchist's solution](#)

136.

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-04 · Python 3 (first AC) · Tags: implementation, strings

[alexchist's solution](#)

137.

1666D

[Deletive Editing](#) · [Tutorial](#)

Quality: 20,109 global accepts · Rating: 900 · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[alexchist's solution](#)

138.

1089L

[Lazyland](#) · [Tutorial](#)

Quality: 4,717 global accepts · Rating: 900 · first AC: 2025-08-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[alexchist's solution](#)

139.

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,365 global accepts · Rating: 900 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[alexchist's solution](#)

140.

1808A

[Lucky Numbers](#) · [Tutorial](#)

Quality: 20,614 global accepts · Rating: 900 · first AC: 2023-03-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[alexchist's solution](#)

141.

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
[alexchist's solution](#)

142.

1758B

[XOR = Average](#) · [Tutorial](#)

Quality: 23,893 global accepts · Rating: 900 · first AC: 2022-11-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[alexchist's solution](#)

143.

1749B

[Death's Blessing](#) · [Tutorial](#)

Quality: 22,582 global accepts · Rating: 900 · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[alexchist's solution](#)

144.

1737A

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

Quality: 10,851 global accepts · Rating: 900 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings
[alexchist's solution](#)

145.

1733B

[Rule of League](#) · [Tutorial](#)

Quality: 21,073 global accepts · Rating: 900 · first AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[alexchist's solution](#)

146.

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,556 global accepts · Rating: 900 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[alexchist's solution](#)

147.

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,985 global accepts · Rating: 900 · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
[alexchist's solution](#)

148.

496A

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

Quality: 17,173 global accepts · Rating: 900 · first AC: 2021-11-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[alexchist's solution](#)

149.

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,484 global accepts · Rating: 900 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: strings
[alexchist's solution](#)

150.

1582B

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

Quality: 33,365 global accepts · Rating: 900 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math
[alexchist's solution](#)

151.

460A

[Vasya and Socks](#) · [Tutorial](#)

Quality: 52,024 global accepts · Rating: 900 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[alexchist's solution](#)

152.

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,909 global accepts · Rating: 900 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[alexchist's solution](#)

153.

465A

[inc ARG](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 900 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[alexchist's solution](#)

154.

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,479 global accepts · Rating: 900 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[alexchist's solution](#)

155.

1559B

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

Quality: 24,137 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[alexchist's solution](#)

156.

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,589 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[alexchist's solution](#)

157.

1543B

[Customising the Track](#) · [Tutorial](#)

Quality: 24,477 global accepts · Rating: 900 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math

[alexchist's solution](#)

158.

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,953 global accepts · Rating: 900 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[alexchist's solution](#)

159.

1535B

[Array Reordering](#) · [Tutorial](#)

Quality: 34,203 global accepts · Rating: 900 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory, sortings

[alexchist's solution](#)

160.

1525B

[Permutation Sort](#) · [Tutorial](#)

Quality: 26,660 global accepts · Rating: 900 · first AC: 2021-05-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[alexchist's solution](#)

161.

16B

[Burglar and Matches](#) · [Tutorial](#)

Quality: 20,767 global accepts · Rating: 900 · first AC: 2021-04-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[alexchist's solution](#)

162.

1480B

[The Great Hero](#) · [Tutorial](#)

Quality: 17,932 global accepts · Rating: 900 · first AC: 2021-04-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[alexchist's solution](#)

163.

1505A

[Is it rated - 2](#) · [Tutorial](#)

Quality: 16,089 global accepts · Rating: 900 · first AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation, interactive

[alexchist's solution](#)

164.

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,812 global accepts · Rating: 900 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, implementation

[alexchist's solution](#)

165.

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-02-19 · last AC: 2021-02-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[alexchist's solution](#)

166.

1475B

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

Quality: 57,254 global accepts · Rating: 900 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math

[alexchist's solution](#)

167.

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,824 global accepts · Rating: 900 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[alexchist's solution](#)

168.

1471A

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

Quality: 38,209 global accepts · Rating: 900 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[alexchist's solution](#)

169.

1462C

[Unique Number](#) · [Tutorial](#)

Quality: 36,450 global accepts · Rating: 900 · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[alexchist's solution](#)

170.

1445B

[Elimination](#) · [Tutorial](#)

Quality: 15,926 global accepts · Rating: 900 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[alexchist's solution](#)

171.

1433C

[Dominant Piranha](#) · [Tutorial](#)

Quality: 28,606 global accepts · Rating: 900 · first AC: 2020-10-20 · Python 3 (first AC) · Tags: constructive algorithms, greedy

[alexchist's solution](#)

172.

1430A

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

Quality: 21,755 global accepts · Rating: 900 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[alexchist's solution](#)

173.

1420A

[Cubes Sorting](#) · [Tutorial](#)

Quality: 25,205 global accepts · Rating: 900 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[alexchist's solution](#)

174.

580A

[Kefa and First Steps](#) · [Tutorial](#)

Quality: 104,690 global accepts · Rating: 900 · first AC: 2020-08-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[alexchist's solution](#)

175.

168A

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

Quality: 11,506 global accepts · Rating: 900 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[alexchist's solution](#)

176.

1374B

[Multiply by 2, divide by 6](#) · [Tutorial](#)

Quality: 71,590 global accepts · Rating: 900 · first AC: 2020-07-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[alexchist's solution](#)

177.

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,393 global accepts · Rating: 900 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[alexchist's solution](#)

178.

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,797 global accepts · Rating: 1000 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[alexchist's solution](#)

179.

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

[alexchist's solution](#)

180.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[alexchist's solution](#)

181.

1785A

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

Rating: 1000 · first AC: 2023-02-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[alexchist's solution](#)

182.

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,778 global accepts · Rating: 1000 · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[alexchist's solution](#)

183.

1769B1

[A = 7068D > C\\$0C08CR DC 9C > C" •](#)

Quality: 1,602 global accepts · Rating: 1000 · first AC: 2022-12-07 · last AC: 2022-12-07 · C++17 (GCC 9-64) (first AC) · Tags: *special, brute force, implementation, math

[alexchist's solution](#)

184.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,889 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[alexchist's solution](#)

185.

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
[alexchist's solution](#)

186.

1761B

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

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[alexchist's solution](#)

187.

103433M

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

Rating: 1000 · first AC: 2022-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

188.

1725B

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

Quality: 28,274 global accepts · Rating: 1000 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings
[alexchist's solution](#)

189.

1100A

[Roman and Browser](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1000 · first AC: 2022-06-03 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[alexchist's solution](#)

190.

1136B

[Nastya Is Playing Computer Games](#) · [Tutorial](#)

Quality: 12,273 global accepts · Rating: 1000 · first AC: 2022-06-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[alexchist's solution](#)

191.

1358B

[Maria Breaks the Self-isolation](#) · [Tutorial](#)

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2022-05-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[alexchist's solution](#)

192.

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,938 global accepts · Rating: 1000 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[alexchist's solution](#)

193.

479A

[Expression](#) · [Tutorial](#)

Quality: 112,283 global accepts · Rating: 1000 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
[alexchist's solution](#)

194.

58A

[Chat room](#) · [Tutorial](#)

Quality: 155,995 global accepts · Rating: 1000 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings
[alexchist's solution](#)

195.

691A

[Fashion in Berland](#) · [Tutorial](#)

Quality: 11,138 global accepts · Rating: 1000 · first AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[alexchist's solution](#)

196.

660B

[Seating On Bus](#) · [Tutorial](#)

Quality: 5,882 global accepts · Rating: 1000 · first AC: 2021-08-13 · GNU C++11 (first AC) · Tags: implementation

[alexchist's solution](#)

197.

652B

[z-sort](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1000 · first AC: 2021-08-12 · C++17 (GCC 9-64) (first AC) · Tags: sortings

[alexchist's solution](#)

198.

1550B

[Maximum Cost Deletion](#) · [Tutorial](#)

Quality: 28,554 global accepts · Rating: 1000 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[alexchist's solution](#)

199.

1515B

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

Quality: 27,068 global accepts · Rating: 1000 · first AC: 2021-05-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, number theory

[alexchist's solution](#)

200.

1521A

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

Quality: 42,044 global accepts · Rating: 1000 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[alexchist's solution](#)

201.

1490B

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

Quality: 27,900 global accepts · Rating: 1000 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[alexchist's solution](#)

202.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,144 global accepts · Rating: 1000 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[alexchist's solution](#)

203.

1474B

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

Quality: 40,334 global accepts · Rating: 1000 · first AC: 2021-01-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[alexchist's solution](#)

204.

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2021-01-14 · PyPy 3 (first AC) · Tags: brute force, math, number theory, strings

[alexchist's solution](#)

205.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,059 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
[alexchist's solution](#)

206.

1469A

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

Quality: 30,034 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[alexchist's solution](#)

207.

1388B

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

Quality: 22,821 global accepts · Rating: 1000 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[alexchist's solution](#)

208.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,233 global accepts · Rating: 1000 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: math
[alexchist's solution](#)

209.

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,934 global accepts · Rating: 1000 · first AC: 2020-07-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[alexchist's solution](#)

210.

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,420 global accepts · Rating: 1100 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers
[alexchist's solution](#)

211.

2125C

[Count Good Numbers](#) · [Tutorial](#)

Quality: 22,750 global accepts · Rating: 1100 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory
[alexchist's solution](#)

212.

1788B

[Sum of Two Numbers](#) · [Tutorial](#)

Quality: 22,357 global accepts · Rating: 1100 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities
[alexchist's solution](#)

213.

1787B

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

Quality: 14,892 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory
[alexchist's solution](#)

214.

1762B

[Make Array Good](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2022-12-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings
[alexchist's solution](#)

215.

1575A

[Another Sorting Problem](#) · [Tutorial](#)

Quality: 5,183 global accepts · Rating: 1100 · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, strings
[alexchist's solution](#)

216.

1743C

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

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy
[alexchist's solution](#)

217.

1726B

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

Quality: 16,851 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math
[alexchist's solution](#)

218.

1703D

[Double Strings](#) · [Tutorial](#)

Quality: 29,206 global accepts · Rating: 1100 · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, strings
[alexchist's solution](#)

219.

1481B

[New Colony](#) · [Tutorial](#)

Quality: 19,907 global accepts · Rating: 1100 · first AC: 2022-05-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation
[alexchist's solution](#)

220.

488A

[Giga Tower](#) · [Tutorial](#)

Quality: 14,943 global accepts · Rating: 1100 · first AC: 2021-11-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[alexchist's solution](#)

221.

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,510 global accepts · Rating: 1100 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
[alexchist's solution](#)

222.

313B

[Ilya and Queries](#) · [Tutorial](#)

Quality: 54,506 global accepts · Rating: 1100 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation
[alexchist's solution](#)

223.

483A

[Counterexample](#) · [Tutorial](#)

Quality: 24,886 global accepts · Rating: 1100 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, number theory
[alexchist's solution](#)

224.

463B

[Caisa and Pylons](#) · [Tutorial](#)

Quality: 29,965 global accepts · Rating: 1100 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math
[alexchist's solution](#)

225.

1574B

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

Quality: 18,221 global accepts · Rating: 1100 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math

[alexchist's solution](#)

226.

1557B

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

Quality: 24,611 global accepts · Rating: 1100 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[alexchist's solution](#)

227.

1534B

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

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

[alexchist's solution](#)

228.

1523B

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

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[alexchist's solution](#)

229.

1529B

[Sifid and Strange Subsequences](#) · [Tutorial](#)

Quality: 21,221 global accepts · Rating: 1100 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[alexchist's solution](#)

230.

25B

[Phone numbers](#) · [Tutorial](#)

Quality: 11,255 global accepts · Rating: 1100 · first AC: 2021-05-03 · Python 3 (first AC) · Tags: implementation

[alexchist's solution](#)

231.

1509B

[TMT Document](#) · [Tutorial](#)

Quality: 23,056 global accepts · Rating: 1100 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[alexchist's solution](#)

232.

1511C

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

Quality: 32,811 global accepts · Rating: 1100 · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation, trees

[alexchist's solution](#)

233.

1511B

[GCD Length](#) · [Tutorial](#)

Quality: 24,678 global accepts · Rating: 1100 · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[alexchist's solution](#)

234.

1490C

[Sum of Cubes](#) · [Tutorial](#)

Quality: 38,825 global accepts · Rating: 1100 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[alexchist's solution](#)

235.

1478B

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

Quality: 19,004 global accepts · Rating: 1100 · first AC: 2021-01-28 · PyPy 3 (first AC) · Tags: brute force, dp, greedy, math

[alexchist's solution](#)

236.

1471B

[Strange List](#) · [Tutorial](#)

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

[alexchist's solution](#)

237.

1472C

[Long Jumps](#) · [Tutorial](#)

Quality: 35,343 global accepts · Rating: 1100 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs

[alexchist's solution](#)

238.

1413B

[A New Technique](#) · [Tutorial](#)

Quality: 12,013 global accepts · Rating: 1100 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[alexchist's solution](#)

239.

1421B

[Putting Bricks in the Wall](#) · [Tutorial](#)

Quality: 13,474 global accepts · Rating: 1100 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[alexchist's solution](#)

240.

166A

[Rank List](#) · [Tutorial](#)

Quality: 21,005 global accepts · Rating: 1100 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, sortings

[alexchist's solution](#)

241.

467B

[Fedor and New Game](#) · [Tutorial](#)

Quality: 42,853 global accepts · Rating: 1100 · first AC: 2020-07-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[alexchist's solution](#)

242.

2046A

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

Quality: 16,809 global accepts · Rating: 1200 · first AC: 2025-11-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[alexchist's solution](#)

243.

1510K

[King's Task](#) · [Tutorial](#)

Quality: 5,973 global accepts · Rating: 1200 · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, graphs, implementation

[alexchist's solution](#)

244.

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,595 global accepts · Rating: 1200 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[alexchist's solution](#)

245.

1808B

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

Quality: 29,671 global accepts · Rating: 1200 · first AC: 2023-03-29 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings

[alexchist's solution](#)

246.

1769C1

[A6500d CD\\$:C](#) •

Quality: 1,118 global accepts · Rating: 1200 · first AC: 2022-12-08 · C++17 (GCC 9-64) (first AC) · Tags: *special, brute force, dp, greedy

[alexchist's solution](#)

247.

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 1200 · first AC: 2022-10-10 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[alexchist's solution](#)

248.

1738B

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

Quality: 18,794 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[alexchist's solution](#)

249.

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,587 global accepts · Rating: 1200 · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[alexchist's solution](#)

250.

1100C

[NN and the Optical Illusion](#) · [Tutorial](#)

Quality: 10,931 global accepts · Rating: 1200 · first AC: 2022-06-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, math

[alexchist's solution](#)

251.

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,461 global accepts · Rating: 1200 · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[alexchist's solution](#)

252.

1679B

[Stone Age Problem](#) · [Tutorial](#)

Quality: 27,434 global accepts · Rating: 1200 · first AC: 2022-05-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[alexchist's solution](#)

253.

1582C

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

Quality: 23,652 global accepts · Rating: 1200 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers

[alexchist's solution](#)

254.

1583B

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

Quality: 13,251 global accepts · Rating: 1200 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, trees

[alexchist's solution](#)

255.

1598C

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

Quality: 23,655 global accepts · Rating: 1200 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[alexchist's solution](#)

256.

463A

[Caisa and Sugar](#) · [Tutorial](#)

Quality: 9,561 global accepts · Rating: 1200 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[alexchist's solution](#)

257.

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,022 global accepts · Rating: 1200 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[alexchist's solution](#)

258.

459A

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

Quality: 36,405 global accepts · Rating: 1200 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[alexchist's solution](#)

259.

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,908 global accepts · Rating: 1200 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation

[alexchist's solution](#)

260.

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, math, sortings

[alexchist's solution](#)

261.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,814 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[alexchist's solution](#)

262.

660A

[Co-prime Array](#) · [Tutorial](#)

Quality: 10,296 global accepts · Rating: 1200 · first AC: 2021-08-13 · GNU C++11 (first AC) · Tags: greedy, implementation, math, number theory

[alexchist's solution](#)

263.

944A

[World Cup](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[alexchist's solution](#)

264.

1546B

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

Quality: 13,953 global accepts · Rating: 1200 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math

[alexchist's solution](#)

265.

1541B

[Pleasant Pairs](#) · [Tutorial](#)

Quality: 38,483 global accepts · Rating: 1200 · first AC: 2021-06-25 · last AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, number theory

[alexchist's solution](#)

266.

1536B

[Prinzessin der Verurteilung](#) · [Tutorial](#)

Quality: 25,027 global accepts · Rating: 1200 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, strings

[alexchist's solution](#)

267.

18C

[Stripe](#) · [Tutorial](#)

Quality: 15,419 global accepts · Rating: 1200 · first AC: 2021-05-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation
[alexchist's solution](#)

268.

15A

[Cottage Village](#) · [Tutorial](#)

Quality: 4,496 global accepts · Rating: 1200 · first AC: 2021-04-26 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings
[alexchist's solution](#)

269.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings
[alexchist's solution](#)

270.

1514B

[AND 0, Sum Big](#) · [Tutorial](#)

Quality: 34,939 global accepts · Rating: 1200 · first AC: 2021-04-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, math
[alexchist's solution](#)

271.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,691 global accepts · Rating: 1200 · first AC: 2021-04-15 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[alexchist's solution](#)

272.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[alexchist's solution](#)

273.

1490D

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

Quality: 21,675 global accepts · Rating: 1200 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, implementation
[alexchist's solution](#)

274.

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,536 global accepts · Rating: 1200 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, greedy, sortings
[alexchist's solution](#)

275.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,289 global accepts · Rating: 1200 · first AC: 2020-12-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, two pointers
[alexchist's solution](#)

276.

1454C

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

Quality: 22,502 global accepts · Rating: 1200 · first AC: 2020-11-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[alexchist's solution](#)

277.

102599G

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

Rating: 1200 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[alexchist's solution](#)

278.

102599D

[Young Explorers](#) · [Tutorial](#)

Rating: 1200 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[alexchist's solution](#)

279.

1437B

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

Quality: 20,853 global accepts · Rating: 1200 · first AC: 2020-10-27 · Python 3 (first AC) · Tags: constructive algorithms, greedy

[alexchist's solution](#)

280.

1433D

[Districts Connection](#) · [Tutorial](#)

Quality: 30,580 global accepts · Rating: 1200 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar

[alexchist's solution](#)

281.

1399C

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

Quality: 32,655 global accepts · Rating: 1200 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, two pointers

[alexchist's solution](#)

282.

1343C

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

Quality: 44,074 global accepts · Rating: 1200 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[alexchist's solution](#)

283.

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,467 global accepts · Rating: 1300 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[alexchist's solution](#)

284.

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,991 global accepts · Rating: 1300 · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[alexchist's solution](#)

285.

1769C2

[A>T>D>C>C ”•](#)

Quality: 1,077 global accepts · Rating: 1300 · first AC: 2022-12-08 · C++17 (GCC 9-64) (first AC) · Tags: *special, dp

[alexchist's solution](#)

286.

1736C1

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

Quality: 16,529 global accepts · Rating: 1300 · first AC: 2022-10-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, schedules, two pointers

[alexchist's solution](#)

287.

1737B

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

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math

[alexchist's solution](#)

288.

1733C

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

Quality: 17,102 global accepts · Rating: 1300 · first AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings
[alexchist's solution](#)

289.

103433A

[Company Merging](#) · [Tutorial](#)

Rating: 1300 · first AC: 2022-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

290.

1726C

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

Quality: 13,399 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, greedy
[alexchist's solution](#)

291.

1703F

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

Quality: 30,052 global accepts · Rating: 1300 · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings
[alexchist's solution](#)

292.

1100B

[Build a Contest](#) · [Tutorial](#)

Quality: 11,775 global accepts · Rating: 1300 · first AC: 2022-06-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation
[alexchist's solution](#)

293.

476B

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

Quality: 37,027 global accepts · Rating: 1300 · first AC: 2021-11-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities
[alexchist's solution](#)

294.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, ternary search
[alexchist's solution](#)

295.

1561B

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

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

296.

1561C

[Deep Down Below](#) · [Tutorial](#)

Quality: 21,416 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings
[alexchist's solution](#)

297.

1560D

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

Quality: 19,459 global accepts · Rating: 1300 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, strings
[alexchist's solution](#)

298.

665C

[Simple Strings](#) · [Tutorial](#)

Quality: 17,243 global accepts · Rating: 1300 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings

[alexchist's solution](#)

299.

1534C

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

Quality: 13,811 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[alexchist's solution](#)

300.

1521B

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

Quality: 22,930 global accepts · Rating: 1300 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[alexchist's solution](#)

301.

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,879 global accepts · Rating: 1300 · first AC: 2021-05-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[alexchist's solution](#)

302.

1007A

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

Quality: 13,069 global accepts · Rating: 1300 · first AC: 2021-03-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, math, sortings, two pointers

[alexchist's solution](#)

303.

1471C

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

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

[alexchist's solution](#)

304.

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,836 global accepts · Rating: 1300 · first AC: 2020-10-20 · PyPy 3 (first AC) · Tags: combinatorics, math

[alexchist's solution](#)

305.

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,880 global accepts · Rating: 1300 · first AC: 2020-08-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[alexchist's solution](#)

306.

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[alexchist's solution](#)

307.

1893A

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

Quality: 15,082 global accepts · Rating: 1400 · first AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[alexchist's solution](#)

308.

2066A

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

Quality: 7,173 global accepts · Rating: 1400 · first AC: 2025-11-25 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, implementation, interactive

[alexchist's solution](#)

309.

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,924 global accepts · Rating: 1400 · first AC: 2025-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry, greedy, sortings

[alexchist's solution](#)

310.

2038L

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

Quality: 7,986 global accepts · Rating: 1400 · first AC: 2025-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, two pointers

[alexchist's solution](#)

311.

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2025-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[alexchist's solution](#)

312.

1866B

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

Quality: 9,181 global accepts · Rating: 1400 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[alexchist's solution](#)

313.

1762C

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

Quality: 10,165 global accepts · Rating: 1400 · first AC: 2022-12-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[alexchist's solution](#)

314.

1769B2

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Quality: 952 global accepts · Rating: 1400 · first AC: 2022-12-07 · C++17 (GCC 9-64) (first AC) · Tags: *special, binary search, brute force, math

[alexchist's solution](#)

315.

1758C

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

Quality: 15,261 global accepts · Rating: 1400 · first AC: 2022-11-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, number theory

[alexchist's solution](#)

316.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[alexchist's solution](#)

317.

1750C

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

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[alexchist's solution](#)

318.

1733D1

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

Quality: 15,031 global accepts · Rating: 1400 · first AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[alexchist's solution](#)

319.

1728C

[Digital Logarithm](#) · [Tutorial](#)

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2022-09-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings
[alexchist's solution](#)

320.

1682C

[LIS or Reverse LIS?](#) · [Tutorial](#)

Quality: 16,471 global accepts · Rating: 1400 · first AC: 2022-05-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[alexchist's solution](#)

321.

1654C

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

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

322.

1652C

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

Rating: 1400 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
[alexchist's solution](#)

323.

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, number theory
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324.

762B

[USB vs. PS/2](#) · [Tutorial](#)

Quality: 10,578 global accepts · Rating: 1400 · first AC: 2021-08-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings, two pointers
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325.

762A

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Quality: 25,798 global accepts · Rating: 1400 · first AC: 2021-08-20 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[alexchist's solution](#)

326.

710B

[Optimal Point on a Line](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 1400 · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, sortings
[alexchist's solution](#)

327.

1559D1

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

Quality: 16,031 global accepts · Rating: 1400 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees
[alexchist's solution](#)

328.

665B

[Shopping](#) · [Tutorial](#)

Quality: 3,891 global accepts · Rating: 1400 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force
[alexchist's solution](#)

329.

652A

[Gabriel and Caterpillar](#) · [Tutorial](#)

Quality: 5,265 global accepts · Rating: 1400 · first AC: 2021-08-12 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[alexchist's solution](#)

330.

1549C

[Web of Lies](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy
[alexchist's solution](#)

331.

1541C

[Great Graphs](#) · [Tutorial](#)

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

332.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,725 global accepts · Rating: 1400 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers
[alexchist's solution](#)

333.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,734 global accepts · Rating: 1400 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory
[alexchist's solution](#)

334.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[alexchist's solution](#)

335.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,468 global accepts · Rating: 1400 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings
[alexchist's solution](#)

336.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation
[alexchist's solution](#)

337.

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,107 global accepts · Rating: 1400 · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math
[alexchist's solution](#)

338.

1506D

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

Quality: 25,537 global accepts · Rating: 1400 · first AC: 2021-03-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[alexchist's solution](#)

339.

1494B

[Berland Crossword](#) · [Tutorial](#)

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation

[alexchist's solution](#)

340.

1490E

[Accidental Victory](#) · [Tutorial](#)

Quality: 20,994 global accepts · Rating: 1400 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[alexchist's solution](#)

341.

1462D

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

Quality: 18,136 global accepts · Rating: 1400 · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[alexchist's solution](#)

342.

1461B

[Find the Spruce](#) · [Tutorial](#)

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

[alexchist's solution](#)

343.

1453B

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

Quality: 14,063 global accepts · Rating: 1400 · first AC: 2020-12-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[alexchist's solution](#)

344.

102599F

[Game With Array](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[alexchist's solution](#)

345.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[alexchist's solution](#)

346.

1089G

[Guest Student](#) · [Tutorial](#)

Quality: 3,228 global accepts · Rating: 1500 · first AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: math

[alexchist's solution](#)

347.

356A

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

Quality: 16,790 global accepts · Rating: 1500 · first AC: 2021-03-08 · last AC: 2023-07-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[alexchist's solution](#)

348.

1789C

[Serval and Toxel's Arrays](#) · [Tutorial](#)

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-02-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math

[alexchist's solution](#)

349.

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,016 global accepts · Rating: 1500 · first AC: 2023-02-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation

[alexchist's solution](#)

350.

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 1500 · first AC: 2022-12-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[alexchist's solution](#)

351.

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,980 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[alexchist's solution](#)

352.

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[alexchist's solution](#)

353.

103994I

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

Rating: 1500 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[alexchist's solution](#)

354.

1575J

[Jeopardy of Dropped Balls](#) · [Tutorial](#)

Quality: 4,265 global accepts · Rating: 1500 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dsu, implementation

[alexchist's solution](#)

355.

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,264 global accepts · Rating: 1500 · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings

[alexchist's solution](#)

356.

1737C

[Ela and Crickets](#) · [Tutorial](#)

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

[alexchist's solution](#)

357.

1738C

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

Quality: 12,775 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, greedy, math

[alexchist's solution](#)

358.

1725G

[Garage](#) · [Tutorial](#)

Quality: 6,698 global accepts · Rating: 1500 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math

[alexchist's solution](#)

359.

1136C

[Nastya Is Transposing Matrices](#) · [Tutorial](#)

Quality: 8,028 global accepts · Rating: 1500 · first AC: 2022-06-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings
[alexchist's solution](#)

360.

1195D1

[Submarine in the Rybinsk Sea \(easy edition\)](#) · [Tutorial](#)

Quality: 8,199 global accepts · Rating: 1500 · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory
[alexchist's solution](#)

361.

710C

[Magic Odd Square](#) · [Tutorial](#)

Quality: 5,552 global accepts · Rating: 1500 · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[alexchist's solution](#)

362.

702C

[Cellular Network](#) · [Tutorial](#)

Quality: 22,894 global accepts · Rating: 1500 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, two pointers
[alexchist's solution](#)

363.

702B

[Powers of Two](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1500 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation, math
[alexchist's solution](#)

364.

944C

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

Rating: 1500 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees
[alexchist's solution](#)

365.

1542B

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

Quality: 26,538 global accepts · Rating: 1500 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[alexchist's solution](#)

366.

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,122 global accepts · Rating: 1500 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, hashing, number theory
[alexchist's solution](#)

367.

1526C1

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

Quality: 27,190 global accepts · Rating: 1500 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy
[alexchist's solution](#)

368.

18A

[Triangle](#) · [Tutorial](#)

Quality: 6,959 global accepts · Rating: 1500 · first AC: 2021-04-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry
[alexchist's solution](#)

369.

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,536 global accepts · Rating: 1500 · first AC: 2021-04-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy
[alexchist's solution](#)

370.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-04-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math
[alexchist's solution](#)

371.

1299A

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

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math
[alexchist's solution](#)

372.

997A

[Convert to Ones](#) · [Tutorial](#)

Quality: 8,663 global accepts · Rating: 1500 · first AC: 2021-03-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math
[alexchist's solution](#)

373.

1482B

[Restore Modulo](#) · [Tutorial](#)

Quality: 9,592 global accepts · Rating: 1500 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[alexchist's solution](#)

374.

749C

[Voting](#) · [Tutorial](#)

Quality: 6,255 global accepts · Rating: 1500 · first AC: 2021-03-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, two pointers
[alexchist's solution](#)

375.

1490F

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

Quality: 18,382 global accepts · Rating: 1500 · first AC: 2021-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings
[alexchist's solution](#)

376.

1487D

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 20,591 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory
[alexchist's solution](#)

377.

1462E1

[Close Tuples \(easy version\)](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1500 · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, math, sortings, two pointers
[alexchist's solution](#)

378.

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1500 · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities
[alexchist's solution](#)

379.

1179A

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

Quality: 11,799 global accepts · Rating: 1500 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[alexchist's solution](#)

380.

1408C

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

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

381.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,978 global accepts · Rating: 1500 · first AC: 2020-08-23 · C++17 (GCC 7-32) (first AC) · Tags: dp
[alexchist's solution](#)

382.

1399D

[Binary String To Subsequences](#) · [Tutorial](#)

Quality: 19,902 global accepts · Rating: 1500 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[alexchist's solution](#)

383.

2046B

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

Quality: 10,868 global accepts · Rating: 1600 · first AC: 2025-11-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings
[alexchist's solution](#)

384.

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,289 global accepts · Rating: 1600 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math
[alexchist's solution](#)

385.

2125D

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

Quality: 9,275 global accepts · Rating: 1600 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities
[alexchist's solution](#)

386.

1798D

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

Quality: 14,078 global accepts · Rating: 1600 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[alexchist's solution](#)

387.

1025C

[Plasticine zebra](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation
[alexchist's solution](#)

388.

534C

[Polycarpus' Dice](#) · [Tutorial](#)

Quality: 5,275 global accepts · Rating: 1600 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: math
[alexchist's solution](#)

389.

1795D

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

Quality: 13,071 global accepts · Rating: 1600 · first AC: 2023-02-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math
[alexchist's solution](#)

390.

1787C

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

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math
[alexchist's solution](#)

391.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,548 global accepts · Rating: 1600 · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[alexchist's solution](#)

392.

103994D

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

Rating: 1600 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[alexchist's solution](#)

393.

1703G

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

Quality: 12,746 global accepts · Rating: 1600 · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math
[alexchist's solution](#)

394.

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,345 global accepts · Rating: 1600 · first AC: 2022-05-20 · C++17 (GCC 9-64) (first AC) · Tags: math
[alexchist's solution](#)

395.

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,401 global accepts · Rating: 1600 · first AC: 2022-05-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy
[alexchist's solution](#)

396.

1582D

[Vupsen, Pupsen and 0](#) · [Tutorial](#)

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[alexchist's solution](#)

397.

453A

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

Quality: 12,442 global accepts · Rating: 1600 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: probabilities
[alexchist's solution](#)

398.

781A

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

Rating: 1600 · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, trees
[alexchist's solution](#)

399.

691B

[s-palindrome](#) · [Tutorial](#)

Quality: 8,210 global accepts · Rating: 1600 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[alexchist's solution](#)

400.

678C

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

Quality: 11,047 global accepts · Rating: 1600 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, number theory
[alexchist's solution](#)

401.

678B

[The Same Calendar](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 1600 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[alexchist's solution](#)

402.

665A

[Buses Between Cities](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 1600 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[alexchist's solution](#)

403.

660C

[Hard Process](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1600 · first AC: 2021-08-13 · GNU C++11 (first AC) · Tags: binary search, dp, two pointers
[alexchist's solution](#)

404.

780C

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

Quality: 10,017 global accepts · Rating: 1600 · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy, trees
[alexchist's solution](#)

405.

780B

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

Quality: 12,646 global accepts · Rating: 1600 · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search
[alexchist's solution](#)

406.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[alexchist's solution](#)

407.

348A

[Mafia](#) · [Tutorial](#)

Quality: 14,683 global accepts · Rating: 1600 · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, sortings
[alexchist's solution](#)

408.

346A

[Alice and Bob](#) · [Tutorial](#)

Quality: 9,351 global accepts · Rating: 1600 · first AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: games, math, number theory
[alexchist's solution](#)

409.

343A

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

Quality: 10,082 global accepts · Rating: 1600 · first AC: 2021-06-02 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[alexchist's solution](#)

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1602D

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Rating: 1900 · first AC: 2022-01-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths
[alexchist's solution](#)

509.

5C

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

Quality: 18,068 global accepts · Rating: 1900 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings
[alexchist's solution](#)

510.

1313C2

[Skyscrapers \(hard version\)](#) · [Tutorial](#)

Quality: 7,290 global accepts · Rating: 1900 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy
[alexchist's solution](#)

511.

1036C

[Classy Numbers](#) · [Tutorial](#)

Quality: 13,380 global accepts · Rating: 1900 · first AC: 2021-10-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp
[alexchist's solution](#)

512.

1561D2

[Up the Strip](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory

[alexchist's solution](#)

513.

1560F1

[Nearest Beautiful Number \(easy version\)](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy

[alexchist's solution](#)

514.

702D

[Road to Post Office](#) · [Tutorial](#)

Quality: 3,736 global accepts · Rating: 1900 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: math

[alexchist's solution](#)

515.

691E

[Xor-sequences](#) · [Tutorial](#)

Quality: 3,089 global accepts · Rating: 1900 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: matrices

[alexchist's solution](#)

516.

660D

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

Quality: 4,739 global accepts · Rating: 1900 · first AC: 2021-08-13 · GNU C++11 (first AC) · Tags: geometry

[alexchist's solution](#)

517.

1546D

[AquaMoon and Chess](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[alexchist's solution](#)

518.

1490G

[Old Floppy Drive](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1900 · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, math

[alexchist's solution](#)

519.

25C

[Roads in Berland](#) · [Tutorial](#)

Quality: 8,076 global accepts · Rating: 1900 · first AC: 2021-05-03 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[alexchist's solution](#)

520.

16E

[Fish](#) · [Tutorial](#)

Quality: 6,542 global accepts · Rating: 1900 · first AC: 2021-04-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, probabilities

[alexchist's solution](#)

521.

16D

[Logging](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 1900 · first AC: 2021-04-27 · Python 3 (first AC) · Tags: implementation, strings

[alexchist's solution](#)

522.

1509D

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

Rating: 1900 · first AC: 2021-04-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[alexchist's solution](#)

523.

1044B

[Intersecting Subtrees](#) · [Tutorial](#)

Quality: 1,708 global accepts · Rating: 1900 · first AC: 2021-03-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, interactive, trees
[alexchist's solution](#)

524.

1482D

[Playlist](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 1900 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, implementation, shortest paths
[alexchist's solution](#)

525.

1494C

[1D Sokoban](#) · [Tutorial](#)

Quality: 5,729 global accepts · Rating: 1900 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers
[alexchist's solution](#)

526.

949C

[Data Center Maintenance](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 1900 · first AC: 2021-02-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs
[alexchist's solution](#)

527.

1480D1

[Painting the Array I](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation
[alexchist's solution](#)

528.

961E

[Tufurama](#) · [Tutorial](#)

Quality: 4,234 global accepts · Rating: 1900 · first AC: 2020-11-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[alexchist's solution](#)

529.

597C

[Subsequences](#) · [Tutorial](#)

Quality: 6,605 global accepts · Rating: 1900 · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp
[alexchist's solution](#)

530.

1893C

[Freedom of Choice](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation
[alexchist's solution](#)

531.

1257E

[The Contest](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 2000 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy
[alexchist's solution](#)

532.

844D

[Interactive LowerBound](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, interactive, probabilities
[alexchist's solution](#)

533.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy,

implementation

[alexchist's solution](#)

534.

1210C

[Kamil and Making a Stream](#) · [Tutorial](#)

Quality: 3,598 global accepts · Rating: 2000 · first AC: 2023-02-15 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory, trees

[alexchist's solution](#)

535.

1733D2

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

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-09-19 · last AC: 2022-09-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[alexchist's solution](#)

536.

103433I

[Minimal Product](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[alexchist's solution](#)

537.

103433L

[Berland University](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[alexchist's solution](#)

538.

103433K

[Right Expansion Of The Mind](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[alexchist's solution](#)

539.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[alexchist's solution](#)

540.

1725C

[Circular Mirror](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2000 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, geometry, math, two pointers

[alexchist's solution](#)

541.

609D

[Gadgets for dollars and pounds](#) · [Tutorial](#)

Quality: 3,163 global accepts · Rating: 2000 · first AC: 2021-12-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, two pointers

[alexchist's solution](#)

542.

598E

[Chocolate Bar](#) · [Tutorial](#)

Quality: 6,084 global accepts · Rating: 2000 · first AC: 2021-12-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp

[alexchist's solution](#)

543.

1582E

[Pchelyonok and Segments](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2000 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[alexchist's solution](#)

544.

1561E

[Bottom-Tier Reversals](#) · [Tutorial](#)

Quality: 2000 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[alexchist's solution](#)

545.

63E

[Sweets Game](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2000 · first AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, games, implementation

[alexchist's solution](#)

546.

39E

[What Has Dirichlet Got to Do with That?](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2000 · first AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, games

[alexchist's solution](#)

547.

87C

[Interesting Game](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2000 · first AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, math

[alexchist's solution](#)

548.

78C

[Beaver Game](#) · [Tutorial](#)

Quality: 2,175 global accepts · Rating: 2000 · first AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, number theory

[alexchist's solution](#)

549.

15C

[Industrial Nim](#) · [Tutorial](#)

Quality: 2,838 global accepts · Rating: 2000 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: games

[alexchist's solution](#)

550.

896B

[Ithea Plays With Chtholly](#) · [Tutorial](#)

Quality: 2,297 global accepts · Rating: 2000 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, games, greedy, interactive

[alexchist's solution](#)

551.

786A

[Berzerk](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: 2000 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games

[alexchist's solution](#)

552.

1147C

[Thanos Nim](#) · [Tutorial](#)

Quality: 3,654 global accepts · Rating: 2000 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: games

[alexchist's solution](#)

553.

388C

[Fox and Card Game](#) · [Tutorial](#)

Quality: 3,818 global accepts · Rating: 2000 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, sortings

[alexchist's solution](#)

554.

50C

[Happy Farm 5](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 2000 · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[alexchist's solution](#)

555.

33D

[Knights](#) · [Tutorial](#)

Quality: 1,561 global accepts · Rating: 2000 · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: geometry, graphs, shortest paths, sortings

[alexchist's solution](#)

556.

1536D

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

Quality: 5,059 global accepts · Rating: 2000 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[alexchist's solution](#)

557.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,859 global accepts · Rating: 2000 · first AC: 2021-05-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures

[alexchist's solution](#)

558.

1521C

[Nastia and a Hidden Permutation](#) · [Tutorial](#)

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive

[alexchist's solution](#)

559.

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,818 global accepts · Rating: 2000 · first AC: 2021-04-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings

[alexchist's solution](#)

560.

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 2000 · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

[alexchist's solution](#)

561.

1010D

[Mars rover](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 2000 · first AC: 2021-03-31 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[alexchist's solution](#)

562.

1019B

[The hat](#) · [Tutorial](#)

Quality: 2,113 global accepts · Rating: 2000 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[alexchist's solution](#)

563.

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,128 global accepts · Rating: 2000 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[alexchist's solution](#)

564.

1666J

[Job Lookup](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees

[alexchist's solution](#)

565.

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2025-11-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[alexchist's solution](#)

566.

1510G

[Guide](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 2100 · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[alexchist's solution](#)

567.

1510D

[Digits](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[alexchist's solution](#)

568.

2038K

[Grid Walk](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2025-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, number theory

[alexchist's solution](#)

569.

1866G

[Grouped Carriages](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2100 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[alexchist's solution](#)

570.

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,908 global accepts · Rating: 2100 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics

[alexchist's solution](#)

571.

1912B

[Blueprint for Seating](#) · [Tutorial](#)

Quality: 1,438 global accepts · Rating: 2100 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, math

[alexchist's solution](#)

572.

1479B2

[Painting the Array II](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[alexchist's solution](#)

573.

1023E

[Down or Right](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2100 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, matrices

[alexchist's solution](#)

574.

1025D

[Recovering BST](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory,

trees

[alexchist's solution](#)

575.

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,179 global accepts · Rating: 2100 · first AC: 2023-02-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

[alexchist's solution](#)

576.

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[alexchist's solution](#)

577.

1767C

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

Quality: 3,034 global accepts · Rating: 2100 · first AC: 2022-12-16 · last AC: 2022-12-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[alexchist's solution](#)

578.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2022-12-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[alexchist's solution](#)

579.

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,393 global accepts · Rating: 2100 · first AC: 2022-12-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[alexchist's solution](#)

580.

1575L

[Longest Array Deconstruction](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2100 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, sortings

[alexchist's solution](#)

581.

1387A

[Graph](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2100 · first AC: 2022-10-04 · C++17 (GCC 9-64) (first AC) · Tags: *special, binary search, dfs and similar, dp, math, ternary search

[alexchist's solution](#)

582.

1725F

[Field Photography](#) · [Tutorial](#)

Quality: 1,145 global accepts · Rating: 2100 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, sortings

[alexchist's solution](#)

583.

1652D

[Potion Brewing Class](#) · [Tutorial](#)

Rating: 2100 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, number theory, trees

[alexchist's solution](#)

584.

1120C

[Compress String](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2100 · first AC: 2022-01-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[alexchist's solution](#)

585.

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,272 global accepts · Rating: 2100 · first AC: 2021-12-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[alexchist's solution](#)

586.

1598E

[Staircases](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 2100 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math

[alexchist's solution](#)

587.

1472G

[Moving to the Capital](#) · [Tutorial](#)

Quality: 5,644 global accepts · Rating: 2100 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[alexchist's solution](#)

588.

1480D2

[Painting the Array II](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[alexchist's solution](#)

589.

486D

[Valid Sets](#) · [Tutorial](#)

Quality: 4,380 global accepts · Rating: 2100 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, math, trees

[alexchist's solution](#)

590.

796D

[Police Stations](#) · [Tutorial](#)

Quality: 7,190 global accepts · Rating: 2100 · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, shortest paths, trees

[alexchist's solution](#)

591.

1393D

[Rarity and New Dress](#) · [Tutorial](#)

Quality: 4,193 global accepts · Rating: 2100 · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, implementation, shortest paths

[alexchist's solution](#)

592.

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,623 global accepts · Rating: 2100 · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[alexchist's solution](#)

593.

1409F

[Subsequences of Length Two](#) · [Tutorial](#)

Quality: 5,120 global accepts · Rating: 2100 · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[alexchist's solution](#)

594.

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,379 global accepts · Rating: 2100 · first AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[alexchist's solution](#)

595.

519E

[A and B and Lecture Rooms](#) · [Tutorial](#)

Quality: 8,356 global accepts · Rating: 2100 · first AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees

[alexchist's solution](#)

596.

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 2100 · first AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees

[alexchist's solution](#)

597.

1420C2

[Pokémon Army \(hard version\)](#) · [Tutorial](#)

Quality: 5,190 global accepts · Rating: 2100 · first AC: 2021-04-11 · last AC: 2021-08-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation

[alexchist's solution](#)

598.

762C

[Two strings](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2100 · first AC: 2021-08-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, hashing, strings, two pointers

[alexchist's solution](#)

599.

702E

[Analysis of Pathes in Functional Graph](#) · [Tutorial](#)

Quality: 3,108 global accepts · Rating: 2100 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs

[alexchist's solution](#)

600.

665E

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

Quality: 4,425 global accepts · Rating: 2100 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, strings, trees

[alexchist's solution](#)

601.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,282 global accepts · Rating: 2100 · first AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[alexchist's solution](#)

602.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2021-08-11 · last AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp

[alexchist's solution](#)

603.

1433F

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

Quality: 6,748 global accepts · Rating: 2100 · first AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: dp

[alexchist's solution](#)

604.

48E

[Ivan the Fool VS Gorynych the Dragon](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 2100 · first AC: 2021-08-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, graphs

[alexchist's solution](#)

605.

335C

[More Reclamation](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 2100 · first AC: 2021-08-08 · C++17 (GCC 9-64) (first AC) · Tags: games

[alexchist's solution](#)

606.

282D

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

Quality: 1,615 global accepts · Rating: 2100 · first AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, games

[alexchist's solution](#)

607.

520D

[Cubes](#) · [Tutorial](#)

Quality: 1,668 global accepts · Rating: 2100 · first AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, implementation

[alexchist's solution](#)

608.

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,508 global accepts · Rating: 2100 · first AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, games

[alexchist's solution](#)

609.

936B

[Sleepy Game](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 2100 · first AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games, graphs

[alexchist's solution](#)

610.

1333D

[Challenges in school ! 41](#) [Tutorial](#)

Quality: 4,131 global accepts · Rating: 2100 · first AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, games, graphs, greedy, implementation, sortings

[alexchist's solution](#)

611.

1372D

[Omkar and Circle](#) · [Tutorial](#)

Quality: 5,719 global accepts · Rating: 2100 · first AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, games, greedy

[alexchist's solution](#)

612.

106E

[Space Rescuers](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2100 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: geometry, ternary search

[alexchist's solution](#)

613.

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,592 global accepts · Rating: 2100 · first AC: 2021-06-12 · last AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, geometry

[alexchist's solution](#)

614.

780E

[Underground Lab](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 2100 · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[alexchist's solution](#)

615.

1547G

[How Many Paths?](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 2100 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
[alexchist's solution](#)

616.

145C

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

Quality: 2,174 global accepts · Rating: 2100 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
[alexchist's solution](#)

617.

38F

[Smart Boy](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 2100 · first AC: 2021-06-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, strings
[alexchist's solution](#)

618.

1538E

[Funny Substrings](#) · [Tutorial](#)

Quality: 3,222 global accepts · Rating: 2100 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, implementation, matrices, strings
[alexchist's solution](#)

619.

1482E

[Skyline Photo](#) · [Tutorial](#)

Quality: 3,754 global accepts · Rating: 2100 · first AC: 2021-06-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp
[alexchist's solution](#)

620.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 2100 · first AC: 2021-06-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees
[alexchist's solution](#)

621.

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 2100 · first AC: 2021-04-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers
[alexchist's solution](#)

622.

1511E

[Colorings and Dominoes](#) · [Tutorial](#)

Quality: 2,897 global accepts · Rating: 2100 · first AC: 2021-04-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, greedy, math
[alexchist's solution](#)

623.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,089 global accepts · Rating: 2100 · first AC: 2021-03-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, trees
[alexchist's solution](#)

624.

1433G

[Reducing Delivery Cost](#) · [Tutorial](#)

Quality: 5,116 global accepts · Rating: 2100 · first AC: 2020-11-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, shortest paths
[alexchist's solution](#)

625.

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[alexchist's solution](#)

626.

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation

[alexchist's solution](#)

627.

1666I

[Interactive Treasure Hunt](#) · [Tutorial](#)

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math

[alexchist's solution](#)

628.

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

Quality: 1,274 global accepts · Rating: 2200 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[alexchist's solution](#)

629.

1253E

[Antenna Coverage](#) · [Tutorial](#)

Quality: 3,064 global accepts · Rating: 2200 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, sortings

[alexchist's solution](#)

630.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,450 global accepts · Rating: 2200 · first AC: 2023-03-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[alexchist's solution](#)

631.

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2023-02-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[alexchist's solution](#)

632.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,291 global accepts · Rating: 2200 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp

[alexchist's solution](#)

633.

1785C

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

Rating: 2200 · first AC: 2023-02-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[alexchist's solution](#)

634.

1765F

[Chemistry Lab](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2200 · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, geometry, probabilities

[alexchist's solution](#)

635.

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, graphs, greedy, implementation

[alexchist's solution](#)

636.

1575K

[Knitting Batik](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2200 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[alexchist's solution](#)

637.

1575H

[Holiday Wall Ornaments](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2200 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[alexchist's solution](#)

638.

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,103 global accepts · Rating: 2200 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[alexchist's solution](#)

639.

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[alexchist's solution](#)

640.

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,995 global accepts · Rating: 2200 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[alexchist's solution](#)

641.

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math

[alexchist's solution](#)

642.

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,705 global accepts · Rating: 2200 · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graphs

[alexchist's solution](#)

643.

165E

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

Quality: 9,385 global accepts · Rating: 2200 · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[alexchist's solution](#)

644.

560E

[Gerald and Giant Chess](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[alexchist's solution](#)

645.

691F

[Couple Cover](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2200 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, number theory

[alexchist's solution](#)

646.

678E

[Another Sith Tournament](#) · [Tutorial](#)

Quality: 2,726 global accepts · Rating: 2200 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math, probabilities
[alexchist's solution](#)

647.

255E

[Furlo and Rublo and Game](#) · [Tutorial](#)

Quality: 977 global accepts · Rating: 2200 · first AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: games, implementation, math
[alexchist's solution](#)

648.

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2021-08-10 · last AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy
[alexchist's solution](#)

649.

377C

[Captains Mode](#) · [Tutorial](#)

Quality: 1,258 global accepts · Rating: 2200 · first AC: 2021-08-09 · last AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, games
[alexchist's solution](#)

650.

850C

[Arpa and a game with Mojtaba](#) · [Tutorial](#)

Quality: 1,867 global accepts · Rating: 2200 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, games
[alexchist's solution](#)

651.

731E

[Funny Game](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2200 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, games
[alexchist's solution](#)

652.

549C

[The Game Of Parity](#) · [Tutorial](#)

Quality: 1,827 global accepts · Rating: 2200 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: games
[alexchist's solution](#)

653.

603C

[Lieves of Legendre](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2021-08-08 · C++17 (GCC 9-64) (first AC) · Tags: games, math
[alexchist's solution](#)

654.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 2200 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, sortings
[alexchist's solution](#)

655.

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees
[alexchist's solution](#)

656.

1520F2

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

Quality: 3,348 global accepts · Rating: 2200 · first AC: 2021-05-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, interactive

[alexchist's solution](#)

657.

1520G

[To Go Or Not To Go?](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 2200 · first AC: 2021-05-06 · last AC: 2021-05-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths

[alexchist's solution](#)

658.

714D

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

Rating: 2200 · first AC: 2021-03-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[alexchist's solution](#)

659.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,283 global accepts · Rating: 2200 · first AC: 2021-03-09 · last AC: 2021-03-09 · C++17 (GCC 7-32) (first AC) · Tags: dp

[alexchist's solution](#)

660.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-11-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[alexchist's solution](#)

661.

1866I

[Imagination Castle](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2300 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, two pointers

[alexchist's solution](#)

662.

1866D

[Digital Wallet](#) · [Tutorial](#)

Quality: 1,568 global accepts · Rating: 2300 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[alexchist's solution](#)

663.

1912J

[Joy of Pokémon Observation](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2300 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[alexchist's solution](#)

664.

1798E

[Multitest Generator](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[alexchist's solution](#)

665.

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 2300 · first AC: 2023-01-26 · C++17 (GCC 9-64) (first AC) · Tags: dp

[alexchist's solution](#)

666.

1575I

[Illusions of the Desert](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2300 · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[alexchist's solution](#)

667.

1575B

[Building an Amusement Park · Tutorial](#)

Quality: 538 global accepts · Rating: 2300 · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry
[alexchist's solution](#)

668.

103433E

[Horseback Riding · Tutorial](#)

Rating: 2300 · first AC: 2022-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

669.

1654E

[Arithmetic Operations · Tutorial](#)

Quality: 2,360 global accepts · Rating: 2300 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, graphs, math
[alexchist's solution](#)

670.

1652E

[Arithmetic Operations · Tutorial](#)

Rating: 2300 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, math
[alexchist's solution](#)

671.

950F

[Curfew · Tutorial](#)

Rating: 2300 · first AC: 2022-01-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[alexchist's solution](#)

672.

1592D

[Hemose in ICPC ? · Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees
[alexchist's solution](#)

673.

598C

[Nearest vectors · Tutorial](#)

Quality: 5,404 global accepts · Rating: 2300 · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: geometry, sortings
[alexchist's solution](#)

674.

1188B

[Count Pairs · Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices, number theory, two pointers
[alexchist's solution](#)

675.

558E

[A Simple Task · Tutorial](#)

Quality: 7,402 global accepts · Rating: 2300 · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, strings
[alexchist's solution](#)

676.

438D

[The Child and Sequence · Tutorial](#)

Quality: 11,602 global accepts · Rating: 2300 · first AC: 2021-09-06 · last AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math
[alexchist's solution](#)

677.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,406 global accepts · Rating: 2300 · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[alexchist's solution](#)

678.

660E

[Different Subsets For All Tuples](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2021-08-13 · GNU C++11 (first AC) · Tags: combinatorics, math

[alexchist's solution](#)

679.

652E

[Pursuit For Artifacts](#) · [Tutorial](#)

Quality: 2,865 global accepts · Rating: 2300 · first AC: 2021-08-12 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[alexchist's solution](#)

680.

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, math, shortest paths

[alexchist's solution](#)

681.

1494D

[Dogeforces](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2021-04-13 · last AC: 2021-04-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees

[alexchist's solution](#)

682.

610D

[Vika and Segments](#) · [Tutorial](#)

Quality: 1,734 global accepts · Rating: 2300 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, geometry, two pointers

[alexchist's solution](#)

683.

2038D

[Divide OR Conquer](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2400 · first AC: 2025-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation

[alexchist's solution](#)

684.

1089K

[King Kog's Reception](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[alexchist's solution](#)

685.

1866M

[Mighty Rock Tower](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2400 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[alexchist's solution](#)

686.

1912G

[Great City Saint Petersburg](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2400 · first AC: 2024-11-25 · last AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[alexchist's solution](#)

687.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[alexchist's solution](#)

688.

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

[alexchist's solution](#)

689.

914E

[Palindromes in a Tree](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2022-12-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, trees

[alexchist's solution](#)

690.

1765L

[Project Manager](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2400 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[alexchist's solution](#)

691.

103994C

[The Beach](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[alexchist's solution](#)

692.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[alexchist's solution](#)

693.

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 2400 · first AC: 2022-10-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp

[alexchist's solution](#)

694.

1738F

[Connectivity Addicts](#) · [Tutorial](#)

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[alexchist's solution](#)

695.

1725L

[Lemper Cooking Competition](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2400 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[alexchist's solution](#)

696.

601D

[Acyclic Organic Compounds](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2400 · first AC: 2021-11-12 · last AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, hashing, strings, trees

[alexchist's solution](#)

697.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp
[alexchist's solution](#)

698.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2021-09-06 · last AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees
[alexchist's solution](#)

699.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,837 global accepts · Rating: 2400 · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, trees
[alexchist's solution](#)

700.

780F

[Axel and Marston in Bitland](#) · [Tutorial](#)

Quality: 1,270 global accepts · Rating: 2400 · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, matrices
[alexchist's solution](#)

701.

28D

[Don't fear, DravDe is kind](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 2400 · first AC: 2021-06-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, hashing
[alexchist's solution](#)

702.

31E

[TV Game](#) · [Tutorial](#)

Quality: 1,299 global accepts · Rating: 2400 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: dp
[alexchist's solution](#)

703.

1494E

[A-Z Graph](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2021-04-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs, hashing
[alexchist's solution](#)

704.

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, math
[alexchist's solution](#)

705.

2038F

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

Quality: 483 global accepts · Rating: 2500 · first AC: 2025-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, fft, math, sortings
[alexchist's solution](#)

706.

1809F

[Traveling in Berland](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2500 · first AC: 2023-03-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation
[alexchist's solution](#)

707.

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2022-12-16 · last AC: 2022-12-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees

[alexchist's solution](#)

708.

1195F

[Geometers Anonymous Club](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2022-11-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry, math, sortings

[alexchist's solution](#)

709.

508D

[Tanya and Password](#) · [Tutorial](#)

Quality: 4,231 global accepts · Rating: 2500 · first AC: 2020-11-25 · last AC: 2022-09-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[alexchist's solution](#)

710.

1445E

[Team-Building](#) · [Tutorial](#)

Rating: 2500 · first AC: 2022-09-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs

[alexchist's solution](#)

711.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp

[alexchist's solution](#)

712.

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,731 global accepts · Rating: 2500 · first AC: 2021-09-20 · last AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: hashing, string suffix structures, strings

[alexchist's solution](#)

713.

778C

[Peterson Polyglot](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2021-06-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dsu, hashing, strings, trees

[alexchist's solution](#)

714.

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures

[alexchist's solution](#)

715.

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, flows, graph matchings, greedy

[alexchist's solution](#)

716.

1510B

[Button Lock](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2600 · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graph matchings, graphs

[alexchist's solution](#)

717.

1762F

[Good Pairs](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2022-12-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp
[alexchist's solution](#)

718.

755F

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

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy
[alexchist's solution](#)

719.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,377 global accepts · Rating: 2600 · first AC: 2021-09-08 · last AC: 2021-11-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures
[alexchist's solution](#)

720.

87E

[Mogohu-Rea Idol](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2600 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: geometry
[alexchist's solution](#)

721.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,273 global accepts · Rating: 2600 · first AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp
[alexchist's solution](#)

722.

1795G

[Removal Sequences](#) · [Tutorial](#)

Quality: 817 global accepts · Rating: 2700 · first AC: 2023-02-16 · last AC: 2023-02-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, graphs
[alexchist's solution](#)

723.

1379F1

[Chess Strikes Back \(easy version\)](#) · [Tutorial](#)

Quality: 685 global accepts · Rating: 2700 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures
[alexchist's solution](#)

724.

1019D

[Large Triangle](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 2700 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, sortings
[alexchist's solution](#)

725.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,116 global accepts · Rating: 2700 · first AC: 2021-10-29 · last AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry
[alexchist's solution](#)

726.

780G

[Andryusha and Nervous Barriers](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 2700 · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp
[alexchist's solution](#)

727.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,951 global accepts · Rating: 2700 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu
[alexchist's solution](#)

728.

1379F2

[Chess Strikes Back \(hard version\)](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2800 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer
[alexchist's solution](#)

729.

1088F

[Ehab and a weird weight formula](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 2800 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees
[alexchist's solution](#)

730.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,628 global accepts · Rating: 2800 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: dp
[alexchist's solution](#)

731.

1763F

[Edge Queries](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 3000 · first AC: 2022-12-19 · last AC: 2022-12-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees
[alexchist's solution](#)

732.

949F

[Astronomy](#) · [Tutorial](#)

Quality: 63 global accepts · Rating: 3300 · first AC: 2022-01-27 · last AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: geometry, probabilities
[alexchist's solution](#)

733.

102896D

[Down We Dig](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[alexchist's solution](#)

734.

102896B

[Brain-teaser](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[alexchist's solution](#)

735.

102896A

[Almost Balanced Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[alexchist's solution](#)

736.

102896C

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[alexchist's solution](#)

737.

102896E

[Easy Measurements](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[alexchist's solution](#)

738.

102896K

[Kate's 2021 Celebration](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[alexchist's solution](#)

739.

102896M

[Miser](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[alexchist's solution](#)

740.

101611F

[Fake or Leak?](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[alexchist's solution](#)

741.

101611G

[God of Winds](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[alexchist's solution](#)

742.

101611C

[Carpet](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[alexchist's solution](#)

743.

101611H

[Hilarious Cooking](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[alexchist's solution](#)

744.

101611D

[Decoding of Varints](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[alexchist's solution](#)

745.

101611A

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

Rating: — · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[alexchist's solution](#)

746.

105384H

[Highway Hoax](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[alexchist's solution](#)

747.

105384I

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

Rating: — · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[alexchist's solution](#)

748.

105384E

[Equalizer Ehrmantraut](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[alexchist's solution](#)

749.

105384C

[Chemistry Class](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[alexchist's solution](#)

750.

105384G

[Goodman](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[alexchist's solution](#)

751.

105384J

[Jesse's Job](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[alexchist's solution](#)

752.

105384D

[Daily Disinfection](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[alexchist's solution](#)

753.

105384A

[Aibohphobia](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[alexchist's solution](#)

754.

101979F

[B470C2C05C08D0 <C BCT<C BC,,GCTAC#>C' <C 3C,,8](#)

Rating: — · first AC: 2021-10-05 · last AC: 2025-02-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

755.

102439B

[Varvara and matrix](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[alexchist's solution](#)

756.

102439G

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

Rating: — · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[alexchist's solution](#)

757.

102439A

[Four minutes until BSUIR Open](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[alexchist's solution](#)

758.

102439E

[Small business](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[alexchist's solution](#)

759.

102439F

[Prime or number](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[alexchist's solution](#)

760.

102439K

[Innovations](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[alexchist's solution](#)

761.

102439H

[Nonfibonacci numbers](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[alexchist's solution](#)

762.

104172L

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

Rating: — · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[alexchist's solution](#)

763.

104172A

[TreeScript](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[alexchist's solution](#)

764.

104172K

[Maximum GCD](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[alexchist's solution](#)

765.

104172E

[Goose, Goose, DUCK?](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[alexchist's solution](#)

766.

104172H

[Another Goose Goose Duck Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-02 · PyPy 3-64 (first AC) · Tags: —
[alexchist's solution](#)

767.

102128C

[Well, Just You Wait!](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

768.

100374A

[Who Calls the Crystal Maiden? \(Junior\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[alexchist's solution](#)

769.

100168K

[A65D05D 5Dt5CÔ8CR 4C\\$CDR ?D OCÄKDP](#)

Rating: — · first AC: 2023-02-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

770.

100140A

[AÄ000A<C ;DÄ=D´9 Cö>D\\$>C](#)

Rating: — · first AC: 2022-12-31 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

771.

100917J

[Judgement](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[alexchist's solution](#)

772.

100917F

[Find the Length](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[alexchist's solution](#)

773.

100917H

[Hierarchy](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[alexchist's solution](#)

774.

100917I

[Interactive Casino](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[alexchist's solution](#)

775.

100917A

[Abstract Picture](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

776.

100917L

[Liesbeth and the String](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[alexchist's solution](#)

777.

100917D

[dir -C](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

778.

100917C

[Constant Ratio](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[alexchist's solution](#)

779.

103994A

[BD00f1aD,,8C\\$0Dò AD\\$>Cò:C](#)

Rating: — · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[alexchist's solution](#)

780.

103994H

[A0D,5CÔ:C€](#)

Rating: — · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

781.

103994K

[A050ialD BC,,@D49](#)

Rating: — · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[alexchist's solution](#)

782.

103994J

[A`QDä<CäCC4>C`LCÔ>CR 4CT@CT2Cä](#)

Rating: — · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[alexchist's solution](#)

783.

103994B

[A`QD,0äC, GD\\$5CÔ8CR CD ;Cä2C,,9](#)

Rating: — · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[alexchist's solution](#)

784.

103994E

[B`UCÄ>D BCäOD\\$5C`LCÔKCR 4CT@CT2DÄO](#)

Rating: — · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[alexchist's solution](#)

785.

103196C

[AD5Cä8 CÄ>Cö5C@](#)

Rating: — · first AC: 2022-10-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[alexchist's solution](#)

786.

103985C

[A`Dä>C`5C\\$AC#8CR 2Cä?D >D K](#)

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

[alexchist's solution](#)

787.

103985B

[A`ZE7CäD=Cä5 CÔ5C >](#)

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

[alexchist's solution](#)

788.

103985I

[A`QDä@CT@D :C,,9 C#;D41](#)

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

[alexchist's solution](#)

789.

103985D

[A`ÖD#8Cä=C ;DÄ=Cä5 CD>D BCäOCÔ8CP](#)

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

[alexchist's solution](#)

790.

103985E

[B`>D BC,,@Cä2C#0 CÄ>CÔ5D](#)

Rating: — · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[alexchist's solution](#)

791.

103985G

[A`Dä>C`C :Cä=DD5D](#)

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

[alexchist's solution](#)

792.

103985H

[B`>CÖCÔ>C' @D44CÔ8C](#)

Rating: — · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[alexchist's solution](#)

793.

103985F

[Aä@C\\$KD,,5 C4>D](#)

Rating: — · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[alexchist's solution](#)

794.

103985J

[Ae>TÄ?C =C,,O C, ?Cä1C,,BCä2Cä5 A€](#)

Rating: — · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[alexchist's solution](#)

795.

103985A

[A' AC\\$5D\\$5 D >DD8D\\$>C](#)

Rating: — · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

796.

102785K

[Meson Collider](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

797.

102785G

[Non-random numbers](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[alexchist's solution](#)

798.

102785E

[Hanoi Tower](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[alexchist's solution](#)

799.

102785F

[Pebbles](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

800.

102785H

[A self-describing sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[alexchist's solution](#)

801.

102785D

[We were trying to share an orange ...](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-15 · PyPy 3-64 (first AC) · Tags: —
[alexchist's solution](#)

802.

102785B

[Gremlins attack!](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

803.

102785C

[Dimensions](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[alexchist's solution](#)

804.

102785J

[R u really ready?](#) · Tutorial

Rating: — · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[alexchist's solution](#)

805.

102785A

[A lazy controller](#) · Tutorial

Rating: — · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

806.

1029354

[A=D\\$CÔ=C](#)

Rating: — · first AC: 2022-10-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

807.

101967B

[BÔDriD4@D 8Dö](#)

Rating: — · first AC: 2022-10-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

808.

103196F

[BDCD\\$1Cä;C#8 CÔO Cä;C,,<Cô8C 4D0](#)

Rating: — · first AC: 2022-09-27 · last AC: 2022-09-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

809.

100599I

[B2 ;Dä10Cä9 CÄ0C48C, 5D BDÂ AC\\$>Dò FCT=C](#)

Rating: — · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[alexchist's solution](#)

810.

100599B

[ABC](#) · Tutorial

Rating: — · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[alexchist's solution](#)

811.

100599E

[A,,=D\\$C´;CT:D\\$CC ;DÄ=D´9 CäBCôCD :](#)

Rating: — · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[alexchist's solution](#)

812.

100599C

[BTDäCö@CäA](#)

Rating: — · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[alexchist's solution](#)

813.

100599D

[AÔ=C\\$D 5C´LCP](#)

Rating: — · first AC: 2022-07-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

814.

100599G

[B\\$CÖiäD4;CT=D\\$=CäAD\\$L](#)

Rating: — · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[alexchist's solution](#)

815.

100599H

[B67DutPul](#)

Rating: — · first AC: 2022-07-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[alexchist's solution](#)

816.

100599F

[B·@CT4C,,7CT<DÄ5 C" >C60D =CäAD\\$8](#)

Rating: — · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[alexchist's solution](#)

817.

101636F

[Aö00040T<C,,O 2](#)

Rating: — · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[alexchist's solution](#)

818.

101636J

[B·00t20f5Dt5CÔ8CR A C#>CöLDô<C€](#)

Rating: — · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[alexchist's solution](#)

819.

101636E

[A45D>C CDAC#0Dò >C`8CÄ?C,,0CD0](#)

Rating: — · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[alexchist's solution](#)

820.

101636A

[B\\$C0i8Ct<](#)

Rating: — · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[alexchist's solution](#)

821.

101636C

[A·5·CÔDC,,3D4@C FC,,>CÔ=D`9 DD0C”;](#)

Rating: — · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[alexchist's solution](#)

822.

101636K

[B·T0q,HC= CÔ>CR ?D >C,,7C\\$5CD5CÔ8CP](#)

Rating: — · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[alexchist's solution](#)

823.

101636G

[Aö00fa|](#)

Rating: — · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[alexchist's solution](#)

824.

101636L

[A@CäAD\\$KCR AD4DDD8C#AD°](#)

Rating: — · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[alexchist's solution](#)

825.

101636M

[A\\$D·AD\\$0CÔ>C\\$;CT=C,,5 Cö>D ;CT4Cä2C BCT;DÄ=CäAD\\$8](#)

Rating: — · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[alexchist's solution](#)

826.

103637K

[K-ones xor](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[alexchist's solution](#)

827.

103637I

[Items in boxes](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[alexchist's solution](#)

828.

103637C

[Crossed out letter](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[alexchist's solution](#)

829.

103637L

[Long integer](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[alexchist's solution](#)

830.

103637B

[BSUIR Open X](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

831.

102440H

[Policeman from Rublevka](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[alexchist's solution](#)

832.

102440D

[A&5D\\$C, <C AD 8C](#)

Rating: — · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[alexchist's solution](#)

833.

102440K

[A·1D>C&ND\\$=C O C 1D >C'ND\\$=CäAD\\$L CÄ0D AC,,2C](#)

Rating: — · first AC: 2022-07-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

834.

102440A

[AD>CÄD,,=DòO C :D4;C](#)

Rating: — · first AC: 2022-07-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

835.

102440J

[Delivery in the city of the future](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

836.

102440I

[Shuffle one more time](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[alexchist's solution](#)

837.

102440F

[Football championship](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[alexchist's solution](#)

838.

102440B

[A65D05D BC =Cä2CäC CÔ0 C6@Cä:C GCäC](#)

Rating: — · first AC: 2022-07-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

839.

102440C

[A + B = C](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[alexchist's solution](#)

840.

100549B

[A1300>D\\$KCR <Cä=CTBD°](#)

Rating: — · first AC: 2022-06-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[alexchist's solution](#)

841.

100549C

[A\\$5D75D BC\\$5CÔ=D'5 Dt8D ;C](#)

Rating: — · first AC: 2022-06-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[alexchist's solution](#)

842.

100549E

[A48C0>D\\$5Ct0 Cä1 Cä1Cä1D"5CÔ=Cä< Cä>CÔ5](#)

Rating: — · first AC: 2022-06-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[alexchist's solution](#)

843.

100549F

[ATuBä](#)

Rating: — · first AC: 2022-06-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[alexchist's solution](#)

844.

100549J

[A5D78CÔ:C 7C 1Cä@C](#)

Rating: — · first AC: 2022-06-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[alexchist's solution](#)

845.

100549I

[B15D5C60DT8 C" ?D CCDC](#)

Rating: — · first AC: 2022-06-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

846.

100549G

[A45CÔ5D 0D\\$>D ?C @Cä;CT9](#)

Rating: — · first AC: 2022-06-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[alexchist's solution](#)

847.

100549A

[A@CäDCTAD >D %C >D](#)

Rating: — · first AC: 2022-06-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

848.

103719B

[B,00T+ C BD² 8 CòCD\\$8](#)

Rating: — · first AC: 2022-05-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[alexchist's solution](#)

849.

1319E

[World of Darkraft: Battle for Azathoth · Tutorial](#)

Rating: — · first AC: 2022-03-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, sortings

[alexchist's solution](#)

850.

1319D

[Navigation System · Tutorial](#)

Rating: — · first AC: 2022-03-18 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[alexchist's solution](#)

851.

1319C

[Remove Adjacent · Tutorial](#)

Rating: — · first AC: 2022-03-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[alexchist's solution](#)

852.

1319B

[Journey Planning · Tutorial](#)

Rating: — · first AC: 2022-03-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, sortings

[alexchist's solution](#)

853.

1319A

[Contest for Robots · Tutorial](#)

Rating: — · first AC: 2022-03-18 · C++17 (GCC 9-64) (first AC) · Tags: math

[alexchist's solution](#)

854.

100043A

[A @ C D CÄ5D\\$8D15D :C O Cò @ Cä3D 5D AC,,O](#)

Rating: — · first AC: 2022-03-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[alexchist's solution](#)

855.

100043G

[A45Cò C ACà 2D 5CÄ5CÔ5CÀ](#)

Rating: — · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[alexchist's solution](#)

856.

100043J

[B K D D AC=8C' IC,,B](#)

Rating: — · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[alexchist's solution](#)

857.

100043B

[A5CòACT@](#)

Rating: — · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[alexchist's solution](#)

858.

101295D

[Bò D r C T @ C,, <CT=D" D >DD5D ACä @ C](#)

Rating: — · first AC: 2022-02-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[alexchist's solution](#)

859.

101295C

[AäGÖT= DÂ AD\\$@C =CÔ0Dò AD\\$@Cä:C](#)

Rating: — · first AC: 2022-02-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[alexchist's solution](#)

860.

102128A

[Big Money](#) · Tutorial

Rating: — · first AC: 2022-02-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[alexchist's solution](#)

861.

101619D

[A;DäCç HC,,DD C](#)

Rating: — · first AC: 2021-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[alexchist's solution](#)

862.

100850E

[A;UÖÖäCÄ0D\\$5C`LCÔ>CR 4CT6D4@D BC\\$>](#)

Rating: — · first AC: 2021-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[alexchist's solution](#)

863.

100850K

[B;C;äD](#)

Rating: — · first AC: 2021-11-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[alexchist's solution](#)

864.

100850C

[B;T;C;äDÄ=C O CD5CÄ>Cä@C BC,,O](#)

Rating: — · first AC: 2021-11-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[alexchist's solution](#)

865.

100850H

[AäBDtöD" >C >D,,8C :C E](#)

Rating: — · first AC: 2021-11-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[alexchist's solution](#)

866.

100850G

[BD8DjälC€](#)

Rating: — · first AC: 2021-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[alexchist's solution](#)

867.

100850J

[Aò@CäAD\\$0Dò ?CäAC`5CD>C\\$0D\\$5C`LCÔ>D BDÄ FC,,DD](#)

Rating: — · first AC: 2021-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[alexchist's solution](#)

868.

100850F

[B;UÖÖäCö>Cd0D\\$8Dö](#)

Rating: — · first AC: 2021-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[alexchist's solution](#)

869.

100850I

[AäT;CÄ5CÖ 2C ;DäBD°](#)

Rating: — · first AC: 2021-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[alexchist's solution](#)

870.

100850A

[A 3D > CÂÔ;Dă1C,,BCT;DÀ](#)

Rating: — · first AC: 2021-11-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

871.

102396E

[Unique Solution](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[alexchist's solution](#)

872.

102396F

[Metro 2345](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[alexchist's solution](#)

873.

102396C

[Jet Trains](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

874.

102396G

[Weight Overflow](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[alexchist's solution](#)

875.

102396H

[Checking Answers to Test](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[alexchist's solution](#)

876.

102396I

[Magic Trick](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

877.

102396B

[Cash Gap](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

878.

102396A

[King's Inspection](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[alexchist's solution](#)

879.

100105A

[B\\$015D JCT<C#0](#)

Rating: — · first AC: 2021-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

880.

100105F

[AÅ5D\\$@Cà](#)

Rating: — · first AC: 2021-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[alexchist's solution](#)

881.

100105G

[A0018C04D >CÄK](#)

Rating: — · first AC: 2021-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

882.

100105E

[AÄK - CÄOD! AÄK - C40Cr](#)

Rating: — · first AC: 2021-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

883.

100105C

[A0C0D](#)

Rating: — · first AC: 2021-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[alexchist's solution](#)

884.

100105B

[A-2D\\$>GÄ>C 8C`8 C" C 9D\\$;C =CD8C€](#)

Rating: — · first AC: 2021-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[alexchist's solution](#)

885.

100105H

[B B04C,,>CØ](#)

Rating: — · first AC: 2021-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

886.

1001806

[AÄ»DriAC»>C' 1Cä9](#)

Rating: — · first AC: 2021-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[alexchist's solution](#)

887.

1001805

[A12071CD=D'9 CöCD\\$L](#)

Rating: — · first AC: 2021-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[alexchist's solution](#)

888.

102862G

[Strange Queries · Tutorial](#)

Rating: — · first AC: 2021-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[alexchist's solution](#)

889.

102862J

[Mex Grid · Tutorial](#)

Rating: — · first AC: 2021-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[alexchist's solution](#)

890.

102862I

[Strange Mex · Tutorial](#)

Rating: — · first AC: 2021-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[alexchist's solution](#)

891.

102862K

[Binary Sequence · Tutorial](#)

Rating: — · first AC: 2021-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[alexchist's solution](#)

892.

102862B

[Numbers on a Circle](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[alexchist's solution](#)

893.

102862F

[Cell Borders](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[alexchist's solution](#)

894.

102862M

[Big Sum](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[alexchist's solution](#)

895.

102862L

[Falling Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[alexchist's solution](#)

896.

102862D

[Splitting Text](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[alexchist's solution](#)

897.

103136D

[AD:Q:R=CÔKCR @D4:C€](#)

Rating: — · first AC: 2021-11-01 · last AC: 2021-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[alexchist's solution](#)

898.

103136H

[A5'D\\$0D 5C'>Dt:C <](#)

Rating: — · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

899.

103136G

[B,,UDT=C BCÔKC' BD4@CÔ8D](#)

Rating: — · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

900.

103136E

[Why is calculator needed for?](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

901.

103136F

[A\\$ACR4Cä@Cä3C, 2CT4D4B C" A4#](#)

Rating: — · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

902.

103136C

[AÄ0040Ct8CÒ 4CTHCT2D`E C\\$5D"5C•](#)

Rating: — · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

903.

103136I

[B 0046T;CT=C,,5 D\\$@D44C](#)

Rating: — · first AC: 2021-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[alexchist's solution](#)

904.

103136B

[PSU · Tutorial](#)

Rating: — · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

905.

103136A

[A 00D5D](#)

Rating: — · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

906.

101154I

[A 00 BCäGCÔKC' BD NC](#)

Rating: — · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

907.

101154A

[B 00 ?D >CD0Cd0!](#)

Rating: — · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

908.

101154E

[A B C r i e , , > D \\$ 5 C = 0](#)

Rating: — · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

909.

101154G

[A t = C t = C r i e — D 8 C ° 0](#)

Rating: — · first AC: 2021-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[alexchist's solution](#)

910.

101154D

[A t @ C a ' 5 C D > C \\$ 0 C Ô 8 C P](#)

Rating: — · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

911.

101154C

[A 4 @ C i a C T = D ' 5 D B C : C = D °](#)

Rating: — · first AC: 2021-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[alexchist's solution](#)

912.

101154B

[A D > 0 = B C ä @ B B D M C Ô 4 C b 8 C \\$ K D B C 2 C = 0](#)

Rating: — · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

913.

101154H

[A 0 C D \\$ 5 D , , 5 D B C \\$ 8 C R A C = 2 C ä 7 D Â < C , , @ D °](#)

Rating: — · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

914.

100767B

[Aö>CäCä4CÔ0Dò ;Cä4C=0](#)

Rating: — · first AC: 2021-10-13 · last AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[alexchist's solution](#)

915.

101979H

[Aö5Dö\\$D 1D4@C3ö](#)

Rating: — · first AC: 2021-10-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[alexchist's solution](#)

916.

101979L

[AD80ä;Cä<D°](#)

Rating: — · first AC: 2021-10-05 · last AC: 2021-10-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[alexchist's solution](#)

917.

101979I

[A4=Cä<DÄ D,,;Dö?D² 8 DÔ:D BD 0D 5CÔACä@CÔKCR ACö>D >C =CäAD\\$8](#)

Rating: — · first AC: 2021-10-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[alexchist's solution](#)

918.

101979K

[A 10C 8D 8CÔB](#)

Rating: — · first AC: 2021-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[alexchist's solution](#)

919.

101979A

[LinkedList's Bizarre Adventure · Tutorial](#)

Rating: — · first AC: 2021-10-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[alexchist's solution](#)

920.

101979C

[AäE D46 DÔBC, ?C ;C,,=CD@Cä<D°](#)

Rating: — · first AC: 2021-10-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[alexchist's solution](#)

921.

101764B

[A 10C 4D,,0DDBCÔKC' 4C,,7C 9Cö](#)

Rating: — · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[alexchist's solution](#)

922.

101764A

[Aö>CÔ7CT<CT;DÄ5 CD;Dò ?D 8CÔFCTAD](#)

Rating: — · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[alexchist's solution](#)

923.

100805K

[Top Secret Task · Tutorial](#)

Rating: — · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[alexchist's solution](#)

924.

100805F

[Rescue Rangers · Tutorial](#)

Rating: — · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[alexchist's solution](#)

925.

100805H

[Three States](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

926.

100805J

[A@CäC,,2D`5 Cä;CTBCäGCä8](#)

Rating: — · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

927.

100805B

[Median Smoothing](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[alexchist's solution](#)

928.

100805I

[A;C=0TBC D41C`8C](#)

Rating: — · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

929.

100805D

[Re-branding](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

930.

100805C

[A=BOä=C 7C 2Cä4CR ECä7Dö8CÐ](#)

Rating: — · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

931.

100805G

[Wizard Fight](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[alexchist's solution](#)

932.

100805E

[B 0020T4CT=C,,5 CD@C :Cä=Cä2](#)

Rating: — · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

933.

100805A

[A @C;BC =D :C,,5 D4GCT=D`5](#)

Rating: — · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

934.

1024806

[A;C=0,,@Cä2C=0 D4GC AD\\$:C](#)

Rating: — · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

935.

1024805

[AÄ00=C,,<C ;DÄ=Cä5 Cö@Cä8Ct2CT4CT=C,,5](#)

Rating: — · first AC: 2021-09-29 · PyPy 3 (first AC) · Tags: —
[alexchist's solution](#)

936.

102399E

[write me!](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[alexchist's solution](#)

937.

102399H

[BD>CäCÄ A CD5C`5CÔ8CT< C, CCÄ=Cä6CT=C,,5CÀ](#)

Rating: — · first AC: 2021-09-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[alexchist's solution](#)

938.

102399J

[A#CÖD4@D :CäBC,,;Cä2](#)

Rating: — · first AC: 2021-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[alexchist's solution](#)

939.

102399C

[A,,2C#D4HC#0-CD CD 0Dt>Cç 8 D\\$5Cä@C,,O C\\$5D >DôBCÔ>D BCT9](#)

Rating: — · first AC: 2021-09-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[alexchist's solution](#)

940.

102399D

[AD\\$D#C48 C" AD\\$@C =CP](#)

Rating: — · first AC: 2021-09-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[alexchist's solution](#)

941.

102399L

[AD#DrisC4>C' HC#0D@](#)

Rating: — · first AC: 2021-09-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[alexchist's solution](#)

942.

102399G

[B#5C#1CR BCäGC#8](#)

Rating: — · first AC: 2021-09-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[alexchist's solution](#)

943.

102407E

[B BD#CÖ=C O C,,3D 0 CÔ0 C4@C DCP](#)

Rating: — · first AC: 2021-09-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[alexchist's solution](#)

944.

102407I

[A\\$KD#2C BDÄADò 8Cr >C#@D46CT=C,,O](#)

Rating: — · first AC: 2021-09-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[alexchist's solution](#)

945.

102407H

[BÖBCäC€](#)

Rating: — · first AC: 2021-09-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[alexchist's solution](#)

946.

102407D

[Aä3D#C ;CT=C,,5 C 0CÔ:C](#)

Rating: — · first AC: 2021-09-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[alexchist's solution](#)

947.

102407J

[B41C;9D BC\\$5CÔ=C O CÄ0D\\$5CÄ0D\\$8C=0](#)

Rating: — · first AC: 2021-09-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

948.

102407F

[A 5D?6ä @ D64CäGCÔ>CR 2D`AD\\$CCô;CT=C,,5](#)

Rating: — · first AC: 2021-09-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[alexchist's solution](#)

949.

102407G

[Crazy domino](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

950.

102407A

[B-CQÄ0D HCT4D,,8CR BD 0CÔACô>D BCÔKCR =C ;Cä3C€](#)

Rating: — · first AC: 2021-09-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

951.

101950F

[A45CÔiC, =C :Cä;CTACÔ8Dd0DP](#)

Rating: — · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[alexchist's solution](#)

952.

101950C

[Bö1C;riA ô0CÔ4Cä @ D°](#)

Rating: — · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

953.

101950G

[B\\$0C;riA D BC\\$5CÔ=D´9 D 8D\\$CC ;](#)

Rating: — · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

954.

101950E

[AD@01A CT2CÔ5C4 @CTGCTAC=8C´ 8Ct>CÄ>D DC,,7CÄ](#)

Rating: — · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[alexchist's solution](#)

955.

101950B

[A\\$5C´8C=8C´ 1Cä9](#)

Rating: — · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

956.

101950J

[A,,3D0iC" AD\\$@Cä:C€](#)

Rating: — · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

957.

101950D

[A7C046Cä: D BD 5C´LC K](#)

Rating: — · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

958.

101950A

[B BC @ @ ,,: C, HC ECÄ0D\\$=C O CD>D :C](#)

Rating: — · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

959.

1024793

[A->D D G L O D @ D4BC,,=Cä9](#)

Rating: — · first AC: 2021-09-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

960.

1024792

[A @ @ C 1 2 D ' H C T = C , , 5 D : C ä @ C ä A D \\$ 8](#)

Rating: — · first AC: 2021-09-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

961.

1024791

[B U C t = 0 ä A D \\$ L C ä 2 C 4 D 0 D \\$ > C](#)

Rating: — · first AC: 2021-09-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

962.

101820B

[A 1 0 D B C ä G C 0 0 D ò 8 C 4 @ C](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

963.

100981D

[B ä 2 0 T B D °](#)

Rating: — · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

964.

100981C

[A 1 0 C ä 7 C ä 2 C ä 9 D D > C 0 4](#)

Rating: — · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

965.

100981B

[A 1 0 C ä 5 C 0 0 C C C ä 2](#)

Rating: — · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

966.

100981A

[A ò @ C ä 8 D a C Ä < C , , A D " f Ô 3 C ä C D > C \\$ = D ò](#)

Rating: — · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

967.

100905E

[Rock-Paper-Scissors --- 2 · Tutorial](#)

Rating: — · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

968.

100905B

[Amusing numbers · Tutorial](#)

Rating: — · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

969.

100680E

[A@CT@CT@](#)

Rating: — · first AC: 2021-07-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

970.

100680A

[B8D0CD<C,,=](#)

Rating: — · first AC: 2021-07-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

971.

100680B

[A4>00!C](#)

Rating: — · first AC: 2021-07-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

972.

100680C

[A B0\\$@ C :Dd8Cä=](#)

Rating: — · first AC: 2021-07-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

973.

102032D

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

Rating: — · first AC: 2021-07-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

974.

102032C

[Innoforest](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-08 · last AC: 2021-07-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

975.

102032B

[Squarow](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

976.

102032A

[Innohorse](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

977.

102836G

[A >0LiD,,>CR 7C 4C =C,,5](#)

Rating: — · first AC: 2021-07-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

978.

102552C

[A@0äD4;C=0 Cö> A @D4:C`8CÔC](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

979.

102552B

[AS@C12D 0D"5CÔ8CR 4Cä<Cä9](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

980.

102552A

[AD500C0 > CD > CÄC](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

981.

102672F

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

Rating: — · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

982.

102672I

[Tennis score](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

983.

102672D

[Good Subset](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

984.

102672H

[Road building](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

985.

102672J

[Wedding](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

986.

102672K

[Escape from the Abandoned House](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

987.

102672E

[Crazy domino](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

988.

102672M

[Magical XML](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

989.

102672C

[Spell](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-25 · Python 3 (first AC) · Tags: —
[alexchist's solution](#)

990.

102672A

[Wooden Castle](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

991.

102806D

[Yahor in Menorca](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

992.

102806C

[AÔ>O\\$KC' :Cä@C 1C'L](#)

Rating: — · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

993.

102806B

[Aô5D0D? 8 C#>CÔ2CT@D\\$5D](#)

Rating: — · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

994.

102806A

[AS>Cr@C AD\\$0DäIC,,9 CÄ0D AC,,2](#)

Rating: — · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

995.

102980B

[Aô>C\\$@ CT6CD5CÔ=D'9 Cô0D >C'L](#)

Rating: — · first AC: 2021-06-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

996.

102980A

[Aä1C7C\\$@CT6C,,2C =C,,5 C >CÄ1D°](#)

Rating: — · first AC: 2021-06-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

997.

1531D

[B 5CD0C#Boja@D45CÂ C,,=C45D Â 6öÆ÷](#)

Quality: 370 global accepts · Rating: — · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: *special
[alexchist's solution](#)

998.

1531A

[At8CÔ3CT@iicolor](#)

Quality: 1,483 global accepts · Rating: — · first AC: 2021-05-24 · last AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation
[alexchist's solution](#)

999.

1531C

[B 8CÄiCCTBD 8Dt=D'9 C <DD8D\\$5C BD](#)

Quality: 659 global accepts · Rating: — · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: *special, constructive algorithms, dp
[alexchist's solution](#)

1000.

1531B2

[AÄ>CÔ8D\\$>D 8CÔ3](#)

Quality: 796 global accepts · Rating: — · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: *special
[alexchist's solution](#)

1001.

1531B1

[AÄ>CÔ8D\\$>D 8CÔ3](#)

Quality: 1,157 global accepts · Rating: — · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: *special
[alexchist's solution](#)

1002.

102203I

[A\\$>D1Cä<C,,=C =C,,5](#)

Rating: — · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[alexchist's solution](#)

1003.

102203H

[A"101Cä@C BCä@C,,8](#)

Rating: — · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[alexchist's solution](#)

1004.

102203B

[B @CäCÔ>CR ACä>C ICT=C,,5](#)

Rating: — · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[alexchist's solution](#)

1005.

102203A

[AD>C@iCä ?Cä6C ;Cä2C BDÂ =C \\$C`>D 8CÔC!](#)

Rating: — · first AC: 2020-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[alexchist's solution](#)

1006.

102599A

[AD>CfC O C,,3D 0](#)

Rating: — · first AC: 2020-11-03 · Python 3 (first AC) · Tags: —
[alexchist's solution](#)

1007.

102599H

[A#0D1CÔBC,,=](#)

Rating: — · first AC: 2020-11-03 · Python 3 (first AC) · Tags: —
[alexchist's solution](#)

1008.

102330A

[AD>C#BCä@ A 9C >C`8D](#)

Rating: — · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[alexchist's solution](#)

1009.

102416A

[Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-03 · Python 3 (first AC) · Tags: —
[alexchist's solution](#)

1010.

102461A

[Expression Formatting](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-02 · Python 3 (first AC) · Tags: —
[alexchist's solution](#)