

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

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# Unique solved — anodiebird

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

Sort: [Problem rating](#) · [easier first](#)

Filters: none

Count: 1,435

- 1.**  
2050A  
[Line Breaks](#) · [Tutorial](#)  
Quality: 36,457 global accepts · Rating: 800 · first AC: 2024-12-11 · last AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[anodiebird's solution](#)
- 2.**  
2040A  
[Game of Division](#) · [Tutorial](#)  
Quality: 24,433 global accepts · Rating: 800 · first AC: 2024-12-10 · last AC: 2025-01-26 · Python 3 (first AC) · Tags: games, math  
[anodiebird's solution](#)
- 3.**  
1838A  
[Blackboard List](#) · [Tutorial](#)  
Quality: 22,689 global accepts · Rating: 800 · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[anodiebird's solution](#)
- 4.**  
1775A1  
[Gardener and the Capybaras \(easy version\)](#) · [Tutorial](#)  
Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation  
[anodiebird's solution](#)
- 5.**  
1761A  
[Two Permutations](#) · [Tutorial](#)  
Quality: 36,603 global accepts · Rating: 800 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms  
[anodiebird's solution](#)
- 6.**  
1759B  
[Lost Permutation](#) · [Tutorial](#)  
Quality: 23,636 global accepts · Rating: 800 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: math  
[anodiebird's solution](#)
- 7.**  
1759A  
[Yes-Yes?](#) · [Tutorial](#)  
Quality: 32,664 global accepts · Rating: 800 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings  
[anodiebird's solution](#)
- 8.**  
1748A  
[The Ultimate Square](#) · [Tutorial](#)  
Quality: 25,313 global accepts · Rating: 800 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: math  
[anodiebird's solution](#)
- 9.**  
1750B  
[Maximum Substring](#) · [Tutorial](#)  
Quality: 16,815 global accepts · Rating: 800 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation  
[anodiebird's solution](#)

**10.**

1750A

[Indirect Sort](#) · [Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[anodiebird's solution](#)

**11.**

1747A

[Two Groups](#) · [Tutorial](#)

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

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**12.**

1740B

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

Quality: 14,352 global accepts · Rating: 800 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, sortings

[anodiebird's solution](#)

**13.**

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,159 global accepts · Rating: 800 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

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**14.**

1749A

[Cowardly Rooks](#) · [Tutorial](#)

Quality: 23,303 global accepts · Rating: 800 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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**15.**

1746B

[Rebellion](#) · [Tutorial](#)

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

[anodiebird's solution](#)

**16.**

1746A

[Maxmina](#) · [Tutorial](#)

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

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**17.**

1738A

[Glory Addicts](#) · [Tutorial](#)

Quality: 14,193 global accepts · Rating: 800 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

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**18.**

1717A

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Quality: 20,957 global accepts · Rating: 800 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

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**19.**

1713A

[Traveling Salesman Problem](#) · [Tutorial](#)

Quality: 22,813 global accepts · Rating: 800 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, implementation

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**20.**

1716B

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Quality: 21,953 global accepts · Rating: 800 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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**21.**

1716A

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Quality: 35,845 global accepts · Rating: 800 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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**22.**

1704A

[Two 0-1 Sequences](#) · [Tutorial](#)

Quality: 16,651 global accepts · Rating: 800 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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**23.**

1709A

[Three Doors](#) · [Tutorial](#)

Quality: 31,595 global accepts · Rating: 800 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

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**24.**

1706A

[Another String Minimization Problem](#) · [Tutorial](#)

Quality: 24,255 global accepts · Rating: 800 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, greedy, string suffix structures, strings

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**25.**

1705A

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

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

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**26.**

1702B

[Polycarp Writes a String from Memory](#) · [Tutorial](#)

Quality: 29,305 global accepts · Rating: 800 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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**27.**

1702A

[Round Down the Price](#) · [Tutorial](#)

Quality: 38,179 global accepts · Rating: 800 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

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**28.**

1701B

[Permutation](#) · [Tutorial](#)

Quality: 20,810 global accepts · Rating: 800 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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**29.**

1701A

[Grass Field](#) · [Tutorial](#)

Quality: 27,542 global accepts · Rating: 800 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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**30.**

1699A

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

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

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**31.**

1698B

[Rising Sand](#) · [Tutorial](#)

Quality: 21,464 global accepts · Rating: 800 · first AC: 2022-06-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

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**32.**

1698A

[XOR Mixup](#) · [Tutorial](#)

Quality: 32,878 global accepts · Rating: 800 · first AC: 2022-06-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force

[anodiebird's solution](#)

**33.**

1696A

[NIT orz!](#) · [Tutorial](#)

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

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**34.**

1700A

[Optimal Path](#) · [Tutorial](#)

Quality: 23,666 global accepts · Rating: 800 · first AC: 2022-06-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

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**35.**

1695A

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

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[anodiebird's solution](#)

**36.**

1697A

[Parkway Walk](#) · [Tutorial](#)

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

[anodiebird's solution](#)

**37.**

1689A

[Lex String](#) · [Tutorial](#)

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**38.**

1690B

[Array Decrements](#) · [Tutorial](#)

Quality: 26,933 global accepts · Rating: 800 · first AC: 2022-06-07 · last AC: 2022-06-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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**39.**

1690C

[Restoring the Duration of Tasks](#) · [Tutorial](#)

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**40.**

1690A

[Print a Pedestal \(Codeforces logo?\)](#) · [Tutorial](#)

Quality: 35,629 global accepts · Rating: 800 · first AC: 2022-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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**41.**

1691A

[Beat The Odds](#) · [Tutorial](#)

Quality: 32,208 global accepts · Rating: 800 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

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- 42.**  
1681B  
[Card Trick](#) · [Tutorial](#)  
Quality: 21,038 global accepts · Rating: 800 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[anodiebird's solution](#)
- 43.**  
1681A  
[Game with Cards](#) · [Tutorial](#)  
Quality: 21,686 global accepts · Rating: 800 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy  
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- 44.**  
1682A  
[Palindromic Indices](#) · [Tutorial](#)  
Quality: 19,966 global accepts · Rating: 800 · first AC: 2022-05-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings  
[anodiebird's solution](#)
- 45.**  
1684B  
[Z mod X = C](#) · [Tutorial](#)  
Quality: 21,845 global accepts · Rating: 800 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[anodiebird's solution](#)
- 46.**  
1684A  
[Digit Minimization](#) · [Tutorial](#)  
Quality: 24,936 global accepts · Rating: 800 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, math, strings  
[anodiebird's solution](#)
- 47.**  
1680B  
[Robots](#) · [Tutorial](#)  
Quality: 19,085 global accepts · Rating: 800 · first AC: 2022-05-13 · last AC: 2022-05-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[anodiebird's solution](#)
- 48.**  
1680A  
[Minimums and Maximums](#) · [Tutorial](#)  
Quality: 22,352 global accepts · Rating: 800 · first AC: 2022-05-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math  
[anodiebird's solution](#)
- 49.**  
1670A  
[Prof. Slim](#) · [Tutorial](#)  
Quality: 15,995 global accepts · Rating: 800 · first AC: 2022-05-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings  
[anodiebird's solution](#)
- 50.**  
1673A  
[Subtle Substring Subtraction](#) · [Tutorial](#)  
Quality: 19,141 global accepts · Rating: 800 · first AC: 2022-04-30 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, strings  
[anodiebird's solution](#)
- 51.**  
1672B  
[I love AAAB](#) · [Tutorial](#)  
Quality: 16,468 global accepts · Rating: 800 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[anodiebird's solution](#)
- 52.**  
1672A  
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Quality: 16,818 global accepts · Rating: 800 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: games, implementation, math

[anodiebird's solution](#)

**53.**

1671A

[String Building](#) · [Tutorial](#)

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

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**54.**

1624A

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

Quality: 60,270 global accepts · Rating: 800 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: math

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**55.**

1618B

[Missing Bigram](#) · [Tutorial](#)

Quality: 23,836 global accepts · Rating: 800 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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**56.**

1618A

[Polycarp and Sums of Subsequences](#) · [Tutorial](#)

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**57.**

1614A

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

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**58.**

1611B

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

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**59.**

1611A

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**60.**

1612A

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

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**61.**

1605A

[A.M. Deviation](#) · [Tutorial](#)

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**62.**

1607A

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**63.**

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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**64.**

1586A

[Windblume Ode](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

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**65.**

1593A

[Elections](#) · [Tutorial](#)

Quality: 41,543 global accepts · Rating: 800 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: math

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**66.**

1598A

[Computer Game](#) · [Tutorial](#)

Quality: 25,642 global accepts · Rating: 800 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation

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**67.**

1561A

[Simply Strange Sort](#) · [Tutorial](#)

Quality: 17,168 global accepts · Rating: 800 · first AC: 2021-08-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, sortings

[anodiebird's solution](#)

**68.**

1557A

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

Quality: 29,147 global accepts · Rating: 800 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings

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**69.**

1552A

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

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

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**70.**

1551B1

[Wonderful Coloring - 1](#) · [Tutorial](#)

Quality: 31,324 global accepts · Rating: 800 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

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**71.**

1551A

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

Quality: 58,354 global accepts · Rating: 800 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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**72.**

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,264 global accepts · Rating: 800 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

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**73.**

1530B

[Putting Plates](#) · [Tutorial](#)

Quality: 16,287 global accepts · Rating: 800 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

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**74.**

1530A

[Binary Decimal](#) · [Tutorial](#)

Quality: 21,925 global accepts · Rating: 800 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
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**75.**

1550A

[Find The Array](#) · [Tutorial](#)

Quality: 29,461 global accepts · Rating: 800 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
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**76.**

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,634 global accepts · Rating: 800 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: math  
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**77.**

1534A

[Colour the Flag](#) · [Tutorial](#)

Quality: 13,175 global accepts · Rating: 800 · first AC: 2021-06-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
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**78.**

1527A

[And Then There Were K](#) · [Tutorial](#)

Quality: 41,903 global accepts · Rating: 800 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks  
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**79.**

1017A

[The Rank](#) · [Tutorial](#)

Quality: 21,585 global accepts · Rating: 800 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
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**80.**

1515A

[Phoenix and Gold](#) · [Tutorial](#)

Quality: 21,122 global accepts · Rating: 800 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
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**81.**

1519B

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

Quality: 33,397 global accepts · Rating: 800 · first AC: 2021-04-29 · GNU C++11 (first AC) · Tags: dp, math  
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**82.**

1519A

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

Quality: 30,560 global accepts · Rating: 800 · first AC: 2021-04-29 · GNU C++11 (first AC) · Tags: math  
[anodiebird's solution](#)

**83.**

1517A

[Sum of 2050](#) · [Tutorial](#)

Quality: 26,881 global accepts · Rating: 800 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
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**84.**

1516A

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Quality: 24,655 global accepts · Rating: 800 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
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**85.**

1511A

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Quality: 28,826 global accepts · Rating: 800 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
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**86.**

1513A

[Array and Peaks](#) · [Tutorial](#)

Quality: 20,017 global accepts · Rating: 800 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
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**87.**

1493A

[Anti-knapsack](#) · [Tutorial](#)

Quality: 19,773 global accepts · Rating: 800 · first AC: 2021-03-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy  
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**88.**

1492A

[Three swimmers](#) · [Tutorial](#)

Quality: 23,381 global accepts · Rating: 800 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: math  
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**89.**

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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**90.**

1481A

[Space Navigation](#) · [Tutorial](#)

Quality: 25,736 global accepts · Rating: 800 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings  
[anodiebird's solution](#)

**91.**

1474A

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

Quality: 23,358 global accepts · Rating: 800 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
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**92.**

1466B

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

Quality: 23,595 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy  
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**93.**

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math  
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**94.**

1465A

[In-game Chat](#) · [Tutorial](#)

Rating: 800 · first AC: 2020-12-20 · GNU C++11 (first AC) · Tags: implementation, strings  
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**95.**

1461A

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

Quality: 19,000 global accepts · Rating: 800 · first AC: 2020-12-11 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy  
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**96.**

1450A

[Avoid Trygub](#) · [Tutorial](#)

Quality: 18,487 global accepts · Rating: 800 · first AC: 2020-12-06 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings  
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**97.**

1455A

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

Quality: 27,408 global accepts · Rating: 800 · first AC: 2020-11-30 · GNU C++11 (first AC) · Tags: math, number theory  
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**98.**

1445A

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

Quality: 20,361 global accepts · Rating: 800 · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[anodiebird's solution](#)

**99.**

1443A

[Kids Seating](#) · [Tutorial](#)

Quality: 16,682 global accepts · Rating: 800 · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[anodiebird's solution](#)

**100.**

1408A

[Circle Coloring](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 800 · first AC: 2020-09-30 · GNU C++11 (first AC) · Tags: constructive algorithms  
[anodiebird's solution](#)

**101.**

1417A

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Quality: 18,722 global accepts · Rating: 800 · first AC: 2020-09-29 · GNU C++11 (first AC) · Tags: greedy, math  
[anodiebird's solution](#)

**102.**

1400A

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

Quality: 27,967 global accepts · Rating: 800 · first AC: 2020-08-25 · GNU C++11 (first AC) · Tags: constructive algorithms, strings  
[anodiebird's solution](#)

**103.**

1382A

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

Quality: 27,360 global accepts · Rating: 800 · first AC: 2020-07-21 · GNU C++11 (first AC) · Tags: brute force  
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**104.**

1385B

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

Quality: 39,581 global accepts · Rating: 800 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
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**105.**

1385A

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

Quality: 43,337 global accepts · Rating: 800 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: math  
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**106.**

1372A

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

Quality: 33,481 global accepts · Rating: 800 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
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**107.**

1325B

[CopyCopyCopyCopyCopy](#) · [Tutorial](#)

Quality: 38,823 global accepts · Rating: 800 · first AC: 2020-07-02 · GNU C++11 (first AC) · Tags: greedy, implementation  
[anodiebird's solution](#)

**108.**

1325A

[EhAb AnD gCd](#) · [Tutorial](#)

Quality: 46,203 global accepts · Rating: 800 · first AC: 2020-07-02 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, number theory  
[anodiebird's solution](#)

**109.**

1371A

[Magical Sticks](#) · [Tutorial](#)

Quality: 51,260 global accepts · Rating: 800 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: math  
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**110.**

1328A

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

Quality: 131,903 global accepts · Rating: 800 · first AC: 2020-06-28 · GNU C++11 (first AC) · Tags: math  
[anodiebird's solution](#)

**111.**

1374A

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

Quality: 64,181 global accepts · Rating: 800 · first AC: 2020-06-28 · GNU C++11 (first AC) · Tags: math  
[anodiebird's solution](#)

**112.**

1335A

[Candies and Two Sisters](#) · [Tutorial](#)

Quality: 104,797 global accepts · Rating: 800 · first AC: 2020-06-24 · GNU C++11 (first AC) · Tags: math  
[anodiebird's solution](#)

**113.**

1369A

[FashionableLee](#) · [Tutorial](#)

Quality: 39,125 global accepts · Rating: 800 · first AC: 2020-06-23 · GNU C++11 (first AC) · Tags: geometry, math  
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**114.**

1370A

[Maximum GCD](#) · [Tutorial](#)

Quality: 64,470 global accepts · Rating: 800 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory  
[anodiebird's solution](#)

**115.**

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,255 global accepts · Rating: 800 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math  
[anodiebird's solution](#)

**116.**

1358A

[Park Lighting](#) · [Tutorial](#)

Quality: 43,188 global accepts · Rating: 800 · first AC: 2020-05-26 · GNU C++11 (first AC) · Tags: greedy, math  
[anodiebird's solution](#)

**117.**

1360B

[Honest Coach](#) · [Tutorial](#)

Quality: 53,722 global accepts · Rating: 800 · first AC: 2020-05-25 · GNU C++11 (first AC) · Tags: greedy, sortings  
[anodiebird's solution](#)

**118.**

1360A

[Minimal Square](#) · [Tutorial](#)

Quality: 57,090 global accepts · Rating: 800 · first AC: 2020-05-25 · GNU C++11 (first AC) · Tags: greedy, math  
[anodiebird's solution](#)

**119.**

1353B

[Two Arrays And Swaps](#) · [Tutorial](#)

Quality: 58,124 global accepts · Rating: 800 · first AC: 2020-05-14 · GNU C++11 (first AC) · Tags: greedy, sortings  
[anodiebird's solution](#)

**120.**

1353A

[Most Unstable Array](#) · [Tutorial](#)

Quality: 44,586 global accepts · Rating: 800 · first AC: 2020-05-14 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math  
[anodiebird's solution](#)

**121.**

1345A

[Puzzle Pieces](#) · [Tutorial](#)

Quality: 24,828 global accepts · Rating: 800 · first AC: 2020-05-06 · GNU C++11 (first AC) · Tags: math  
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**122.**

1348A

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

Quality: 42,849 global accepts · Rating: 800 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[anodiebird's solution](#)

**123.**

1343B

[Balanced Array](#) · [Tutorial](#)

Quality: 65,133 global accepts · Rating: 800 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
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**124.**

1337A

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Quality: 42,910 global accepts · Rating: 800 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
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**125.**

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,955 global accepts · Rating: 900 · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[anodiebird's solution](#)

**126.**

1732B

[Ugu](#) · [Tutorial](#)

Quality: 17,261 global accepts · Rating: 900 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation  
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**127.**

1749B

[Death's Blessing](#) · [Tutorial](#)

Quality: 22,582 global accepts · Rating: 900 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
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**128.**

1737A

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

Quality: 10,851 global accepts · Rating: 900 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

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**129.**

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,547 global accepts · Rating: 900 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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**130.**

1709B

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Quality: 25,842 global accepts · Rating: 900 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation

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**131.**

1705B

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

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

[anodiebird's solution](#)

**132.**

1089L

[Lazyland](#) · [Tutorial](#)

Quality: 4,717 global accepts · Rating: 900 · first AC: 2022-07-11 · C++17 (GCC 7-32) (first AC) · Tags: —

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**133.**

1699B

[Almost Ternary Matrix](#) · [Tutorial](#)

Quality: 21,693 global accepts · Rating: 900 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, matrices

[anodiebird's solution](#)

**134.**

1696B

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

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

[anodiebird's solution](#)

**135.**

1697B

[Promo](#) · [Tutorial](#)

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

[anodiebird's solution](#)

**136.**

1679A

[AvtoBus](#) · [Tutorial](#)

Quality: 40,167 global accepts · Rating: 900 · first AC: 2022-05-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[anodiebird's solution](#)

**137.**

1613A

[Long Comparison](#) · [Tutorial](#)

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

[anodiebird's solution](#)

**138.**

1612B

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

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

[anodiebird's solution](#)

**139.**

1588A

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings, greedy, math, sortings  
[anodiebird's solution](#)

**140.**

1607B

[Odd Grasshopper](#) · [Tutorial](#)

Quality: 39,445 global accepts · Rating: 900 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: math  
[anodiebird's solution](#)

**141.**

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,483 global accepts · Rating: 900 · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: strings  
[anodiebird's solution](#)

**142.**

1582B

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

Quality: 33,362 global accepts · Rating: 900 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math  
[anodiebird's solution](#)

**143.**

1593B

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

Quality: 40,645 global accepts · Rating: 900 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, math  
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**144.**

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,949 global accepts · Rating: 900 · first AC: 2021-07-07 · last AC: 2021-07-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory  
[anodiebird's solution](#)

**145.**

1543B

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

Quality: 24,477 global accepts · Rating: 900 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math  
[anodiebird's solution](#)

**146.**

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,811 global accepts · Rating: 900 · first AC: 2021-03-02 · GNU C++11 (first AC) · Tags: bitmasks, brute force, implementation  
[anodiebird's solution](#)

**147.**

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[anodiebird's solution](#)

**148.**

1445B

[Elimination](#) · [Tutorial](#)

Quality: 15,925 global accepts · Rating: 900 · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[anodiebird's solution](#)

**149.**

1419A

[Digit Game](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 900 · first AC: 2020-09-30 · GNU C++11 (first AC) · Tags: games, greedy, implementation  
[anodiebird's solution](#)

**150.**

1420A

[Cubes Sorting](#) · [Tutorial](#)

Quality: 25,204 global accepts · Rating: 900 · first AC: 2020-09-26 · GNU C++11 (first AC) · Tags: math, sortings  
[anodiebird's solution](#)

**151.**

1401A

[Distance and Axis](#) · [Tutorial](#)

Quality: 28,635 global accepts · Rating: 900 · first AC: 2020-08-21 · GNU C++11 (first AC) · Tags: constructive algorithms, math  
[anodiebird's solution](#)

**152.**

1380A

[Three Indices](#) · [Tutorial](#)

Quality: 40,073 global accepts · Rating: 900 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures  
[anodiebird's solution](#)

**153.**

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,272 global accepts · Rating: 900 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[anodiebird's solution](#)

**154.**

1374B

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

Quality: 71,586 global accepts · Rating: 900 · first AC: 2020-06-28 · GNU C++11 (first AC) · Tags: math  
[anodiebird's solution](#)

**155.**

1330A

[Dreamoon and Ranking Collection](#) · [Tutorial](#)

Quality: 19,461 global accepts · Rating: 900 · first AC: 2020-06-26 · GNU C++11 (first AC) · Tags: implementation  
[anodiebird's solution](#)

**156.**

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,675 global accepts · Rating: 900 · first AC: 2020-06-25 · GNU C++11 (first AC) · Tags: games  
[anodiebird's solution](#)

**157.**

1339A

[Filling Diamonds](#) · [Tutorial](#)

Quality: 34,209 global accepts · Rating: 900 · first AC: 2020-06-24 · GNU C++11 (first AC) · Tags: brute force, dp, implementation, math  
[anodiebird's solution](#)

**158.**

1335B

[Construct the String](#) · [Tutorial](#)

Quality: 42,599 global accepts · Rating: 900 · first AC: 2020-06-24 · GNU C++11 (first AC) · Tags: constructive algorithms  
[anodiebird's solution](#)

**159.**

1354A

[Alarm Clock](#) · [Tutorial](#)

Quality: 24,891 global accepts · Rating: 900 · first AC: 2020-05-17 · GNU C++11 (first AC) · Tags: math  
[anodiebird's solution](#)

**160.**

1350A

[Orac and Factors](#) · [Tutorial](#)

Quality: 27,380 global accepts · Rating: 900 · first AC: 2020-05-13 · GNU C++11 (first AC) · Tags: math  
[anodiebird's solution](#)

**161.**

1341A

[Nastya and Rice](#) · [Tutorial](#)

Quality: 30,429 global accepts · Rating: 900 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: math  
[anodiebird's solution](#)

**162.**

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,390 global accepts · Rating: 900 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math  
[anodiebird's solution](#)

**163.**

1337B

[Kana and Dragon Quest game](#) · [Tutorial](#)

Quality: 36,863 global accepts · Rating: 900 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
[anodiebird's solution](#)

**164.**

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,104 global accepts · Rating: 1000 · first AC: 2024-12-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[anodiebird's solution](#)

**165.**

1841B

[Keep it Beautiful](#) · [Tutorial](#)

Quality: 24,092 global accepts · Rating: 1000 · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[anodiebird's solution](#)

**166.**

1761B

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

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

**167.**

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,540 global accepts · Rating: 1000 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory  
[anodiebird's solution](#)

**168.**

1713B

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

Quality: 22,689 global accepts · Rating: 1000 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings  
[anodiebird's solution](#)

**169.**

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,917 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation  
[anodiebird's solution](#)

**170.**

1702D

[Not a Cheap String](#) · [Tutorial](#)

Quality: 25,935 global accepts · Rating: 1000 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[anodiebird's solution](#)

**171.**

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-18 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[anodiebird's solution](#)

**172.**

1690D

[Black and White Stripe](#) · [Tutorial](#)

Quality: 47,030 global accepts · Rating: 1000 · first AC: 2022-06-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[anodiebird's solution](#)

**173.**

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,312 global accepts · Rating: 1000 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[anodiebird's solution](#)

**174.**

1671B

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

Quality: 19,737 global accepts · Rating: 1000 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings

[anodiebird's solution](#)

**175.**

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,954 global accepts · Rating: 1000 · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[anodiebird's solution](#)

**176.**

1613B

[Absent Remainder](#) · [Tutorial](#)

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

[anodiebird's solution](#)

**177.**

1614B

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

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

[anodiebird's solution](#)

**178.**

1611C

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

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[anodiebird's solution](#)

**179.**

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,334 global accepts · Rating: 1000 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[anodiebird's solution](#)

**180.**

1607C

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

Quality: 26,836 global accepts · Rating: 1000 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, sortings

[anodiebird's solution](#)

**181.**

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,885 global accepts · Rating: 1000 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[anodiebird's solution](#)

**182.**

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  
[anodiebird's solution](#)

**183.**

1550B

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

Quality: 28,553 global accepts · Rating: 1000 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[anodiebird's solution](#)

**184.**

1521A

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

Quality: 42,044 global accepts · Rating: 1000 · first AC: 2021-05-07 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory  
[anodiebird's solution](#)

**185.**

1515B

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

Quality: 27,066 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, number theory  
[anodiebird's solution](#)

**186.**

1023B

[Pair of Toys](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1000 · first AC: 2021-04-30 · C++17 (GCC 7-32) (first AC) · Tags: math  
[anodiebird's solution](#)

**187.**

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  
[anodiebird's solution](#)

**188.**

1476A

[K-divisible Sum](#) · [Tutorial](#)

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

**189.**

1474B

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

Quality: 40,330 global accepts · Rating: 1000 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory  
[anodiebird's solution](#)

**190.**

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,059 global accepts · Rating: 1000 · first AC: 2020-12-28 · GNU C++11 (first AC) · Tags: dp, greedy  
[anodiebird's solution](#)

**191.**

1469A

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

Quality: 30,033 global accepts · Rating: 1000 · first AC: 2020-12-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy  
[anodiebird's solution](#)

**192.**

1465B

[Fair Numbers](#) · [Tutorial](#)

Rating: 1000 · first AC: 2020-12-20 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[anodiebird's solution](#)

**193.**

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,038 global accepts · Rating: 1000 · first AC: 2020-12-06 · GNU C++11 (first AC) · Tags: brute force, geometry, greedy

[anodiebird's solution](#)

**194.**

1419D1

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

Quality: 26,387 global accepts · Rating: 1000 · first AC: 2020-09-30 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[anodiebird's solution](#)

**195.**

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,680 global accepts · Rating: 1000 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[anodiebird's solution](#)

**196.**

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,925 global accepts · Rating: 1000 · first AC: 2020-06-28 · GNU C++11 (first AC) · Tags: greedy, strings

[anodiebird's solution](#)

**197.**

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,928 global accepts · Rating: 1000 · first AC: 2020-06-26 · GNU C++11 (first AC) · Tags: constructive algorithms

[anodiebird's solution](#)

**198.**

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,479 global accepts · Rating: 1000 · first AC: 2020-06-26 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[anodiebird's solution](#)

**199.**

1362A

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

Quality: 34,080 global accepts · Rating: 1000 · first AC: 2020-06-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[anodiebird's solution](#)

**200.**

1359B

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

Quality: 29,383 global accepts · Rating: 1000 · first AC: 2020-05-28 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[anodiebird's solution](#)

**201.**

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,727 global accepts · Rating: 1000 · first AC: 2020-05-28 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[anodiebird's solution](#)

**202.**

1358B

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

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-05-26 · GNU C++11 (first AC) · Tags: greedy, sortings

[anodiebird's solution](#)

**203.**

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,846 global accepts · Rating: 1000 · first AC: 2020-05-14 · GNU C++11 (first AC) · Tags: math

[anodiebird's solution](#)

**204.**

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,415 global accepts · Rating: 1000 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[anodiebird's solution](#)

**205.**

2050B

[Transfusion](#) · [Tutorial](#)

Quality: 27,059 global accepts · Rating: 1100 · first AC: 2024-12-11 · last AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[anodiebird's solution](#)

**206.**

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,394 global accepts · Rating: 1100 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, shortest paths

[anodiebird's solution](#)

**207.**

1726B

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

Quality: 16,849 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[anodiebird's solution](#)

**208.**

1717B

[Madoka and Underground Competitions](#) · [Tutorial](#)

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[anodiebird's solution](#)

**209.**

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,484 global accepts · Rating: 1100 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[anodiebird's solution](#)

**210.**

1702C

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

Quality: 25,123 global accepts · Rating: 1100 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[anodiebird's solution](#)

**211.**

1700B

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

Quality: 19,887 global accepts · Rating: 1100 · first AC: 2022-06-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[anodiebird's solution](#)

**212.**

1685A

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

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[anodiebird's solution](#)

**213.**

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,405 global accepts · Rating: 1100 · first AC: 2022-05-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, sortings

[anodiebird's solution](#)

**214.**

1670B

[Dorms War](#) · [Tutorial](#)

Quality: 13,435 global accepts · Rating: 1100 · first AC: 2022-05-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[anodiebird's solution](#)

**215.**

1673B

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

Quality: 21,773 global accepts · Rating: 1100 · first AC: 2022-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

[anodiebird's solution](#)

**216.**

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,035 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[anodiebird's solution](#)

**217.**

1618C

[Paint the Array](#) · [Tutorial](#)

Quality: 32,402 global accepts · Rating: 1100 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[anodiebird's solution](#)

**218.**

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,510 global accepts · Rating: 1100 · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[anodiebird's solution](#)

**219.**

1593D1

[All are Same](#) · [Tutorial](#)

Quality: 21,803 global accepts · Rating: 1100 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[anodiebird's solution](#)

**220.**

1557B

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

Quality: 24,611 global accepts · Rating: 1100 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[anodiebird's solution](#)

**221.**

1534B

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

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[anodiebird's solution](#)

**222.**

1511C

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

Quality: 32,809 global accepts · Rating: 1100 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, trees

[anodiebird's solution](#)

**223.**

1511B

[GCD Length](#) · [Tutorial](#)

Quality: 24,678 global accepts · Rating: 1100 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[anodiebird's solution](#)

## 224.

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,406 global accepts · Rating: 1100 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[anodiebird's solution](#)

## 225.

1481B

[New Colony](#) · [Tutorial](#)

Quality: 19,907 global accepts · Rating: 1100 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[anodiebird's solution](#)

## 226.

1463A

[Dungeon](#) · [Tutorial](#)

Quality: 27,927 global accepts · Rating: 1100 · first AC: 2020-12-17 · GNU C++11 (first AC) · Tags: binary search, math

[anodiebird's solution](#)

## 227.

1455C

[Ping-pong](#) · [Tutorial](#)

Quality: 20,444 global accepts · Rating: 1100 · first AC: 2020-11-30 · GNU C++11 (first AC) · Tags: constructive algorithms, games, math

[anodiebird's solution](#)

## 228.

1417B

[Two Arrays](#) · [Tutorial](#)

Quality: 15,077 global accepts · Rating: 1100 · first AC: 2020-09-29 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[anodiebird's solution](#)

## 229.

1401B

[Ternary Sequence](#) · [Tutorial](#)

Quality: 21,778 global accepts · Rating: 1100 · first AC: 2020-08-21 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[anodiebird's solution](#)

## 230.

1382B

[Sequential Nim](#) · [Tutorial](#)

Quality: 26,094 global accepts · Rating: 1100 · first AC: 2020-07-21 · GNU C++11 (first AC) · Tags: dp, games

[anodiebird's solution](#)

## 231.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2020-07-04 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[anodiebird's solution](#)

## 232.

1327A

[Sum of Odd Integers](#) · [Tutorial](#)

Quality: 45,733 global accepts · Rating: 1100 · first AC: 2020-06-29 · GNU C++11 (first AC) · Tags: math

[anodiebird's solution](#)

## 233.

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,865 global accepts · Rating: 1100 · first AC: 2020-06-27 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[anodiebird's solution](#)

## 234.

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,229 global accepts · Rating: 1100 · first AC: 2020-06-26 · GNU C++11 (first AC) · Tags: greedy, implementation

[anodiebird's solution](#)

**235.**

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,620 global accepts · Rating: 1100 · first AC: 2020-06-25 · GNU C++11 (first AC) · Tags: greedy, sortings

[anodiebird's solution](#)

**236.**

1335C

[Two Teams Composing](#) · [Tutorial](#)

Quality: 38,967 global accepts · Rating: 1100 · first AC: 2020-06-24 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation, sortings

[anodiebird's solution](#)

**237.**

1370B

[GCD Compression](#) · [Tutorial](#)

Quality: 25,015 global accepts · Rating: 1100 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[anodiebird's solution](#)

**238.**

1366A

[Shovels and Swords](#) · [Tutorial](#)

Quality: 32,997 global accepts · Rating: 1100 · first AC: 2020-06-11 · GNU C++11 (first AC) · Tags: binary search, greedy, math

[anodiebird's solution](#)

**239.**

1365A

[Matrix Game](#) · [Tutorial](#)

Quality: 25,046 global accepts · Rating: 1100 · first AC: 2020-06-07 · GNU C++11 (first AC) · Tags: games, greedy, implementation

[anodiebird's solution](#)

**240.**

1360C

[Similar Pairs](#) · [Tutorial](#)

Quality: 36,783 global accepts · Rating: 1100 · first AC: 2020-05-25 · GNU C++11 (first AC) · Tags: constructive algorithms, graph matchings, greedy, sortings

[anodiebird's solution](#)

**241.**

1345B

[Card Constructions](#) · [Tutorial](#)

Quality: 28,241 global accepts · Rating: 1100 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, math

[anodiebird's solution](#)

**242.**

1342B

[Binary Period](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1100 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[anodiebird's solution](#)

**243.**

2050C

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

Quality: 25,000 global accepts · Rating: 1200 · first AC: 2025-01-26 · last AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[anodiebird's solution](#)

**244.**

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,535 global accepts · Rating: 1200 · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: games

[anodiebird's solution](#)

**245.**

1738B

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

Quality: 18,792 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[anodiebird's solution](#)

**246.**

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[anodiebird's solution](#)

**247.**

1713C

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

Quality: 18,873 global accepts · Rating: 1200 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math

[anodiebird's solution](#)

**248.**

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,791 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[anodiebird's solution](#)

**249.**

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,731 global accepts · Rating: 1200 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[anodiebird's solution](#)

**250.**

1679B

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

Quality: 27,431 global accepts · Rating: 1200 · first AC: 2022-05-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[anodiebird's solution](#)

**251.**

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,388 global accepts · Rating: 1200 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[anodiebird's solution](#)

**252.**

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,714 global accepts · Rating: 1200 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search

[anodiebird'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

[anodiebird's solution](#)

**254.**

1586B

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

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

[anodiebird's solution](#)

**255.**

1598C

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

Quality: 23,654 global accepts · Rating: 1200 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[anodiebird's solution](#)

## 256.

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[anodiebird's solution](#)

## 257.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy  
[anodiebird's solution](#)

## 258.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,576 global accepts · Rating: 1200 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings  
[anodiebird's solution](#)

## 259.

1527B1

[Palindrome Game \(easy version\)](#) · [Tutorial](#)

Quality: 34,401 global accepts · Rating: 1200 · first AC: 2021-05-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games  
[anodiebird's solution](#)

## 260.

960A

[Check the string](#) · [Tutorial](#)

Quality: 8,786 global accepts · Rating: 1200 · first AC: 2021-05-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[anodiebird's solution](#)

## 261.

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[anodiebird's solution](#)

## 262.

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2021-04-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[anodiebird's solution](#)

## 263.

1023A

[Single Wildcard Pattern Matching](#) · [Tutorial](#)

Quality: 9,263 global accepts · Rating: 1200 · first AC: 2021-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings  
[anodiebird's solution](#)

## 264.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings  
[anodiebird's solution](#)

## 265.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,688 global accepts · Rating: 1200 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[anodiebird's solution](#)

**266.**

1485B

[Replace and Keep Sorted](#) · [Tutorial](#)

Quality: 17,922 global accepts · Rating: 1200 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math  
[anodiebird's solution](#)

**267.**

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,234 global accepts · Rating: 1200 · first AC: 2020-11-30 · GNU C++11 (first AC) · Tags: constructive algorithms, math  
[anodiebird's solution](#)

**268.**

1419B

[Stairs](#) · [Tutorial](#)

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2020-09-30 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math  
[anodiebird's solution](#)

**269.**

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,811 global accepts · Rating: 1200 · first AC: 2020-09-26 · GNU C++11 (first AC) · Tags: bitmasks, math  
[anodiebird's solution](#)

**270.**

1384A

[Common Prefixes](#) · [Tutorial](#)

Quality: 19,613 global accepts · Rating: 1200 · first AC: 2020-07-24 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings  
[anodiebird's solution](#)

**271.**

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,915 global accepts · Rating: 1200 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[anodiebird's solution](#)

**272.**

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy  
[anodiebird's solution](#)

**273.**

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,609 global accepts · Rating: 1200 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: math  
[anodiebird's solution](#)

**274.**

1327B

[Princesses and Princes](#) · [Tutorial](#)

Quality: 19,493 global accepts · Rating: 1200 · first AC: 2020-06-29 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy  
[anodiebird's solution](#)

**275.**

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,082 global accepts · Rating: 1200 · first AC: 2020-06-28 · GNU C++11 (first AC) · Tags: greedy, implementation  
[anodiebird's solution](#)

**276.**

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,366 global accepts · Rating: 1200 · first AC: 2020-06-25 · GNU C++11 (first AC) · Tags: implementation, math  
[anodiebird's solution](#)

**277.**

1339B

[Sorted Adjacent Differences](#) · [Tutorial](#)

Quality: 28,343 global accepts · Rating: 1200 · first AC: 2020-06-24 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings  
[anodiebird's solution](#)

**278.**

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,571 global accepts · Rating: 1200 · first AC: 2020-06-23 · GNU C++11 (first AC) · Tags: greedy, implementation, strings  
[anodiebird's solution](#)

**279.**

1362B

[Johnny and His Hobbies](#) · [Tutorial](#)

Quality: 21,042 global accepts · Rating: 1200 · first AC: 2020-06-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force  
[anodiebird's solution](#)

**280.**

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,362 global accepts · Rating: 1200 · first AC: 2020-06-13 · GNU C++11 (first AC) · Tags: brute force, data structures, number theory, two pointers  
[anodiebird's solution](#)

**281.**

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,395 global accepts · Rating: 1200 · first AC: 2020-05-31 · GNU C++11 (first AC) · Tags: brute force, implementation, math  
[anodiebird's solution](#)

**282.**

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,287 global accepts · Rating: 1200 · first AC: 2020-05-17 · GNU C++11 (first AC) · Tags: binary search, dp, implementation, two pointers  
[anodiebird's solution](#)

**283.**

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,373 global accepts · Rating: 1200 · first AC: 2020-05-16 · GNU C++11 (first AC) · Tags: dp, greedy, sortings  
[anodiebird's solution](#)

**284.**

1355A

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

Quality: 28,801 global accepts · Rating: 1200 · first AC: 2020-05-16 · GNU C++11 (first AC) · Tags: brute force, implementation, math  
[anodiebird's solution](#)

**285.**

1343C

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

Quality: 44,071 global accepts · Rating: 1200 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers  
[anodiebird's solution](#)

**286.**

1753A1

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

Quality: 16,452 global accepts · Rating: 1300 · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy  
[anodiebird's solution](#)

**287.**

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy,

implementation, math

[anodiebird's solution](#)

**288.**

1736C1

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

Quality: 16,529 global accepts · Rating: 1300 · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, schedules, two pointers

[anodiebird's solution](#)

**289.**

1737B

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

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math

[anodiebird's solution](#)

**290.**

1726C

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

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy

[anodiebird's solution](#)

**291.**

1717C

[Madoka and Formal Statement · Tutorial](#)

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[anodiebird's solution](#)

**292.**

1698C

[3SUM Closure · Tutorial](#)

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

[anodiebird's solution](#)

**293.**

1693A

[Directional Increase · Tutorial](#)

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[anodiebird's solution](#)

**294.**

1667A

[Make it Increasing · Tutorial](#)

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[anodiebird's solution](#)

**295.**

1659B

[Bit Flipping · Tutorial](#)

Quality: 12,031 global accepts · Rating: 1300 · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings

[anodiebird's solution](#)

**296.**

1612C

[Chat Ban · Tutorial](#)

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

[anodiebird's solution](#)

**297.**

1607D

[Blue-Red Permutation · Tutorial](#)

Quality: 18,124 global accepts · Rating: 1300 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[anodiebird's solution](#)

**298.**

1603A

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

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[anodiebird's solution](#)

**299.**

1601A

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

Quality: 21,094 global accepts · Rating: 1300 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, number theory

[anodiebird's solution](#)

**300.**

1558A

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

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

[anodiebird's solution](#)

**301.**

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[anodiebird's solution](#)

**302.**

1534C

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

Quality: 13,811 global accepts · Rating: 1300 · first AC: 2021-06-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[anodiebird's solution](#)

**303.**

1007A

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

Quality: 13,069 global accepts · Rating: 1300 · first AC: 2021-05-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math, sortings, two pointers

[anodiebird's solution](#)

**304.**

1521B

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

Quality: 22,930 global accepts · Rating: 1300 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[anodiebird's solution](#)

**305.**

1063A

[Oh Those Palindromes](#) · [Tutorial](#)

Quality: 11,056 global accepts · Rating: 1300 · first AC: 2021-04-21 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

[anodiebird's solution](#)

**306.**

1493B

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

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

[anodiebird's solution](#)

**307.**

1476B

[Inflation](#) · [Tutorial](#)

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

[anodiebird's solution](#)

**308.**

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings  
[anodiebird's solution](#)

**309.**

1443B

[Saving the City](#) · [Tutorial](#)

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, sortings  
[anodiebird's solution](#)

**310.**

1420C1

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

Quality: 18,976 global accepts · Rating: 1300 · first AC: 2020-09-26 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy  
[anodiebird's solution](#)

**311.**

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,835 global accepts · Rating: 1300 · first AC: 2020-08-21 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory, sortings  
[anodiebird's solution](#)

**312.**

1382C1

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

Rating: 1300 · first AC: 2020-07-21 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, strings  
[anodiebird's solution](#)

**313.**

1372B

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

Quality: 36,392 global accepts · Rating: 1300 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory  
[anodiebird's solution](#)

**314.**

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,370 global accepts · Rating: 1300 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
[anodiebird's solution](#)

**315.**

1326C

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

Quality: 16,401 global accepts · Rating: 1300 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math  
[anodiebird's solution](#)

**316.**

1328B

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

Quality: 32,046 global accepts · Rating: 1300 · first AC: 2020-06-28 · GNU C++11 (first AC) · Tags: binary search, brute force, combinatorics, implementation, math  
[anodiebird's solution](#)

**317.**

1373C

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

Quality: 19,373 global accepts · Rating: 1300 · first AC: 2020-06-25 · GNU C++11 (first AC) · Tags: math  
[anodiebird's solution](#)

**318.**

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,463 global accepts · Rating: 1300 · first AC: 2020-06-24 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[anodiebird's solution](#)

**319.**

1364B

[Most socially-distanced subsequence](#) · [Tutorial](#)

Quality: 26,179 global accepts · Rating: 1300 · first AC: 2020-06-13 · GNU C++11 (first AC) · Tags: greedy, two pointers

[anodiebird's solution](#)

**320.**

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,956 global accepts · Rating: 1300 · first AC: 2020-06-11 · GNU C++11 (first AC) · Tags: math, two pointers

[anodiebird's solution](#)

**321.**

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,842 global accepts · Rating: 1300 · first AC: 2020-06-07 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[anodiebird's solution](#)

**322.**

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,995 global accepts · Rating: 1300 · first AC: 2020-05-25 · GNU C++11 (first AC) · Tags: dp, graphs, implementation, shortest paths

[anodiebird's solution](#)

**323.**

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 42,997 global accepts · Rating: 1300 · first AC: 2020-05-25 · GNU C++11 (first AC) · Tags: math, number theory

[anodiebird's solution](#)

**324.**

1341B

[Nastya and Door](#) · [Tutorial](#)

Quality: 21,093 global accepts · Rating: 1300 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[anodiebird's solution](#)

**325.**

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[anodiebird's solution](#)

**326.**

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,267 global accepts · Rating: 1400 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, number theory

[anodiebird's solution](#)

**327.**

1748B

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

Quality: 16,780 global accepts · Rating: 1400 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[anodiebird's solution](#)

**328.**

1750C

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

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[anodiebird's solution](#)

**329.**

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,334 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[anodiebird's solution](#)

### 330.

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,732 global accepts · Rating: 1400 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, games, greedy, implementation

[anodiebird's solution](#)

### 331.

1733D1

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

Quality: 15,031 global accepts · Rating: 1400 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[anodiebird's solution](#)

### 332.

1706C

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

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, greedy, implementation

[anodiebird's solution](#)

### 333.

1705C

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

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

[anodiebird's solution](#)

### 334.

1701C

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

Quality: 23,842 global accepts · Rating: 1400 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, two pointers

[anodiebird's solution](#)

### 335.

1696C

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

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

[anodiebird's solution](#)

### 336.

1697C

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

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

[anodiebird's solution](#)

### 337.

1691C

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

Quality: 17,221 global accepts · Rating: 1400 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[anodiebird's solution](#)

### 338.

1682C

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

Quality: 16,471 global accepts · Rating: 1400 · first AC: 2022-05-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[anodiebird's solution](#)

### 339.

1684C

[Column Swapping](#) · [Tutorial](#)

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

[anodiebird's solution](#)

### 340.

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-05-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[anodiebird's solution](#)

### 341.

1670C

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

Quality: 10,992 global accepts · Rating: 1400 · first AC: 2022-05-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math

[anodiebird's solution](#)

### 342.

1605C

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

Quality: 18,856 global accepts · Rating: 1400 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, strings

[anodiebird's solution](#)

### 343.

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[anodiebird's solution](#)

### 344.

1551B2

[Wonderful Coloring - 2](#) · [Tutorial](#)

Quality: 16,664 global accepts · Rating: 1400 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[anodiebird's solution](#)

### 345.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[anodiebird's solution](#)

### 346.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,464 global accepts · Rating: 1400 · first AC: 2021-04-29 · last AC: 2021-04-29 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[anodiebird's solution](#)

### 347.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[anodiebird's solution](#)

### 348.

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,105 global accepts · Rating: 1400 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

[anodiebird's solution](#)

**349.**

1494B

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

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2021-03-02 · GNU C++11 (first AC) · Tags: bitmasks, brute force, greedy, implementation

[anodiebird's solution](#)

**350.**

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,167 global accepts · Rating: 1400 · first AC: 2020-12-17 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy

[anodiebird's solution](#)

**351.**

1461B

[Find the Spruce](#) · [Tutorial](#)

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

[anodiebird's solution](#)

**352.**

1456A

[Bouncing Ball](#) · [Tutorial](#)

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

[anodiebird's solution](#)

**353.**

1443C

[The Delivery Dilemma](#) · [Tutorial](#)

Quality: 16,828 global accepts · Rating: 1400 · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[anodiebird's solution](#)

**354.**

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-09-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[anodiebird's solution](#)

**355.**

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,711 global accepts · Rating: 1400 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[anodiebird's solution](#)

**356.**

1380B

[Universal Solution](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1400 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[anodiebird's solution](#)

**357.**

1375C

[Element Extermination](#) · [Tutorial](#)

Quality: 22,950 global accepts · Rating: 1400 · first AC: 2020-07-04 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy

[anodiebird's solution](#)

**358.**

1374D

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

Quality: 31,089 global accepts · Rating: 1400 · first AC: 2020-06-28 · GNU C++11 (first AC) · Tags: math, sortings, two pointers

[anodiebird's solution](#)

**359.**

1332B

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

Quality: 18,955 global accepts · Rating: 1400 · first AC: 2020-06-27 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[anodiebird's solution](#)

### 360.

1330B

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

Quality: 14,536 global accepts · Rating: 1400 · first AC: 2020-06-26 · GNU C++11 (first AC) · Tags: implementation, math

[anodiebird's solution](#)

### 361.

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,872 global accepts · Rating: 1400 · first AC: 2020-06-23 · GNU C++11 (first AC) · Tags: greedy, math, sortings, two pointers

[anodiebird's solution](#)

### 362.

1362C

[Johnny and Another Rating Drop](#) · [Tutorial](#)

Quality: 23,705 global accepts · Rating: 1400 · first AC: 2020-06-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[anodiebird's solution](#)

### 363.

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,142 global accepts · Rating: 1400 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory

[anodiebird's solution](#)

### 364.

1365C

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

Quality: 24,983 global accepts · Rating: 1400 · first AC: 2020-06-07 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[anodiebird's solution](#)

### 365.

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,124 global accepts · Rating: 1400 · first AC: 2020-05-31 · GNU C++11 (first AC) · Tags: implementation, strings

[anodiebird's solution](#)

### 366.

1354C1

[Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 16,357 global accepts · Rating: 1400 · first AC: 2020-05-17 · GNU C++11 (first AC) · Tags: binary search, geometry, math, ternary search

[anodiebird's solution](#)

### 367.

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-05-16 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[anodiebird's solution](#)

### 368.

1350B

[Orac and Models](#) · [Tutorial](#)

Quality: 29,458 global accepts · Rating: 1400 · first AC: 2020-05-13 · GNU C++11 (first AC) · Tags: dp, math, number theory

[anodiebird's solution](#)

### 369.

1348B

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

Quality: 27,488 global accepts · Rating: 1400 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[anodiebird's solution](#)

**370.**

1759E

[The Humanoid](#) · [Tutorial](#)

Quality: 12,518 global accepts · Rating: 1500 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, sortings  
[anodiebird's solution](#)

**371.**

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures  
[anodiebird's solution](#)

**372.**

1753A2

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

Quality: 11,607 global accepts · Rating: 1500 · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy  
[anodiebird's solution](#)

**373.**

1732D1

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

Quality: 9,901 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, number theory  
[anodiebird's solution](#)

**374.**

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, implementation, math  
[anodiebird's solution](#)

**375.**

1738C

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

Quality: 12,774 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, math  
[anodiebird's solution](#)

**376.**

1710A

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

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[anodiebird's solution](#)

**377.**

1089G

[Guest Student](#) · [Tutorial](#)

Quality: 3,227 global accepts · Rating: 1500 · first AC: 2022-07-11 · C++17 (GCC 7-32) (first AC) · Tags: math  
[anodiebird's solution](#)

**378.**

1690E

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

Quality: 16,988 global accepts · Rating: 1500 · first AC: 2022-06-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, two pointers  
[anodiebird's solution](#)

**379.**

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,010 global accepts · Rating: 1500 · first AC: 2022-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory  
[anodiebird's solution](#)

**380.**

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,055 global accepts · Rating: 1500 · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math

[anodiebird's solution](#)

**381.**

1614C

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

Quality: 11,314 global accepts · Rating: 1500 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[anodiebird's solution](#)

**382.**

1611D

[Weights Assignment For Tree Edges](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1500 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees

[anodiebird's solution](#)

**383.**

316E1

[Summer Homework](#) · [Tutorial](#)

Quality: 1,548 global accepts · Rating: 1500 · first AC: 2021-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[anodiebird's solution](#)

**384.**

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[anodiebird's solution](#)

**385.**

1551C

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

Quality: 14,542 global accepts · Rating: 1500 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, strings

[anodiebird's solution](#)

**386.**

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings, two pointers

[anodiebird's solution](#)

**387.**

1545A

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

Quality: 14,882 global accepts · Rating: 1500 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[anodiebird's solution](#)

**388.**

1542B

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

Quality: 26,537 global accepts · Rating: 1500 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[anodiebird's solution](#)

**389.**

960B

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

Quality: 12,393 global accepts · Rating: 1500 · first AC: 2021-05-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[anodiebird's solution](#)

**390.**

1515D

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

Quality: 12,821 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[anodiebird's solution](#)

**391.**

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,535 global accepts · Rating: 1500 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy  
[anodiebird's solution](#)

**392.**

1439A1

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

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2021-04-08 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation  
[anodiebird's solution](#)

**393.**

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,495 global accepts · Rating: 1500 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers  
[anodiebird's solution](#)

**394.**

1486B

[Eastern Exhibition](#) · [Tutorial](#)

Quality: 20,483 global accepts · Rating: 1500 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, shortest paths, sortings  
[anodiebird's solution](#)

**395.**

1487D

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

Quality: 20,590 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory  
[anodiebird's solution](#)

**396.**

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math  
[anodiebird's solution](#)

**397.**

1466D

[13th Labour of Heracles](#) · [Tutorial](#)

Quality: 14,631 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, trees  
[anodiebird's solution](#)

**398.**

1462E1

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

Quality: 15,216 global accepts · Rating: 1500 · first AC: 2020-12-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, math, sortings, two pointers  
[anodiebird's solution](#)

**399.**

1397B

[Power Sequence](#) · [Tutorial](#)

Quality: 15,466 global accepts · Rating: 1500 · first AC: 2020-12-16 · GNU C++11 (first AC) · Tags: brute force, math, number theory, sortings  
[anodiebird's solution](#)

**400.**

1399D

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

Quality: 19,902 global accepts · Rating: 1500 · first AC: 2020-12-16 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation  
[anodiebird's solution](#)

**401.**

1409D

[Decrease the Sum of Digits](#) · [Tutorial](#)

Quality: 21,390 global accepts · Rating: 1500 · first AC: 2020-12-16 · GNU C++11 (first AC) · Tags: greedy, math  
[anodiebird's solution](#)

**402.**

1426D

[Non-zero Segments](#) · [Tutorial](#)

Quality: 17,600 global accepts · Rating: 1500 · first AC: 2020-12-14 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings  
[anodiebird's solution](#)

**403.**

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1500 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities  
[anodiebird's solution](#)

**404.**

1445C

[Division](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[anodiebird's solution](#)

**405.**

1408C

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

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · GNU C++11 (first AC) · Tags: binary search, dp, implementation, math, two pointers  
[anodiebird's solution](#)

**406.**

1419D2

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

Quality: 17,417 global accepts · Rating: 1500 · first AC: 2020-09-30 · GNU C++11 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers  
[anodiebird's solution](#)

**407.**

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2020-09-30 · GNU C++11 (first AC) · Tags: greedy, implementation, math  
[anodiebird's solution](#)

**408.**

1417C

[k-Amazing Numbers](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-09-29 · GNU C++11 (first AC) · Tags: data structures  
[anodiebird's solution](#)

**409.**

1400C

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

Quality: 18,504 global accepts · Rating: 1500 · first AC: 2020-08-25 · GNU C++11 (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy  
[anodiebird's solution](#)

**410.**

1379B

[Dubious Cyrpto](#) · [Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory  
[anodiebird's solution](#)

**411.**

1379A

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

Quality: 12,328 global accepts · Rating: 1500 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings  
[anodiebird's solution](#)

**412.**

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,959 global accepts · Rating: 1500 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation  
[anodiebird's solution](#)

**413.**

1372C

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

Quality: 19,091 global accepts · Rating: 1500 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[anodiebird's solution](#)

**414.**

1325C

[Ehab and Path-etic MEXs](#) · [Tutorial](#)

Quality: 17,157 global accepts · Rating: 1500 · first AC: 2020-07-02 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees  
[anodiebird's solution](#)

**415.**

1326D1

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

Quality: 13,294 global accepts · Rating: 1500 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings  
[anodiebird's solution](#)

**416.**

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,859 global accepts · Rating: 1500 · first AC: 2020-06-27 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings  
[anodiebird's solution](#)

**417.**

1339C

[Powered Addition](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-06-24 · GNU C++11 (first AC) · Tags: bitmasks, brute force, greedy  
[anodiebird's solution](#)

**418.**

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[anodiebird's solution](#)

**419.**

1368B

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

Quality: 21,428 global accepts · Rating: 1500 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings  
[anodiebird's solution](#)

**420.**

1366C

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

Quality: 14,261 global accepts · Rating: 1500 · first AC: 2020-06-11 · GNU C++11 (first AC) · Tags: greedy, math  
[anodiebird's solution](#)

**421.**

1341C

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

Quality: 1500 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[anodiebird's solution](#)

**422.**

1748C

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

Quality: 13,008 global accepts · Rating: 1600 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[anodiebird's solution](#)

**423.**

1753B

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[anodiebird's solution](#)

**424.**

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,446 global accepts · Rating: 1600 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[anodiebird's solution](#)

**425.**

1702E

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

Quality: 17,845 global accepts · Rating: 1600 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[anodiebird's solution](#)

**426.**

1698D

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

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

[anodiebird's solution](#)

**427.**

1687A

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

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[anodiebird's solution](#)

**428.**

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,129 global accepts · Rating: 1600 · first AC: 2022-05-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, strings, two pointers

[anodiebird's solution](#)

**429.**

1677A

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

Quality: 9,355 global accepts · Rating: 1600 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[anodiebird's solution](#)

**430.**

1671D

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

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

[anodiebird's solution](#)

**431.**

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,263 global accepts · Rating: 1600 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[anodiebird's solution](#)

**432.**

1607E

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

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation  
[anodiebird's solution](#)

**433.**

1603B

[Moderate Modular Mode](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory  
[anodiebird's solution](#)

**434.**

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  
[anodiebird's solution](#)

**435.**

1593E

[Gardener and Tree](#) · [Tutorial](#)

Quality: 14,728 global accepts · Rating: 1600 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees  
[anodiebird's solution](#)

**436.**

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-07-17 · last AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math  
[anodiebird's solution](#)

**437.**

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,182 global accepts · Rating: 1600 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[anodiebird's solution](#)

**438.**

1528A

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

Quality: 18,988 global accepts · Rating: 1600 · first AC: 2021-05-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees  
[anodiebird's solution](#)

**439.**

1527C

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

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2021-05-25 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math  
[anodiebird's solution](#)

**440.**

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,988 global accepts · Rating: 1600 · first AC: 2021-05-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings  
[anodiebird's solution](#)

**441.**

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,133 global accepts · Rating: 1600 · first AC: 2021-05-15 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers  
[anodiebird's solution](#)

**442.**

986A

[Fair](#) · [Tutorial](#)

Quality: 8,332 global accepts · Rating: 1600 · first AC: 2021-05-14 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, number theory, shortest paths  
[anodiebird's solution](#)

**443.**

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[anodiebird's solution](#)

**444.**

1519D

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

Quality: 17,631 global accepts · Rating: 1600 · first AC: 2021-04-29 · GNU C++11 (first AC) · Tags: brute force, dp, implementation, math, two pointers  
[anodiebird's solution](#)

**445.**

1071A

[Cram Time](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-04-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[anodiebird's solution](#)

**446.**

1086A

[Connect Three](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-04-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[anodiebird's solution](#)

**447.**

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,451 global accepts · Rating: 1600 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings  
[anodiebird's solution](#)

**448.**

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices  
[anodiebird's solution](#)

**449.**

1246A

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-04-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math  
[anodiebird's solution](#)

**450.**

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-04-07 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation  
[anodiebird's solution](#)

**451.**

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,607 global accepts · Rating: 1600 · first AC: 2021-04-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy  
[anodiebird's solution](#)

**452.**

1486C1

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

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive  
[anodiebird's solution](#)

**453.**

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,401 global accepts · Rating: 1600 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy  
[anodiebird's solution](#)

**454.**

1476C

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

Quality: 12,300 global accepts · Rating: 1600 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy  
[anodiebird's solution](#)

**455.**

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,680 global accepts · Rating: 1600 · first AC: 2020-12-28 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, two pointers  
[anodiebird's solution](#)

**456.**

1395C

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

Quality: 15,209 global accepts · Rating: 1600 · first AC: 2020-12-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy  
[anodiebird's solution](#)

**457.**

1461D

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

Quality: 10,284 global accepts · Rating: 1600 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings  
[anodiebird's solution](#)

**458.**

1455D

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

Quality: 13,204 global accepts · Rating: 1600 · first AC: 2020-11-30 · GNU C++11 (first AC) · Tags: dp, greedy, sortings  
[anodiebird's solution](#)

**459.**

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,708 global accepts · Rating: 1600 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation  
[anodiebird's solution](#)

**460.**

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2020-06-29 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation  
[anodiebird's solution](#)

**461.**

1374E1

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

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2020-06-29 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings  
[anodiebird's solution](#)

**462.**

1334C

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

Quality: 17,924 global accepts · Rating: 1600 · first AC: 2020-06-25 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[anodiebird's solution](#)

**463.**

1373D

[Maximum Sum on Even Positions](#) · [Tutorial](#)

Quality: 17,667 global accepts · Rating: 1600 · first AC: 2020-06-25 · GNU C++11 (first AC) · Tags: divide and conquer, dp, greedy, implementation

[anodiebird's solution](#)

**464.**

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2020-06-24 · GNU C++11 (first AC) · Tags: math, number theory

[anodiebird's solution](#)

**465.**

1364C

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

Quality: 14,359 global accepts · Rating: 1600 · first AC: 2020-06-13 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy

[anodiebird's solution](#)

**466.**

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,079 global accepts · Rating: 1600 · first AC: 2020-05-31 · GNU C++11 (first AC) · Tags: games, trees

[anodiebird's solution](#)

**467.**

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,345 global accepts · Rating: 1600 · first AC: 2020-05-26 · GNU C++11 (first AC) · Tags: math

[anodiebird's solution](#)

**468.**

1082C

[Multi-Subject Competition](#) · [Tutorial](#)

Quality: 6,133 global accepts · Rating: 1600 · first AC: 2020-05-24 · GNU C++11 (first AC) · Tags: greedy, sortings

[anodiebird's solution](#)

**469.**

1353D

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

Quality: 20,280 global accepts · Rating: 1600 · first AC: 2020-05-14 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, sortings

[anodiebird's solution](#)

**470.**

1350C

[Orac and LCM](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-05-13 · GNU C++11 (first AC) · Tags: math, number theory

[anodiebird's solution](#)

**471.**

1348C

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

Quality: 15,483 global accepts · Rating: 1600 · first AC: 2020-05-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[anodiebird's solution](#)

**472.**

1345C

[Hilbert's Hotel](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[anodiebird's solution](#)

**473.**

1337C

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

Rating: 1600 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[anodiebird's solution](#)

**474.**

1743D

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

Quality: 8,367 global accepts · Rating: 1700 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, probabilities

[anodiebird's solution](#)

**475.**

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,375 global accepts · Rating: 1700 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation, math

[anodiebird's solution](#)

**476.**

1709D

[Rorororobot](#) · [Tutorial](#)

Quality: 10,210 global accepts · Rating: 1700 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math

[anodiebird's solution](#)

**477.**

1706D1

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

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[anodiebird's solution](#)

**478.**

1089E

[Easy Chess](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2022-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[anodiebird's solution](#)

**479.**

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory

[anodiebird's solution](#)

**480.**

1699C

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

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[anodiebird's solution](#)

**481.**

1700C

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

Quality: 12,161 global accepts · Rating: 1700 · first AC: 2022-06-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[anodiebird's solution](#)

**482.**

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,054 global accepts · Rating: 1700 · first AC: 2022-06-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[anodiebird's solution](#)

**483.**

1693B

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

Quality: 9,582 global accepts · Rating: 1700 · first AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[anodiebird's solution](#)

**484.**

1690F

[Shifting String](#) · [Tutorial](#)

Quality: 8,881 global accepts · Rating: 1700 · first AC: 2022-06-07 · C++14 (GCC 6-32) (first AC) · Tags: graphs, math, number theory, strings

[anodiebird's solution](#)

**485.**

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[anodiebird's solution](#)

**486.**

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[anodiebird's solution](#)

**487.**

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[anodiebird's solution](#)

**488.**

1677B

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

Quality: 4,550 global accepts · Rating: 1700 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[anodiebird's solution](#)

**489.**

1670D

[Very Suspicious](#) · [Tutorial](#)

Quality: 5,656 global accepts · Rating: 1700 · first AC: 2022-05-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, geometry, greedy, implementation, math

[anodiebird's solution](#)

**490.**

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,939 global accepts · Rating: 1700 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[anodiebird's solution](#)

**491.**

1618E

[Singers' Tour](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[anodiebird's solution](#)

**492.**

1611E1

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

Quality: 8,376 global accepts · Rating: 1700 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers

[anodiebird's solution](#)

**493.**

1586C

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

Rating: 1700 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[anodiebird's solution](#)

**494.**

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

[anodiebird's solution](#)

**495.**

1578H

[Higher Order Functions](#) · [Tutorial](#)

Quality: 2,170 global accepts · Rating: 1700 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[anodiebird's solution](#)

**496.**

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[anodiebird's solution](#)

**497.**

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[anodiebird's solution](#)

**498.**

1550C

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

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, implementation

[anodiebird's solution](#)

**499.**

1528B

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

Quality: 10,666 global accepts · Rating: 1700 · first AC: 2021-05-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[anodiebird's solution](#)

**500.**

983A

[Finite or not?](#) · [Tutorial](#)

Quality: 4,780 global accepts · Rating: 1700 · first AC: 2021-05-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[anodiebird's solution](#)

**501.**

960C

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

Quality: 4,108 global accepts · Rating: 1700 · first AC: 2021-05-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[anodiebird's solution](#)

**502.**

1019A

[Elections](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 1700 · first AC: 2021-05-06 · GNU C++11 (first AC) · Tags: brute force, greedy  
[anodiebird's solution](#)

**503.**

1023D

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

Quality: 4,282 global accepts · Rating: 1700 · first AC: 2021-04-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures  
[anodiebird's solution](#)

**504.**

1516C

[Baby Ehab Partitions Again](#) · [Tutorial](#)

Quality: 14,111 global accepts · Rating: 1700 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math  
[anodiebird's solution](#)

**505.**

1086B

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

Rating: 1700 · first AC: 2021-04-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, trees  
[anodiebird's solution](#)

**506.**

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1700 · first AC: 2021-04-06 · GNU C++11 (first AC) · Tags: constructive algorithms, games, interactive  
[anodiebird's solution](#)

**507.**

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,005 global accepts · Rating: 1700 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory  
[anodiebird's solution](#)

**508.**

1479A

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

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, ternary search  
[anodiebird's solution](#)

**509.**

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,238 global accepts · Rating: 1700 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, implementation  
[anodiebird's solution](#)

**510.**

1474C

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

Quality: 14,159 global accepts · Rating: 1700 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings  
[anodiebird's solution](#)

**511.**

126B

[Password](#) · [Tutorial](#)

Quality: 24,767 global accepts · Rating: 1700 · first AC: 2020-12-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings  
[anodiebird's solution](#)

**512.**

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,208 global accepts · Rating: 1700 · first AC: 2020-12-28 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[anodiebird's solution](#)

**513.**

1465C

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-12-20 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, greedy, implementation

[anodiebird's solution](#)

**514.**

1392D

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

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-12-18 · last AC: 2020-12-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[anodiebird's solution](#)

**515.**

1393C

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

Quality: 11,045 global accepts · Rating: 1700 · first AC: 2020-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[anodiebird's solution](#)

**516.**

1462E2

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

Quality: 11,367 global accepts · Rating: 1700 · first AC: 2020-12-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers

[anodiebird's solution](#)

**517.**

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,697 global accepts · Rating: 1700 · first AC: 2020-08-25 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[anodiebird's solution](#)

**518.**

1384C

[String Transformation 1](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-07-25 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[anodiebird's solution](#)

**519.**

1382C2

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

Rating: 1700 · first AC: 2020-07-21 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, implementation, strings

[anodiebird's solution](#)

**520.**

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2020-07-02 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[anodiebird's solution](#)

**521.**

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2020-06-27 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, math

[anodiebird's solution](#)

**522.**

1330D

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

Rating: 1700 · first AC: 2020-06-26 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, math  
[anodiebird's solution](#)

**523.**

1333C

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

Quality: 13,364 global accepts · Rating: 1700 · first AC: 2020-06-26 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, two pointers  
[anodiebird's solution](#)

**524.**

1335E1

[Three Blocks Palindrome \(easy version\)](#) · [Tutorial](#)

Quality: 11,747 global accepts · Rating: 1700 · first AC: 2020-06-24 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dp, two pointers  
[anodiebird's solution](#)

**525.**

1341D

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

Rating: 1700 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy  
[anodiebird's solution](#)

**526.**

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,661 global accepts · Rating: 1700 · first AC: 2020-06-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math  
[anodiebird's solution](#)

**527.**

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,819 global accepts · Rating: 1700 · first AC: 2020-06-07 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths  
[anodiebird's solution](#)

**528.**

1361A

[Johnny and Contribution](#) · [Tutorial](#)

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2020-06-04 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, sortings  
[anodiebird's solution](#)

**529.**

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,298 global accepts · Rating: 1700 · first AC: 2020-05-28 · GNU C++11 (first AC) · Tags: binary search, math  
[anodiebird's solution](#)

**530.**

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,519 global accepts · Rating: 1700 · first AC: 2020-05-25 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings  
[anodiebird's solution](#)

**531.**

1343D

[Constant Palindrome Sum](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1700 · first AC: 2020-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, two pointers  
[anodiebird's solution](#)

**532.**

1337D

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

Rating: 1700 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, sortings  
[anodiebird's solution](#)

**533.**

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1800 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory  
[anodiebird's solution](#)

**534.**

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,075 global accepts · Rating: 1800 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees  
[anodiebird's solution](#)

**535.**

1732C1

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

Quality: 7,573 global accepts · Rating: 1800 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy, two pointers  
[anodiebird's solution](#)

**536.**

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,243 global accepts · Rating: 1800 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, games, two pointers  
[anodiebird's solution](#)

**537.**

1713D

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

Quality: 6,229 global accepts · Rating: 1800 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities  
[anodiebird's solution](#)

**538.**

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,274 global accepts · Rating: 1800 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings  
[anodiebird's solution](#)

**539.**

1705D

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

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings  
[anodiebird's solution](#)

**540.**

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1800 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers  
[anodiebird's solution](#)

**541.**

1611F

[ATM and Students](#) · [Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[anodiebird's solution](#)

**542.**

1582F1

[Korney Korneevich and XOR \(easy version\)](#) · [Tutorial](#)

Quality: 6,581 global accepts · Rating: 1800 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy

[anodiebird's solution](#)

**543.**

1586D

[Omkar and the Meaning of Life](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[anodiebird's solution](#)

**544.**

1552C

[Maximize the Intersections](#) · [Tutorial](#)

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[anodiebird's solution](#)

**545.**

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[anodiebird's solution](#)

**546.**

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,811 global accepts · Rating: 1800 · first AC: 2021-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, trees

[anodiebird's solution](#)

**547.**

986B

[Petr and Permutations](#) · [Tutorial](#)

Quality: 5,054 global accepts · Rating: 1800 · first AC: 2021-05-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[anodiebird's solution](#)

**548.**

1034A

[Enlarge GCD](#) · [Tutorial](#)

Quality: 9,919 global accepts · Rating: 1800 · first AC: 2021-04-25 · GNU C++11 (first AC) · Tags: number theory

[anodiebird's solution](#)

**549.**

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[anodiebird's solution](#)

**550.**

1053A

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

Rating: 1800 · first AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[anodiebird's solution](#)

**551.**

1063B

[Labyrinth](#) · [Tutorial](#)

Quality: 9,254 global accepts · Rating: 1800 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[anodiebird's solution](#)

**552.**

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[anodiebird's solution](#)

**553.**

1083A

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

Quality: 6,271 global accepts · Rating: 1800 · first AC: 2021-04-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[anodiebird's solution](#)

**554.**

1246B

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-04-09 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math

[anodiebird's solution](#)

**555.**

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,509 global accepts · Rating: 1800 · first AC: 2021-04-05 · GNU C++11 (first AC) · Tags: brute force, hashing, implementation, math

[anodiebird's solution](#)

**556.**

1468J

[Road Reform](#) · [Tutorial](#)

Quality: 5,905 global accepts · Rating: 1800 · first AC: 2021-02-03 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy

[anodiebird's solution](#)

**557.**

1475D

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

Quality: 11,189 global accepts · Rating: 1800 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings, two pointers

[anodiebird's solution](#)

**558.**

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,526 global accepts · Rating: 1800 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[anodiebird's solution](#)

**559.**

1466E

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

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math

[anodiebird's solution](#)

**560.**

1394A

[Boboniu Chats with Du](#) · [Tutorial](#)

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-12-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[anodiebird's solution](#)

**561.**

1463C

[Busy Robot](#) · [Tutorial](#)

Quality: 6,055 global accepts · Rating: 1800 · first AC: 2020-12-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[anodiebird's solution](#)

**562.**

1462F

[The Treasure of The Segments](#) · [Tutorial](#)

Quality: 8,538 global accepts · Rating: 1800 · first AC: 2020-12-16 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy  
[anodiebird's solution](#)

**563.**

1402A

[Fancy Fence](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 1800 · first AC: 2020-12-16 · GNU C++11 (first AC) · Tags: \*special, data structures, dsu, implementation, math, sortings  
[anodiebird's solution](#)

**564.**

1409E

[Two Platforms](#) · [Tutorial](#)

Quality: 8,457 global accepts · Rating: 1800 · first AC: 2020-12-16 · GNU C++11 (first AC) · Tags: binary search, dp, sortings, two pointers  
[anodiebird's solution](#)

**565.**

1426E

[Rock, Paper, Scissors](#) · [Tutorial](#)

Quality: 8,138 global accepts · Rating: 1800 · first AC: 2020-12-14 · last AC: 2020-12-14 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, flows, greedy, math  
[anodiebird's solution](#)

**566.**

1450D

[Rating Compression](#) · [Tutorial](#)

Quality: 5,806 global accepts · Rating: 1800 · first AC: 2020-12-08 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers  
[anodiebird's solution](#)

**567.**

1443D

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

Rating: 1800 · first AC: 2020-11-14 · last AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math  
[anodiebird's solution](#)

**568.**

1443F

[Identify the Operations](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, greedy, math  
[anodiebird's solution](#)

**569.**

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2020-09-26 · GNU C++11 (first AC) · Tags: combinatorics, data structures, sortings  
[anodiebird's solution](#)

**570.**

724C

[Ray Tracing](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 1800 · first AC: 2020-09-18 · GNU C++11 (first AC) · Tags: greedy, hashing, implementation, math, number theory, sortings  
[anodiebird's solution](#)

**571.**

1401D

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

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2020-08-21 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees  
[anodiebird's solution](#)

**572.**

1382D

[Unmerge](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-07-21 · GNU C++11 (first AC) · Tags: dp

[anodiebird's solution](#)

**573.**

1326D2

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

Quality: 11,755 global accepts · Rating: 1800 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[anodiebird's solution](#)

**574.**

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-06-30 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[anodiebird's solution](#)

**575.**

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,524 global accepts · Rating: 1800 · first AC: 2020-06-28 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[anodiebird's solution](#)

**576.**

1330C

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

Rating: 1800 · first AC: 2020-06-26 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[anodiebird's solution](#)

**577.**

1334D

[Minimum Euler Cycle](#) · [Tutorial](#)

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-06-25 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[anodiebird's solution](#)

**578.**

1339D

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

Rating: 1800 · first AC: 2020-06-24 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy, trees

[anodiebird's solution](#)

**579.**

1335E2

[Three Blocks Palindrome \(hard version\)](#) · [Tutorial](#)

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2020-06-24 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, two pointers

[anodiebird's solution](#)

**580.**

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1800 · first AC: 2020-05-16 · GNU C++11 (first AC) · Tags: binary search, implementation, math, two pointers

[anodiebird's solution](#)

**581.**

1747D

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

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

[anodiebird's solution](#)

**582.**

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,365 global accepts · Rating: 1900 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[anodiebird's solution](#)

**583.**

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[anodiebird's solution](#)

**584.**

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[anodiebird's solution](#)

**585.**

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,237 global accepts · Rating: 1900 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[anodiebird's solution](#)

**586.**

1717D

[Madoka and The Corruption Scheme](#) · [Tutorial](#)

Quality: 4,863 global accepts · Rating: 1900 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[anodiebird's solution](#)

**587.**

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,086 global accepts · Rating: 1900 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[anodiebird's solution](#)

**588.**

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[anodiebird's solution](#)

**589.**

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 1900 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, sortings

[anodiebird's solution](#)

**590.**

1089F

[Fractions](#) · [Tutorial](#)

Quality: 2,150 global accepts · Rating: 1900 · first AC: 2022-07-11 · C++17 (GCC 7-32) (first AC) · Tags: math

[anodiebird's solution](#)

**591.**

1702G1

[Passable Paths \(easy version\)](#) · [Tutorial](#)

Quality: 6,341 global accepts · Rating: 1900 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

[anodiebird's solution](#)

**592.**

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy,

math, sortings, two pointers

[anodiebird's solution](#)

**593.**

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[anodiebird's solution](#)

**594.**

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,993 global accepts · Rating: 1900 · first AC: 2022-06-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, math

[anodiebird's solution](#)

**595.**

1697D

[Guess The String](#) · [Tutorial](#)

Quality: 4,995 global accepts · Rating: 1900 · first AC: 2022-06-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[anodiebird's solution](#)

**596.**

1679D

[Toss a Coin to Your Graph...](#) · [Tutorial](#)

Quality: 5,814 global accepts · Rating: 1900 · first AC: 2022-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[anodiebird's solution](#)

**597.**

1677C

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

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[anodiebird's solution](#)

**598.**

1673D

[Lost Arithmetic Progression](#) · [Tutorial](#)

Quality: 3,625 global accepts · Rating: 1900 · first AC: 2022-04-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[anodiebird's solution](#)

**599.**

1659D

[Reverse Sort Sum](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 1900 · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math, two pointers

[anodiebird's solution](#)

**600.**

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,305 global accepts · Rating: 1900 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[anodiebird's solution](#)

**601.**

1611E2

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

Quality: 4,315 global accepts · Rating: 1900 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, shortest paths, trees

[anodiebird's solution](#)

**602.**

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

[anodiebird's solution](#)

**603.**

1593D2

[Half of Same](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1900 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[anodiebird's solution](#)

**604.**

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-08-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory, two pointers

[anodiebird's solution](#)

**605.**

1545B

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

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[anodiebird's solution](#)

**606.**

1543C

[Need for Pink Slips](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities

[anodiebird's solution](#)

**607.**

1527B2

[Palindrome Game \(hard version\)](#) · [Tutorial](#)

Quality: 8,696 global accepts · Rating: 1900 · first AC: 2021-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[anodiebird's solution](#)

**608.**

1017D

[The Wu](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 1900 · first AC: 2021-05-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures

[anodiebird's solution](#)

**609.**

1063C

[Dwarves, Hats and Extrasensory Abilities](#) · [Tutorial](#)

Quality: 3,280 global accepts · Rating: 1900 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, geometry, interactive

[anodiebird's solution](#)

**610.**

1071B

[Minimum path](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-04-20 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, hashing

[anodiebird's solution](#)

**611.**

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[anodiebird's solution](#)

**612.**

1439A2

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

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2021-04-08 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy,

implementation

[anodiebird's solution](#)

**613.**

1483B

[Playlist](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-04-07 · GNU C++11 (first AC) · Tags: data structures, dsu, implementation

[anodiebird's solution](#)

**614.**

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,333 global accepts · Rating: 1900 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: games, greedy

[anodiebird's solution](#)

**615.**

1494C

[1D Sokoban](#) · [Tutorial](#)

Quality: 5,728 global accepts · Rating: 1900 · first AC: 2021-03-02 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[anodiebird's solution](#)

**616.**

1492D

[Genius's Gambit](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1900 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[anodiebird's solution](#)

**617.**

1486C2

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

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[anodiebird's solution](#)

**618.**

1479B1

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-02-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[anodiebird's solution](#)

**619.**

1467C

[Three Bags](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1900 · first AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[anodiebird's solution](#)

**620.**

1475F

[Unusual Matrix](#) · [Tutorial](#)

Quality: 5,891 global accepts · Rating: 1900 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms

[anodiebird's solution](#)

**621.**

1475G

[Strange Beauty](#) · [Tutorial](#)

Quality: 7,819 global accepts · Rating: 1900 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, sortings

[anodiebird's solution](#)

**622.**

1477B

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

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2021-01-29 · last AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[anodiebird's solution](#)

**623.**

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,443 global accepts · Rating: 1900 · first AC: 2020-12-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

[anodiebird's solution](#)

**624.**

1463D

[Pairs](#) · [Tutorial](#)

Quality: 4,835 global accepts · Rating: 1900 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[anodiebird's solution](#)

**625.**

1445D

[Divide and Sum](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings

[anodiebird's solution](#)

**626.**

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2020-08-25 · GNU C++11 (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

[anodiebird's solution](#)

**627.**

1384B1

[Koa and the Beach \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2020-07-24 · GNU C++11 (first AC) · Tags: brute force, dp, greedy

[anodiebird's solution](#)

**628.**

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2020-07-20 · GNU C++11 (first AC) · Tags: bitmasks, interactive, math

[anodiebird's solution](#)

**629.**

1178E

[Archaeology](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[anodiebird's solution](#)

**630.**

848B

[Rooter's Song](#) · [Tutorial](#)

Quality: 2,003 global accepts · Rating: 1900 · first AC: 2020-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, geometry, implementation, sortings, two pointers

[anodiebird's solution](#)

**631.**

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, sortings

[anodiebird's solution](#)

**632.**

1371E1

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

Quality: 5,529 global accepts · Rating: 1900 · first AC: 2020-07-02 · last AC: 2020-07-02 · GNU C++11 (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, sortings

[anodiebird's solution](#)

**633.**

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,721 global accepts · Rating: 1900 · first AC: 2020-06-28 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[anodiebird's solution](#)

**634.**

1342D

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

Quality: 6,365 global accepts · Rating: 1900 · first AC: 2020-06-24 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings, two pointers

[anodiebird's solution](#)

**635.**

1369D

[TediousLee](#) · [Tutorial](#)

Quality: 9,228 global accepts · Rating: 1900 · first AC: 2020-06-23 · GNU C++11 (first AC) · Tags: dp, graphs, greedy, math, trees

[anodiebird's solution](#)

**636.**

1365E

[Maximum Subsequence Value](#) · [Tutorial](#)

Quality: 8,318 global accepts · Rating: 1900 · first AC: 2020-06-08 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[anodiebird's solution](#)

**637.**

1361B

[Johnny and Grandmaster](#) · [Tutorial](#)

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2020-06-05 · last AC: 2020-06-05 · GNU C++11 (first AC) · Tags: greedy, implementation, math, sortings

[anodiebird's solution](#)

**638.**

1353E

[K-periodic Garland](#) · [Tutorial](#)

Quality: 7,796 global accepts · Rating: 1900 · first AC: 2020-05-30 · GNU C++11 (first AC) · Tags: brute force, dp, greedy

[anodiebird's solution](#)

**639.**

1358D

[The Best Vacation](#) · [Tutorial](#)

Quality: 8,724 global accepts · Rating: 1900 · first AC: 2020-05-26 · last AC: 2020-05-27 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, implementation, two pointers

[anodiebird's solution](#)

**640.**

1360G

[A/B Matrix](#) · [Tutorial](#)

Quality: 8,349 global accepts · Rating: 1900 · first AC: 2020-05-25 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[anodiebird's solution](#)

**641.**

739B

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

Quality: 5,120 global accepts · Rating: 1900 · first AC: 2020-05-24 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[anodiebird's solution](#)

**642.**

448C

[Painting Fence](#) · [Tutorial](#)

Quality: 10,791 global accepts · Rating: 1900 · first AC: 2020-05-24 · GNU C++11 (first AC) · Tags: divide and conquer, dp, greedy

[anodiebird's solution](#)

**643.**

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,170 global accepts · Rating: 1900 · first AC: 2020-05-17 · GNU C++11 (first AC) · Tags: binary search, data structures  
[anodiebird's solution](#)

**644.**

1348D

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

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2020-05-11 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math  
[anodiebird's solution](#)

**645.**

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,281 global accepts · Rating: 2000 · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities  
[anodiebird's solution](#)

**646.**

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees  
[anodiebird's solution](#)

**647.**

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,103 global accepts · Rating: 2000 · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths  
[anodiebird's solution](#)

**648.**

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,136 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math  
[anodiebird's solution](#)

**649.**

1716C

[Robot in a Hallway](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search  
[anodiebird's solution](#)

**650.**

1702G2

[Passable Paths \(hard version\)](#) · [Tutorial](#)

Quality: 5,788 global accepts · Rating: 2000 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees  
[anodiebird's solution](#)

**651.**

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math  
[anodiebird's solution](#)

**652.**

1690G

[Count the Trains](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 2000 · first AC: 2022-06-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, sortings  
[anodiebird's solution](#)

**653.**

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings

[anodiebird's solution](#)

**654.**

1682D

[Circular Spanning Tree](#) · [Tutorial](#)

Quality: 3,726 global accepts · Rating: 2000 · first AC: 2022-05-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, trees

[anodiebird's solution](#)

**655.**

1680E

[Moving Chips](#) · [Tutorial](#)

Quality: 4,347 global accepts · Rating: 2000 · first AC: 2022-05-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy

[anodiebird's solution](#)

**656.**

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[anodiebird's solution](#)

**657.**

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[anodiebird's solution](#)

**658.**

1612E

[Messages](#) · [Tutorial](#)

Quality: 2,817 global accepts · Rating: 2000 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, probabilities, sortings

[anodiebird's solution](#)

**659.**

1588B

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

Rating: 2000 · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, implementation, interactive

[anodiebird's solution](#)

**660.**

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

[anodiebird's solution](#)

**661.**

1567D

[Expression Evaluation Error](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[anodiebird's solution](#)

**662.**

1558C

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

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-08-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[anodiebird's solution](#)

**663.**

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2000 · first AC: 2021-07-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp  
[anodiebird's solution](#)

**664.**

1198C

[Matching vs Independent Set](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2021-05-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings  
[anodiebird's solution](#)

**665.**

1521C

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

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive  
[anodiebird's solution](#)

**666.**

1019B

[The hat](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2000 · first AC: 2021-05-06 · GNU C++11 (first AC) · Tags: binary search, interactive  
[anodiebird's solution](#)

**667.**

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,817 global accepts · Rating: 2000 · first AC: 2021-04-26 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, implementation, sortings  
[anodiebird's solution](#)

**668.**

1083B

[The Fair Nut and Strings](#) · [Tutorial](#)

Quality: 2,169 global accepts · Rating: 2000 · first AC: 2021-04-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings  
[anodiebird's solution](#)

**669.**

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 2000 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings  
[anodiebird's solution](#)

**670.**

1493C

[K-beautiful Strings](#) · [Tutorial](#)

Quality: 4,947 global accepts · Rating: 2000 · first AC: 2021-03-06 · GNU C++11 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, strings  
[anodiebird's solution](#)

**671.**

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,127 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  
[anodiebird's solution](#)

**672.**

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-02-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation  
[anodiebird's solution](#)

**673.**

1458B

[Glass Half Spilled](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: dp

[anodiebird's solution](#)

**674.**

432D

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

Quality: 11,989 global accepts · Rating: 2000 · first AC: 2020-10-19 · last AC: 2021-01-01 · GNU C++11 (first AC) · Tags: dp, string suffix structures, strings, two pointers

[anodiebird's solution](#)

**675.**

1399E1

[Weights Division \(easy version\)](#) · [Tutorial](#)

Quality: 6,336 global accepts · Rating: 2000 · first AC: 2020-12-16 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, greedy, trees

[anodiebird's solution](#)

**676.**

1426F

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

Quality: 6,165 global accepts · Rating: 2000 · first AC: 2020-12-14 · GNU C++11 (first AC) · Tags: combinatorics, dp, strings

[anodiebird's solution](#)

**677.**

1454E

[Number of Simple Paths](#) · [Tutorial](#)

Quality: 6,618 global accepts · Rating: 2000 · first AC: 2020-12-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[anodiebird's solution](#)

**678.**

1456B

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-11-29 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, math

[anodiebird's solution](#)

**679.**

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,628 global accepts · Rating: 2000 · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[anodiebird's solution](#)

**680.**

27E

[Number With The Given Amount Of Divisors](#) · [Tutorial](#)

Quality: 4,907 global accepts · Rating: 2000 · first AC: 2020-10-06 · GNU C++11 (first AC) · Tags: brute force, dp, number theory

[anodiebird's solution](#)

**681.**

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2020-09-30 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[anodiebird's solution](#)

**682.**

1417E

[XOR Inverse](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-09-29 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, strings, trees

[anodiebird's solution](#)

**683.**

1417D

[Make Them Equal](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-09-29 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[anodiebird's solution](#)

**684.**

1301D

[Time to Run](#) · [Tutorial](#)

Quality: 4,236 global accepts · Rating: 2000 · first AC: 2020-07-22 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, implementation

[anodiebird's solution](#)

**685.**

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,080 global accepts · Rating: 2000 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

[anodiebird's solution](#)

**686.**

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 2000 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[anodiebird's solution](#)

**687.**

1370D

[Odd-Even Subsequence](#) · [Tutorial](#)

Quality: 10,927 global accepts · Rating: 2000 · first AC: 2020-06-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[anodiebird's solution](#)

**688.**

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,346 global accepts · Rating: 2000 · first AC: 2020-06-12 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[anodiebird's solution](#)

**689.**

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 2000 · first AC: 2020-05-31 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, trees

[anodiebird's solution](#)

**690.**

1350E

[Orac and Game of Life](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-05-30 · GNU C++11 (first AC) · Tags: data structures, graphs, implementation, math, shortest paths

[anodiebird's solution](#)

**691.**

1350D

[Orac and Medians](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-05-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[anodiebird's solution](#)

**692.**

1359D

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

Quality: 10,731 global accepts · Rating: 2000 · first AC: 2020-05-28 · last AC: 2020-05-29 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, two pointers

[anodiebird's solution](#)

**693.**

1359E

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

Quality: 6,732 global accepts · Rating: 2000 · first AC: 2020-05-29 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory  
[anodiebird's solution](#)

**694.**

1082E

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

Quality: 6,343 global accepts · Rating: 2000 · first AC: 2020-05-24 · GNU C++11 (first AC) · Tags: binary search, dp, greedy  
[anodiebird's solution](#)

**695.**

1354C2

[Not So Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 6,372 global accepts · Rating: 2000 · first AC: 2020-05-17 · GNU C++11 (first AC) · Tags: binary search, brute force, geometry, math  
[anodiebird's solution](#)

**696.**

1345D

[Monopole Magnets](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-05-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu  
[anodiebird's solution](#)

**697.**

1839D

[Ball Sorting](#) · [Tutorial](#)

Quality: 2,698 global accepts · Rating: 2100 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings  
[anodiebird's solution](#)

**698.**

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math  
[anodiebird's solution](#)

**699.**

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory  
[anodiebird's solution](#)

**700.**

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers  
[anodiebird's solution](#)

**701.**

1734E

[Rectangular Congruence](#) · [Tutorial](#)

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory  
[anodiebird's solution](#)

**702.**

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math  
[anodiebird's solution](#)

**703.**

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,629 global accepts · Rating: 2100 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[anodiebird's solution](#)

## 704.

1671E

[Preorder](#) · [Tutorial](#)

Quality: 3,170 global accepts · Rating: 2100 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees

[anodiebird's solution](#)

## 705.

1667B

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

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2022-04-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[anodiebird's solution](#)

## 706.

1614D1

[Divan and Kostomuksha \(easy version\)](#) · [Tutorial](#)

Quality: 4,478 global accepts · Rating: 2100 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory

[anodiebird's solution](#)

## 707.

1605D

[Treelabeling](#) · [Tutorial](#)

Quality: 3,253 global accepts · Rating: 2100 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees

[anodiebird's solution](#)

## 708.

319C

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

Quality: 6,592 global accepts · Rating: 2100 · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, geometry

[anodiebird's solution](#)

## 709.

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,184 global accepts · Rating: 2100 · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[anodiebird's solution](#)

## 710.

1575L

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

Quality: 1,707 global accepts · Rating: 2100 · first AC: 2021-10-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, sortings

[anodiebird's solution](#)

## 711.

1254B2

[Send Boxes to Alice \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,419 global accepts · Rating: 2100 · first AC: 2021-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[anodiebird's solution](#)

## 712.

1593F

[Red-Black Number](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 2100 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, implementation, math, meet-in-the-middle

[anodiebird's solution](#)

## 713.

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

[anodiebird's solution](#)

## 714.

1322B

[Present](#) · [Tutorial](#)

Quality: 4,638 global accepts · Rating: 2100 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[anodiebird's solution](#)

## 715.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,282 global accepts · Rating: 2100 · first AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[anodiebird's solution](#)

## 716.

1167E

[Range Deleting](#) · [Tutorial](#)

Quality: 2,924 global accepts · Rating: 2100 · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, two pointers

[anodiebird's solution](#)

## 717.

1098B

[Nice table](#) · [Tutorial](#)

Quality: 1,797 global accepts · Rating: 2100 · first AC: 2021-09-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[anodiebird's solution](#)

## 718.

1551D2

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

Quality: 2,990 global accepts · Rating: 2100 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[anodiebird's solution](#)

## 719.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[anodiebird's solution](#)

## 720.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[anodiebird's solution](#)

## 721.

960F

[Pathwalks](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2021-05-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs

[anodiebird's solution](#)

## 722.

960D

[Full Binary Tree Queries](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2100 · first AC: 2021-05-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, trees

[anodiebird's solution](#)

## 723.

1023E

[Down or Right](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2100 · first AC: 2021-04-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, matrices

[anodiebird's solution](#)

## 724.

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 2100 · first AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[anodiebird's solution](#)

## 725.

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,748 global accepts · Rating: 2100 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[anodiebird's solution](#)

## 726.

1511E

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

Quality: 2,896 global accepts · Rating: 2100 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math

[anodiebird's solution](#)

## 727.

1483C

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-04-07 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy

[anodiebird's solution](#)

## 728.

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,743 global accepts · Rating: 2100 · first AC: 2021-03-06 · GNU C++11 (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[anodiebird's solution](#)

## 729.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2021-02-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

[anodiebird's solution](#)

## 730.

1479B2

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

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-02-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[anodiebird's solution](#)

## 731.

1472F

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

Quality: 3,290 global accepts · Rating: 2100 · first AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graph matchings, greedy, sortings

[anodiebird's solution](#)

## 732.

1472G

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

Quality: 5,644 global accepts · Rating: 2100 · first AC: 2021-01-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[anodiebird's solution](#)

## 733.

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings  
[anodiebird's solution](#)

**734.**

1465D

[Grime Zoo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-12-20 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, math, ternary search  
[anodiebird's solution](#)

**735.**

1393D

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

Quality: 4,191 global accepts · Rating: 2100 · first AC: 2020-12-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation, shortest paths  
[anodiebird's solution](#)

**736.**

1409F

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

Quality: 5,120 global accepts · Rating: 2100 · first AC: 2020-12-16 · GNU C++11 (first AC) · Tags: dp, strings  
[anodiebird's solution](#)

**737.**

1454F

[Array Partition](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2100 · first AC: 2020-12-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers  
[anodiebird's solution](#)

**738.**

1450C1

[Erich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2020-12-07 · GNU C++11 (first AC) · Tags: constructive algorithms, math  
[anodiebird's solution](#)

**739.**

1419E

[Decryption](#) · [Tutorial](#)

Quality: 3,505 global accepts · Rating: 2100 · first AC: 2020-09-30 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math, number theory  
[anodiebird's solution](#)

**740.**

1420C2

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

Quality: 5,190 global accepts · Rating: 2100 · first AC: 2020-09-27 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation  
[anodiebird's solution](#)

**741.**

976E

[Well played!](#) · [Tutorial](#)

Quality: 2,552 global accepts · Rating: 2100 · first AC: 2020-07-23 · GNU C++11 (first AC) · Tags: greedy, sortings  
[anodiebird's solution](#)

**742.**

1372D

[Omkar and Circle](#) · [Tutorial](#)

Quality: 5,719 global accepts · Rating: 2100 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games, greedy  
[anodiebird's solution](#)

**743.**

1332E

[Height All the Same](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2020-06-28 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, math,

matrices

[anodiebird's solution](#)

**744.**

1333D

[Challenges in school ! 41 Tutorial](#)

Quality: 4,131 global accepts · Rating: 2100 · first AC: 2020-06-26 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, games, graphs, greedy, implementation, sortings

[anodiebird's solution](#)

**745.**

1370E

[Binary Subsequence Rotation · Tutorial](#)

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[anodiebird's solution](#)

**746.**

1364D

[Ehab's Last Corollary · Tutorial](#)

Quality: 4,961 global accepts · Rating: 2100 · first AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[anodiebird's solution](#)

**747.**

1366E

[Two Arrays · Tutorial](#)

Quality: 4,623 global accepts · Rating: 2100 · first AC: 2020-06-12 · GNU C++11 (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[anodiebird's solution](#)

**748.**

1365F

[Swaps Again · Tutorial](#)

Quality: 4,757 global accepts · Rating: 2100 · first AC: 2020-06-08 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, sortings

[anodiebird's solution](#)

**749.**

1363D

[Guess The Maximums · Tutorial](#)

Quality: 4,414 global accepts · Rating: 2100 · first AC: 2020-06-01 · GNU C++11 (first AC) · Tags: binary search, implementation, interactive, math

[anodiebird's solution](#)

**750.**

1360H

[Binary Median · Tutorial](#)

Quality: 4,861 global accepts · Rating: 2100 · first AC: 2020-05-25 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms

[anodiebird's solution](#)

**751.**

1355E

[Restorer Distance · Tutorial](#)

Quality: 5,834 global accepts · Rating: 2100 · first AC: 2020-05-22 · GNU C++11 (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[anodiebird's solution](#)

**752.**

1354E

[Graph Coloring · Tutorial](#)

Quality: 3,725 global accepts · Rating: 2100 · first AC: 2020-05-17 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs

[anodiebird's solution](#)

**753.**

1343E

[Weights Distributing](#) · [Tutorial](#)

Quality: 5,738 global accepts · Rating: 2100 · first AC: 2020-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings

[anodiebird's solution](#)

**754.**

1736D

[Equal Binary Subsequences](#) · [Tutorial](#)

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

[anodiebird's solution](#)

**755.**

1730D

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

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings, two pointers

[anodiebird's solution](#)

**756.**

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[anodiebird's solution](#)

**757.**

1089A

[Alice the Fan](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: 2200 · first AC: 2022-07-11 · C++17 (GCC 7-32) (first AC) · Tags: dp

[anodiebird's solution](#)

**758.**

1695D1

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

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2022-06-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees

[anodiebird's solution](#)

**759.**

1670E

[Hemose on the Tree](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-05-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees

[anodiebird's solution](#)

**760.**

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-04-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[anodiebird's solution](#)

**761.**

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2022-04-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[anodiebird's solution](#)

**762.**

1607H

[Banquet Preparations 2](#) · [Tutorial](#)

Quality: 1,427 global accepts · Rating: 2200 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers

[anodiebird's solution](#)

**763.**

1607G

[Banquet Preparations 1](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2200 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy  
[anodiebird's solution](#)

**764.**

653D

[Delivery Bears](#) · [Tutorial](#)

Quality: 2,933 global accepts · Rating: 2200 · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, flows, graphs  
[anodiebird's solution](#)

**765.**

712D

[Memory and Scores](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2200 · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math  
[anodiebird's solution](#)

**766.**

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2021-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math  
[anodiebird's solution](#)

**767.**

1227F1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2021-10-28 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[anodiebird's solution](#)

**768.**

538E

[Demiurges Play Again](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2200 · first AC: 2021-10-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, math, trees  
[anodiebird's solution](#)

**769.**

962E

[Byteland, Berland and Disputed Cities](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2200 · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy  
[anodiebird's solution](#)

**770.**

1105E

[Helping Hiasat](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2200 · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle  
[anodiebird's solution](#)

**771.**

243C

[Colorado Potato Beetle](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2200 · first AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, implementation  
[anodiebird's solution](#)

**772.**

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees  
[anodiebird's solution](#)

**773.**

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, sortings  
[anodiebird's solution](#)

**774.**

1114E

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

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, number theory, probabilities  
[anodiebird's solution](#)

**775.**

1117E

[Decypher the String](#) · [Tutorial](#)

Quality: 1,641 global accepts · Rating: 2200 · first AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, interactive, math  
[anodiebird's solution](#)

**776.**

1136E

[Nastya Hasn't Written a Legend](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2200 · first AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures  
[anodiebird's solution](#)

**777.**

1593G

[Changing Brackets](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2200 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy  
[anodiebird's solution](#)

**778.**

1389E

[Calendar Ambiguity](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[anodiebird's solution](#)

**779.**

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2200 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation  
[anodiebird's solution](#)

**780.**

1520G

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

Quality: 4,219 global accepts · Rating: 2200 · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths  
[anodiebird's solution](#)

**781.**

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[anodiebird's solution](#)

**782.**

1249F

[Maximum Weight Subset](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees  
[anodiebird's solution](#)

**783.**

1153E

[Serval and Snake](#) · [Tutorial](#)

Quality: 1,756 global accepts · Rating: 2200 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, interactive

[anodiebird's solution](#)

**784.**

1166D

[Cute Sequences](#) · [Tutorial](#)

Quality: 2,285 global accepts · Rating: 2200 · first AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[anodiebird's solution](#)

**785.**

1181D

[Irrigation](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 2200 · first AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, sortings, trees, two pointers

[anodiebird's solution](#)

**786.**

86B

[Tetris revisited](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2200 · first AC: 2021-09-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, greedy, math

[anodiebird's solution](#)

**787.**

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 2200 · first AC: 2021-09-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[anodiebird's solution](#)

**788.**

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2200 · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[anodiebird's solution](#)

**789.**

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp

[anodiebird's solution](#)

**790.**

1092D2

[Great Vova Wall \(Version 2\)](#) · [Tutorial](#)

Quality: 3,377 global accepts · Rating: 2200 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[anodiebird's solution](#)

**791.**

1092D1

[Great Vova Wall \(Version 1\)](#) · [Tutorial](#)

Quality: 5,677 global accepts · Rating: 2200 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[anodiebird's solution](#)

**792.**

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, probabilities

[anodiebird's solution](#)

**793.**

1100E

[Andrew and Taxi](#) · [Tutorial](#)

Quality: 2,630 global accepts · Rating: 2200 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs

[anodiebird's solution](#)

**794.**

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math

[anodiebird's solution](#)

**795.**

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[anodiebird's solution](#)

**796.**

1551F

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

Quality: 2,178 global accepts · Rating: 2200 · first AC: 2021-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[anodiebird's solution](#)

**797.**

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[anodiebird's solution](#)

**798.**

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[anodiebird's solution](#)

**799.**

1039C

[Network Safety](#) · [Tutorial](#)

Quality: 1,492 global accepts · Rating: 2200 · first AC: 2021-04-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, sortings

[anodiebird's solution](#)

**800.**

1034B

[Little C Loves 3 II](#) · [Tutorial](#)

Quality: 2,290 global accepts · Rating: 2200 · first AC: 2021-04-25 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, flows, graph matchings

[anodiebird's solution](#)

**801.**

1246C

[Rock Is Push](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-04-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[anodiebird's solution](#)

**802.**

1503C

[Travelling Salesman Problem](#) · [Tutorial](#)

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2021-04-06 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[anodiebird's solution](#)

**803.**

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2021-04-05 · GNU C++11 (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[anodiebird's solution](#)

**804.**

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2021-02-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[anodiebird's solution](#)

**805.**

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-02-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[anodiebird's solution](#)

**806.**

1424M

[Ancient Language](#) · [Tutorial](#)

Quality: 616 global accepts · Rating: 2200 · first AC: 2021-02-09 · C++17 (GCC 7-32) (first AC) · Tags: graphs, sortings

[anodiebird's solution](#)

**807.**

1468H

[K and Medians](#) · [Tutorial](#)

Quality: 1,996 global accepts · Rating: 2200 · first AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[anodiebird's solution](#)

**808.**

1468A

[LaIS](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2200 · first AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[anodiebird's solution](#)

**809.**

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,995 global accepts · Rating: 2200 · first AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[anodiebird's solution](#)

**810.**

1477C

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[anodiebird's solution](#)

**811.**

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2021-01-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[anodiebird's solution](#)

**812.**

1398E

[Two Types of Spells](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2200 · first AC: 2020-12-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[anodiebird's solution](#)

**813.**

1399E2

[Weights Division \(hard version\)](#) · [Tutorial](#)

Quality: 2,524 global accepts · Rating: 2200 · first AC: 2020-12-16 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, greedy, sortings, trees, two pointers

[anodiebird's solution](#)

**814.**

1425E

[Excitation of Atoms](#) · [Tutorial](#)

Quality: 1,013 global accepts · Rating: 2200 · first AC: 2020-12-15 · last AC: 2020-12-15 · GNU C++11 (first AC) · Tags: greedy, implementation  
[anodiebird's solution](#)

**815.**

1461E

[Water Level](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2200 · first AC: 2020-12-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, implementation, math  
[anodiebird's solution](#)

**816.**

1456C

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-11-30 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, sortings  
[anodiebird's solution](#)

**817.**

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,042 global accepts · Rating: 2200 · first AC: 2020-09-11 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees  
[anodiebird's solution](#)

**818.**

1400E

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

Quality: 6,310 global accepts · Rating: 2200 · first AC: 2020-08-26 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, greedy  
[anodiebird's solution](#)

**819.**

1384B2

[Koa and the Beach \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,591 global accepts · Rating: 2200 · first AC: 2020-07-24 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, implementation  
[anodiebird's solution](#)

**820.**

1295E

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

Quality: 2,772 global accepts · Rating: 2200 · first AC: 2020-07-24 · GNU C++11 (first AC) · Tags: data structures, divide and conquer  
[anodiebird's solution](#)

**821.**

915D

[Almost Acyclic Graph](#) · [Tutorial](#)

Quality: 4,056 global accepts · Rating: 2200 · first AC: 2020-07-22 · GNU C++11 (first AC) · Tags: dfs and similar, graphs  
[anodiebird's solution](#)

**822.**

603C

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

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2020-07-13 · C++17 (GCC 7-32) (first AC) · Tags: games, math  
[anodiebird's solution](#)

**823.**

559C

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

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory  
[anodiebird's solution](#)

**824.**

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2020-06-30 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory

[anodiebird's solution](#)

**825.**

1328F

[Make k Equal](#) · [Tutorial](#)

Quality: 3,525 global accepts · Rating: 2200 · first AC: 2020-06-29 · GNU C++11 (first AC) · Tags: greedy

[anodiebird's solution](#)

**826.**

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2020-06-27 · GNU C++11 (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[anodiebird's solution](#)

**827.**

1373E

[Sum of Digits](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2200 · first AC: 2020-06-26 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[anodiebird's solution](#)

**828.**

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2020-06-26 · last AC: 2020-06-26 · GNU C++11 (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

[anodiebird's solution](#)

**829.**

1339E

[Perfect Triples](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-06-24 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, implementation, math

[anodiebird's solution](#)

**830.**

1335F

[Robots on a Grid](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2200 · first AC: 2020-06-24 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, matrices

[anodiebird's solution](#)

**831.**

1353F

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

Quality: 3,613 global accepts · Rating: 2200 · first AC: 2020-05-30 · GNU C++11 (first AC) · Tags: brute force, dp

[anodiebird's solution](#)

**832.**

1337E

[Kaavi and Magic Spell](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[anodiebird's solution](#)

**833.**

1743F

[Intersection and Union](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices, probabilities

[anodiebird's solution](#)

**834.**

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, two pointers  
[anodiebird's solution](#)

**835.**

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math, number theory  
[anodiebird's solution](#)

**836.**

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 2300 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees  
[anodiebird's solution](#)

**837.**

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy  
[anodiebird's solution](#)

**838.**

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,515 global accepts · Rating: 2300 · first AC: 2022-07-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy  
[anodiebird's solution](#)

**839.**

1698E

[PermutationForces II](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2022-06-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers  
[anodiebird's solution](#)

**840.**

1695D2

[Tree Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,291 global accepts · Rating: 2300 · first AC: 2022-06-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees  
[anodiebird's solution](#)

**841.**

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths  
[anodiebird's solution](#)

**842.**

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2022-06-01 · last AC: 2022-06-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings  
[anodiebird's solution](#)

**843.**

1681F

[Unique Occurrences](#) · [Tutorial](#)

Quality: 2,322 global accepts · Rating: 2300 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees  
[anodiebird's solution](#)

**844.**

1614D2

[Divan and Kostomuksha \(hard version\)](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2300 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory  
[anodiebird's solution](#)

**845.**

1588C

[Game with Stones](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-11-16 · last AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, games, greedy  
[anodiebird's solution](#)

**846.**

1607F

[Robot on the Board 2](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2300 · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation  
[anodiebird's solution](#)

**847.**

1603C

[Extreme Extension](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory  
[anodiebird's solution](#)

**848.**

1600F

[Party Organization](#) · [Tutorial](#)

Quality: 616 global accepts · Rating: 2300 · first AC: 2021-10-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, probabilities  
[anodiebird's solution](#)

**849.**

1601C

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

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings  
[anodiebird's solution](#)

**850.**

884D

[Boxes And Balls](#) · [Tutorial](#)

Quality: 2,220 global accepts · Rating: 2300 · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy  
[anodiebird's solution](#)

**851.**

385E

[Bear in the Field](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2300 · first AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices  
[anodiebird's solution](#)

**852.**

248D

[Sweets for Everyone!](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2300 · first AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation  
[anodiebird's solution](#)

**853.**

1594E2

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

Quality: 1,612 global accepts · Rating: 2300 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, math, trees  
[anodiebird's solution](#)

**854.**

1385G

[Columns Swaps](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2300 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, implementation

[anodiebird's solution](#)

**855.**

44I

[Toys](#) · [Tutorial](#)

Quality: 231 global accepts · Rating: 2300 · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics

[anodiebird's solution](#)

**856.**

774I

[Composing Of String](#) · [Tutorial](#)

Quality: 157 global accepts · Rating: 2300 · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: \*special, dp

[anodiebird's solution](#)

**857.**

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices, number theory, two pointers

[anodiebird's solution](#)

**858.**

316E2

[Summer Homework](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2300 · first AC: 2021-09-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[anodiebird's solution](#)

**859.**

316E3

[Summer Homework](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: 2300 · first AC: 2021-09-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[anodiebird's solution](#)

**860.**

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,208 global accepts · Rating: 2300 · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices

[anodiebird's solution](#)

**861.**

1156F

[Card Bag](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2300 · first AC: 2021-09-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[anodiebird's solution](#)

**862.**

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2021-09-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, math

[anodiebird's solution](#)

**863.**

414D

[Mashmikh and Water Tanks](#) · [Tutorial](#)

Quality: 748 global accepts · Rating: 2300 · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, trees, two pointers

[anodiebird's solution](#)

**864.**

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[anodiebird's solution](#)

**865.**

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[anodiebird's solution](#)

**866.**

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers

[anodiebird's solution](#)

**867.**

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-17 · last AC: 2021-06-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[anodiebird's solution](#)

**868.**

1528C

[Trees of Tranquility](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-05-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[anodiebird's solution](#)

**869.**

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,270 global accepts · Rating: 2300 · first AC: 2021-05-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees

[anodiebird's solution](#)

**870.**

1039A

[Timetable](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 2300 · first AC: 2021-04-28 · last AC: 2021-04-28 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, math

[anodiebird's solution](#)

**871.**

1513E

[Cost Equilibrium](#) · [Tutorial](#)

Quality: 1,732 global accepts · Rating: 2300 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[anodiebird's solution](#)

**872.**

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2021-03-11 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[anodiebird's solution](#)

**873.**

1494D

[Dogeforces](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2021-03-02 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees

[anodiebird's solution](#)

**874.**

1468M

[Similar Sets](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2300 · first AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, implementation

[anodiebird's solution](#)

**875.**

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 2300 · first AC: 2021-01-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings

[anodiebird's solution](#)

**876.**

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2020-12-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[anodiebird's solution](#)

**877.**

1399F

[Yet Another Segments Subset](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2020-12-16 · GNU C++11 (first AC) · Tags: data structures, dp, graphs, sortings

[anodiebird's solution](#)

**878.**

1403B

[Spring cleaning](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 2300 · first AC: 2020-12-16 · GNU C++11 (first AC) · Tags: \*special, data structures, dfs and similar, graphs, trees

[anodiebird's solution](#)

**879.**

1425D

[Danger of Mad Snakes](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2300 · first AC: 2020-12-15 · last AC: 2020-12-15 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[anodiebird's solution](#)

**880.**

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2020-12-07 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[anodiebird's solution](#)

**881.**

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-09-30 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer

[anodiebird's solution](#)

**882.**

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2020-09-10 · GNU C++11 (first AC) · Tags: data structures, dsu, trees

[anodiebird's solution](#)

**883.**

1248E

[Queue in the Train](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-07-24 · GNU C++11 (first AC) · Tags: data structures, greedy

[anodiebird's solution](#)

**884.**

1379D

[New Passenger Trams](#) · [Tutorial](#)

Quality: 1,150 global accepts · Rating: 2300 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[anodiebird's solution](#)

**885.**

1385F

[Removing Leaves](#) · [Tutorial](#)

Quality: 2,821 global accepts · Rating: 2300 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, trees

[anodiebird's solution](#)

**886.**

1371E2

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

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2020-07-02 · GNU C++11 (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings

[anodiebird's solution](#)

**887.**

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,558 global accepts · Rating: 2300 · first AC: 2020-06-24 · GNU C++11 (first AC) · Tags: combinatorics, fft, math

[anodiebird's solution](#)

**888.**

1293E

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-05-19 · GNU C++11 (first AC) · Tags: combinatorics, dp, greedy, trees

[anodiebird's solution](#)

**889.**

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[anodiebird's solution](#)

**890.**

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[anodiebird's solution](#)

**891.**

1732D2

[Balance \(Hard version\)](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, number theory

[anodiebird's solution](#)

**892.**

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2400 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[anodiebird's solution](#)

**893.**

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,865 global accepts · Rating: 2400 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[anodiebird's solution](#)

**894.**

1736C2

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

Quality: 1,471 global accepts · Rating: 2400 · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[anodiebird's solution](#)

**895.**

1739E

[Cleaning Robot · Tutorial](#)

Quality: 1,461 global accepts · Rating: 2400 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[anodiebird's solution](#)

**896.**

1726E

[Almost Perfect · Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math

[anodiebird's solution](#)

**897.**

1709E

[XOR Tree · Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[anodiebird's solution](#)

**898.**

1706D2

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

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[anodiebird's solution](#)

**899.**

1707C

[DFS Trees · Tutorial](#)

Quality: 1,905 global accepts · Rating: 2400 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[anodiebird's solution](#)

**900.**

1089M

[Minegraphed · Tutorial](#)

Quality: 654 global accepts · Rating: 2400 · first AC: 2022-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[anodiebird's solution](#)

**901.**

1089K

[King Kog's Reception · Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2022-07-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[anodiebird's solution](#)

**902.**

1679E

[Typical Party in Dorm · Tutorial](#)

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2022-05-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, strings

[anodiebird's solution](#)

**903.**

1680D

[Dog Walking · Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2022-05-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[anodiebird's solution](#)

**904.**

1673F

[Anti-Theft Road Planning](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2400 · first AC: 2022-05-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, interactive, math

[anodiebird's solution](#)

**905.**

1670F

[Jee, You See?](#) · [Tutorial](#)

Quality: 1,266 global accepts · Rating: 2400 · first AC: 2022-05-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[anodiebird's solution](#)

**906.**

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-04-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[anodiebird's solution](#)

**907.**

1605E

[Array Equalizer](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2021-11-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, number theory, sortings, two pointers

[anodiebird's solution](#)

**908.**

449D

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

Quality: 6,138 global accepts · Rating: 2400 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp

[anodiebird's solution](#)

**909.**

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2400 · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, fft, math

[anodiebird's solution](#)

**910.**

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, fft

[anodiebird's solution](#)

**911.**

1606D

[Red-Blue Matrix](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[anodiebird's solution](#)

**912.**

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2021-10-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, strings

[anodiebird's solution](#)

**913.**

1263F

[Economic Difficulties](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2400 · first AC: 2021-10-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, flows, graphs, trees

[anodiebird's solution](#)

**914.**

534F

[Simplified Nonogram](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2400 · first AC: 2021-10-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, hashing, meet-in-the-middle

[anodiebird's solution](#)

**915.**

1264C

[Beautiful Mirrors with queries](#) · [Tutorial](#)

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2021-10-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities

[anodiebird's solution](#)

**916.**

1582F2

[Korney Korneevich and XOR \(hard version\)](#) · [Tutorial](#)

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[anodiebird's solution](#)

**917.**

1036E

[Covered Points](#) · [Tutorial](#)

Quality: 1,772 global accepts · Rating: 2400 · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: fft, geometry, number theory

[anodiebird's solution](#)

**918.**

359E

[Neatness](#) · [Tutorial](#)

Quality: 518 global accepts · Rating: 2400 · first AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar

[anodiebird's solution](#)

**919.**

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp

[anodiebird's solution](#)

**920.**

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2400 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[anodiebird's solution](#)

**921.**

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, greedy

[anodiebird's solution](#)

**922.**

1257F

[Make Them Similar](#) · [Tutorial](#)

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[anodiebird's solution](#)

**923.**

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[anodiebird's solution](#)

**924.**

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2021-05-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[anodiebird's solution](#)

**925.**

1007B

[Pave the Parallelepiped](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2400 · first AC: 2021-05-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math, number theory

[anodiebird's solution](#)

**926.**

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2021-04-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[anodiebird's solution](#)

**927.**

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-04-08 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths

[anodiebird's solution](#)

**928.**

1494E

[A-Z Graph](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2021-03-02 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, graphs, hashing

[anodiebird's solution](#)

**929.**

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2021-02-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, sortings

[anodiebird's solution](#)

**930.**

1423J

[Bubble Cup hypothesis](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2400 · first AC: 2021-02-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[anodiebird's solution](#)

**931.**

1442C

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

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[anodiebird's solution](#)

**932.**

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[anodiebird's solution](#)

**933.**

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2400 · first AC: 2021-01-30 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[anodiebird's solution](#)

**934.**

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2020-12-29 · last AC: 2020-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers

[anodiebird's solution](#)

**935.**

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2020-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees

[anodiebird's solution](#)

**936.**

1455E

[Four Points](#) · [Tutorial](#)

Quality: 1,649 global accepts · Rating: 2400 · first AC: 2020-12-01 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, flows, geometry, greedy, implementation, math, ternary search

[anodiebird's solution](#)

**937.**

1443E

[Long Permutation](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2400 · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, two pointers

[anodiebird's solution](#)

**938.**

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-10-02 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[anodiebird's solution](#)

**939.**

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2020-08-22 · GNU C++11 (first AC) · Tags: binary search, bitmasks, data structures

[anodiebird's solution](#)

**940.**

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,639 global accepts · Rating: 2400 · first AC: 2020-08-21 · GNU C++11 (first AC) · Tags: data structures, geometry, implementation, sortings

[anodiebird's solution](#)

**941.**

1114F

[Please, another Queries on Array?](#) · [Tutorial](#)

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2020-07-20 · GNU C++11 (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory

[anodiebird's solution](#)

**942.**

1330E

[Brazil Likes Heap](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-07-03 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation

[anodiebird's solution](#)

**943.**

1374F

[Cyclic Shifts Sorting](#) · [Tutorial](#)

Quality: 1,398 global accepts · Rating: 2400 · first AC: 2020-07-02 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[anodiebird's solution](#)

**944.**

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers  
[anodiebird's solution](#)

**945.**

1333E

[Road to 1600](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2400 · first AC: 2020-06-27 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms  
[anodiebird's solution](#)

**946.**

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2020-06-26 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy  
[anodiebird's solution](#)

**947.**

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2020-06-23 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings  
[anodiebird's solution](#)

**948.**

1341E

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-06-23 · GNU C++11 (first AC) · Tags: graphs, implementation, shortest paths  
[anodiebird's solution](#)

**949.**

1370F1

[The Hidden Pair \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2020-06-22 · last AC: 2020-06-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees  
[anodiebird's solution](#)

**950.**

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2020-05-27 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation  
[anodiebird's solution](#)

**951.**

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2020-05-11 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, math  
[anodiebird's solution](#)

**952.**

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search  
[anodiebird's solution](#)

**953.**

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math  
[anodiebird's solution](#)

**954.**

1701E

[Text Editor](#) · [Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2022-07-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, strings  
[anodiebird's solution](#)

**955.**

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings  
[anodiebird's solution](#)

**956.**

1691F

[K-Set Tree](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2022-06-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees  
[anodiebird's solution](#)

**957.**

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, math  
[anodiebird's solution](#)

**958.**

1673E

[Power or XOR?](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2500 · first AC: 2022-04-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math, number theory  
[anodiebird's solution](#)

**959.**

1611G

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

Quality: 741 global accepts · Rating: 2500 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graph matchings, greedy  
[anodiebird's solution](#)

**960.**

1612G

[Max Sum Array](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2500 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, sortings  
[anodiebird's solution](#)

**961.**

1497D

[Genius](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2500 · first AC: 2021-10-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, number theory  
[anodiebird's solution](#)

**962.**

1138E

[Museums Tour](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-10-26 · last AC: 2021-10-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs  
[anodiebird's solution](#)

**963.**

1305F

[Kuroni and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2021-10-26 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, probabilities  
[anodiebird's solution](#)

**964.**

1586F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-10-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[anodiebird's solution](#)

**965.**

1284E

[New Year and Castle Construction](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, geometry, math, sortings

[anodiebird's solution](#)

**966.**

1574E

[Coloring](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2500 · first AC: 2021-09-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, implementation, math

[anodiebird's solution](#)

**967.**

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[anodiebird's solution](#)

**968.**

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2021-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[anodiebird's solution](#)

**969.**

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2021-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[anodiebird's solution](#)

**970.**

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2500 · first AC: 2021-05-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[anodiebird's solution](#)

**971.**

1017F

[The Neutral Zone](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2021-05-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[anodiebird's solution](#)

**972.**

1521D

[Nastia Plays with a Tree](#) · [Tutorial](#)

Quality: 2,298 global accepts · Rating: 2500 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[anodiebird's solution](#)

**973.**

1517E

[Group Photo](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2021-04-28 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, two pointers

[anodiebird's solution](#)

**974.**

1053C

[Putting Boxes Together](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[anodiebird's solution](#)

**975.**

1516E

[Baby Ehab Plays with Permutations](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2500 · first AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[anodiebird's solution](#)

**976.**

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,726 global accepts · Rating: 2500 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[anodiebird's solution](#)

**977.**

1246D

[Tree Factory](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-04-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, greedy, trees

[anodiebird's solution](#)

**978.**

1492E

[Almost Fault-Tolerant Database](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2500 · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, implementation

[anodiebird's solution](#)

**979.**

1485E

[Move and Swap](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2500 · first AC: 2021-02-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[anodiebird's solution](#)

**980.**

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2021-02-08 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp

[anodiebird's solution](#)

**981.**

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2021-02-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[anodiebird's solution](#)

**982.**

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2021-02-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[anodiebird's solution](#)

**983.**

1468G

[Hobbits](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2500 · first AC: 2021-02-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry

[anodiebird's solution](#)

**984.**

1468I

[Plane Tiling](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 2500 · first AC: 2021-02-03 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math  
[anodiebird's solution](#)

**985.**

1467E

[Distinctive Roots in a Tree](#) · [Tutorial](#)

Quality: 1,762 global accepts · Rating: 2500 · first AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, trees

[anodiebird's solution](#)

**986.**

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2021-01-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[anodiebird's solution](#)

**987.**

1474E

[What Is It?](#) · [Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[anodiebird's solution](#)

**988.**

1445E

[Team-Building](#) · [Tutorial](#)

Rating: 2500 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[anodiebird's solution](#)

**989.**

1420E

[Battle Lemmings](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2500 · first AC: 2020-09-27 · GNU C++11 (first AC) · Tags: dp, greedy

[anodiebird's solution](#)

**990.**

1382E

[Mastermind](#) · [Tutorial](#)

Rating: 2500 · first AC: 2020-07-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[anodiebird's solution](#)

**991.**

449C

[Jzzhu and Apples](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2500 · first AC: 2020-07-22 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory

[anodiebird's solution](#)

**992.**

739C

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

Quality: 1,709 global accepts · Rating: 2500 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[anodiebird's solution](#)

**993.**

1375E

[Inversion SwapSort](#) · [Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-07-05 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[anodiebird's solution](#)

**994.**

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2020-07-03 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[anodiebird's solution](#)

**995.**

1325F

[Ehab's Last Theorem](#) · [Tutorial](#)

Quality: 2,329 global accepts · Rating: 2500 · first AC: 2020-07-03 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[anodiebird's solution](#)

**996.**

1374E2

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

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2020-06-29 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation, sortings, ternary search, two pointers

[anodiebird's solution](#)

**997.**

1332F

[Independent Set](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2500 · first AC: 2020-06-28 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[anodiebird's solution](#)

**998.**

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2020-06-26 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy

[anodiebird's solution](#)

**999.**

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2020-06-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[anodiebird's solution](#)

**1000.**

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2020-06-06 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[anodiebird's solution](#)

**1001.**

1354F

[Summoning Minions](#) · [Tutorial](#)

Quality: 1,477 global accepts · Rating: 2500 · first AC: 2020-05-22 · last AC: 2020-05-22 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, flows, graph matchings, greedy, sortings

[anodiebird's solution](#)

**1002.**

1089I

[Interval-Free Permutations](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 2600 · first AC: 2022-07-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[anodiebird's solution](#)

**1003.**

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2022-07-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[anodiebird's solution](#)

**1004.**

1700E

[Serega the Pirate](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2600 · first AC: 2022-06-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[anodiebird's solution](#)

**1005.**

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2022-05-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[anodiebird's solution](#)**1006.**

1681E

[Labyrinth Adventures](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2022-05-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices, shortest paths

[anodiebird's solution](#)**1007.**

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2022-05-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[anodiebird's solution](#)**1008.**

1679F

[Formalism for Formalism](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2600 · first AC: 2022-05-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math

[anodiebird's solution](#)**1009.**

1613F

[Tree Coloring](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2600 · first AC: 2021-12-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, fft

[anodiebird's solution](#)**1010.**

1614E

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

Quality: 948 global accepts · Rating: 2600 · first AC: 2021-11-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[anodiebird's solution](#)**1011.**

1588D

[Strange LCS](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, strings

[anodiebird's solution](#)**1012.**

1582G

[Kuzya and Homework](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2600 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, number theory

[anodiebird's solution](#)**1013.**

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2600 · first AC: 2021-08-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures

[anodiebird's solution](#)**1014.**

1023F

[Mobile Phone Network](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2021-04-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[anodiebird's solution](#)**1015.**

1071C

[Triple Flips](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-04-20 · GNU C++11 (first AC) · Tags: constructive algorithms

[anodiebird's solution](#)

**1016.**

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2021-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[anodiebird's solution](#)

**1017.**

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2021-04-08 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, graphs

[anodiebird's solution](#)

**1018.**

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2021-04-07 · GNU C++11 (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[anodiebird's solution](#)

**1019.**

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2021-04-05 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers

[anodiebird's solution](#)

**1020.**

1493F

[Enchanted Matrix](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2600 · first AC: 2021-03-15 · GNU C++11 (first AC) · Tags: bitmasks, interactive, number theory

[anodiebird's solution](#)

**1021.**

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2021-03-12 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[anodiebird's solution](#)

**1022.**

1493E

[Enormous XOR](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2600 · first AC: 2021-03-07 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy, math, strings, two pointers

[anodiebird's solution](#)

**1023.**

1486F

[Pairs of Paths](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2600 · first AC: 2021-02-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

[anodiebird's solution](#)

**1024.**

1423L

[Light switches](#) · [Tutorial](#)

Quality: 586 global accepts · Rating: 2600 · first AC: 2021-02-10 · last AC: 2021-02-10 · C++17 (GCC 7-32) (first AC) · Tags: meet-in-the-middle

[anodiebird's solution](#)

**1025.**

1425B

[Blue and Red of Our Faculty!](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 2600 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp  
[anodiebird's solution](#)

**1026.**

1469F

[Power Sockets](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2600 · first AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy  
[anodiebird's solution](#)

**1027.**

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2021-01-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings  
[anodiebird's solution](#)

**1028.**

1417F

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

Rating: 2600 · first AC: 2020-09-30 · GNU C++11 (first AC) · Tags: data structures, dsu, trees  
[anodiebird's solution](#)

**1029.**

303D

[Rotatable Number](#) · [Tutorial](#)

Quality: 352 global accepts · Rating: 2600 · first AC: 2020-09-27 · GNU C++11 (first AC) · Tags: math, number theory  
[anodiebird's solution](#)

**1030.**

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2020-07-05 · GNU C++11 (first AC) · Tags: constructive algorithms, games, interactive, math  
[anodiebird's solution](#)

**1031.**

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 2600 · first AC: 2020-07-02 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths  
[anodiebird's solution](#)

**1032.**

1373G

[Pawns](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2020-06-28 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, greedy  
[anodiebird's solution](#)

**1033.**

1341F

[Nastya and Time Machine](#) · [Tutorial](#)

Rating: 2600 · first AC: 2020-06-23 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs  
[anodiebird's solution](#)

**1034.**

1368F

[Lamps on a Circle](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: games, implementation, interactive, math  
[anodiebird's solution](#)

**1035.**

1348F

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

Quality: 906 global accepts · Rating: 2600 · first AC: 2020-06-04 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, greedy  
[anodiebird's solution](#)

**1036.**

1363F

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

Quality: 1,736 global accepts · Rating: 2600 · first AC: 2020-06-01 · GNU C++11 (first AC) · Tags: dp, strings  
[anodiebird's solution](#)

**1037.**

1355F

[Guess Divisors Count](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2020-05-30 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, number theory  
[anodiebird's solution](#)

**1038.**

1354G

[Find a Gift](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2020-05-27 · GNU C++11 (first AC) · Tags: binary search, interactive, probabilities  
[anodiebird's solution](#)

**1039.**

1345E

[Quantifier Question](#) · [Tutorial](#)

Rating: 2600 · first AC: 2020-05-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs  
[anodiebird's solution](#)

**1040.**

1856E2

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

Quality: 1,756 global accepts · Rating: 2700 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees  
[anodiebird's solution](#)

**1041.**

1730E

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

Quality: 767 global accepts · Rating: 2700 · first AC: 2022-09-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, divide and conquer, number theory  
[anodiebird's solution](#)

**1042.**

1728G

[Illumination](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2700 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, dp, math, two pointers  
[anodiebird's solution](#)

**1043.**

1682F

[MCMF?](#) · [Tutorial](#)

Quality: 393 global accepts · Rating: 2700 · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, flows, graphs, greedy, sortings, two pointers  
[anodiebird's solution](#)

**1044.**

1682E

[Unordered Swaps](#) · [Tutorial](#)

Quality: 749 global accepts · Rating: 2700 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, math, sortings, trees  
[anodiebird's solution](#)

**1045.**

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2022-04-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy  
[anodiebird's solution](#)

**1046.**

1202F

[You Are Given Some Letters...](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2700 · first AC: 2021-11-03 · last AC: 2021-11-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math

[anodiebird's solution](#)

**1047.**

1601D

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

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, sortings

[anodiebird's solution](#)

**1048.**

1567F

[One-Four Overload](#) · [Tutorial](#)

Quality: 880 global accepts · Rating: 2700 · first AC: 2021-09-06 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, implementation

[anodiebird's solution](#)

**1049.**

1553G

[Common Divisor Graph](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[anodiebird's solution](#)

**1050.**

1019D

[Large Triangle](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 2700 · first AC: 2021-05-07 · GNU C++11 (first AC) · Tags: binary search, geometry, sortings

[anodiebird's solution](#)

**1051.**

1511F

[Chainword](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2700 · first AC: 2021-05-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, matrices, string suffix structures, strings

[anodiebird's solution](#)

**1052.**

1519E

[Off by One](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, geometry, graphs, sortings, trees

[anodiebird's solution](#)

**1053.**

1511G

[Chips on a Board](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2700 · first AC: 2021-04-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dp, games, two pointers

[anodiebird's solution](#)

**1054.**

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2021-03-01 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, interactive

[anodiebird's solution](#)

**1055.**

1487G

[String Counting](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2700 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[anodiebird's solution](#)

**1056.**

1452G

[Game On Tree](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2700 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[anodiebird's solution](#)

**1057.**

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices

[anodiebird's solution](#)

**1058.**

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2021-02-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[anodiebird's solution](#)

**1059.**

1468L

[Prime Divisors Selection](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2700 · first AC: 2021-02-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, number theory

[anodiebird's solution](#)

**1060.**

1473F

[Strange Set](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2021-01-30 · C++17 (GCC 7-32) (first AC) · Tags: flows, math

[anodiebird's solution](#)

**1061.**

1461F

[Mathematical Expression](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2700 · first AC: 2020-12-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[anodiebird's solution](#)

**1062.**

1453F

[Even Harder](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2700 · first AC: 2020-12-05 · GNU C++11 (first AC) · Tags: dp

[anodiebird's solution](#)

**1063.**

1182F

[Maximum Sine](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2700 · first AC: 2020-10-11 · GNU C++11 (first AC) · Tags: binary search, data structures, number theory

[anodiebird's solution](#)

**1064.**

1408G

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

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2020-10-03 · GNU C++11 (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[anodiebird's solution](#)

**1065.**

1369F

[BareLee](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 2700 · first AC: 2020-06-24 · GNU C++11 (first AC) · Tags: dfs and similar, dp, games

[anodiebird's solution](#)

**1066.**

1366G

[Construct the String](#) · [Tutorial](#)

Quality: 619 global accepts · Rating: 2700 · first AC: 2020-06-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, strings  
[anodiebird's solution](#)

### 1067.

1370F2

[The Hidden Pair \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2020-06-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees  
[anodiebird's solution](#)

### 1068.

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities  
[anodiebird's solution](#)

### 1069.

1366F

[Jog Around The Graph](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, geometry, graphs  
[anodiebird's solution](#)

### 1070.

1345F

[Résumé Review](#) · [Tutorial](#)

Rating: 2700 · first AC: 2020-05-31 · GNU C++11 (first AC) · Tags: binary search, greedy  
[anodiebird's solution](#)

### 1071.

1358F

[Tasty Cookie](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2020-05-27 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, implementation  
[anodiebird's solution](#)

### 1072.

1698F

[Equal Reversal](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2800 · first AC: 2022-06-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation, math  
[anodiebird's solution](#)

### 1073.

1685D1

[Permutation Weight \(Easy Version\)](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2022-05-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu  
[anodiebird's solution](#)

### 1074.

1684G

[Euclid Guess](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2022-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory  
[anodiebird's solution](#)

### 1075.

1672F2

[Checker for Array Shuffling](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 2800 · first AC: 2022-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs  
[anodiebird's solution](#)

### 1076.

1612F

[Armor and Weapons](#) · [Tutorial](#)

Quality: 694 global accepts · Rating: 2800 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, shortest paths  
[anodiebird's solution](#)

### 1077.

1606F

[Tree Queries](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2800 · first AC: 2021-11-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, trees  
[anodiebird's solution](#)

### 1078.

1578K

[Kingdom of Islands](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2800 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, implementation  
[anodiebird's solution](#)

### 1079.

1578B

[Building Forest Trails](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu  
[anodiebird's solution](#)

### 1080.

1578A

[Anti-Tetris](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2800 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths  
[anodiebird's solution](#)

### 1081.

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2800 · first AC: 2021-07-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures  
[anodiebird's solution](#)

### 1082.

1071D

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

Rating: 2800 · first AC: 2021-04-21 · GNU C++11 (first AC) · Tags: graphs, math  
[anodiebird's solution](#)

### 1083.

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2021-03-02 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math  
[anodiebird's solution](#)

### 1084.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,916 global accepts · Rating: 2800 · first AC: 2021-02-07 · last AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy  
[anodiebird's solution](#)

### 1085.

1436F

[Sum Over Subsets](#) · [Tutorial](#)

Quality: 623 global accepts · Rating: 2800 · first AC: 2021-02-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory  
[anodiebird's solution](#)

### 1086.

1473G

[Tiles](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2800 · first AC: 2021-01-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math  
[anodiebird's solution](#)

**1087.**

1477D

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

Quality: 787 global accepts · Rating: 2800 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[anodiebird's solution](#)

**1088.**

1455F

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

Quality: 519 global accepts · Rating: 2800 · first AC: 2020-12-01 · GNU C++11 (first AC) · Tags: dp, greedy

[anodiebird's solution](#)

**1089.**

1419F

[Rain of Fire](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2800 · first AC: 2020-10-02 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, implementation

[anodiebird's solution](#)

**1090.**

1375G

[Tree Modification](#) · [Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2020-07-06 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[anodiebird's solution](#)

**1091.**

1371F

[Raging Thunder](#) · [Tutorial](#)

Quality: 691 global accepts · Rating: 2800 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, implementation

[anodiebird's solution](#)

**1092.**

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2020-06-08 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math

[anodiebird's solution](#)

**1093.**

1698G

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

Quality: 384 global accepts · Rating: 2900 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, matrices, meet-in-the-middle, number theory

[anodiebird's solution](#)

**1094.**

1687D

[Cute number](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2022-06-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math

[anodiebird's solution](#)

**1095.**

1677E

[Tokitsukaze and Beautiful Subsegments](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2900 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[anodiebird's solution](#)

**1096.**

1667D

[Edge Elimination](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2900 · first AC: 2022-04-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[anodiebird's solution](#)

**1097.**

1605F

[PalindORme](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2900 · first AC: 2021-11-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[anodiebird's solution](#)

**1098.**

1601E

[Phys Ed Online](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2900 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[anodiebird's solution](#)

**1099.**

1083C

[Max Mex](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2900 · first AC: 2021-04-13 · last AC: 2021-04-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[anodiebird's solution](#)

**1100.**

1494F

[Delete The Edges](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2021-03-14 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation

[anodiebird's solution](#)

**1101.**

1487F

[Ones](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2900 · first AC: 2021-02-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, shortest paths

[anodiebird's solution](#)

**1102.**

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2021-02-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[anodiebird's solution](#)

**1103.**

1456D

[Cakes for Clones](#) · [Tutorial](#)

Rating: 2900 · first AC: 2020-12-02 · last AC: 2020-12-02 · GNU C++11 (first AC) · Tags: dp, greedy

[anodiebird's solution](#)

**1104.**

338D

[GCD Table](#) · [Tutorial](#)

Quality: 1,404 global accepts · Rating: 2900 · first AC: 2020-09-19 · GNU C++11 (first AC) · Tags: chinese remainder theorem, math, number theory

[anodiebird's solution](#)

**1105.**

1372E

[Omkar and Last Floor](#) · [Tutorial](#)

Quality: 1,433 global accepts · Rating: 2900 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[anodiebird's solution](#)

**1106.**

1361D

[Johnny and James](#) · [Tutorial](#)

Quality: 340 global accepts · Rating: 2900 · first AC: 2020-06-06 · GNU C++11 (first AC) · Tags: greedy, implementation, math, trees

[anodiebird's solution](#)

**1107.**

1359F

[RC Kaboom Show](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2900 · first AC: 2020-05-29 · last AC: 2020-05-29 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, geometry, math

[anodiebird's solution](#)**1108.**

1743G

[Antifibonacci Cut](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3000 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, data structures, dp, hashing, math

[anodiebird's solution](#)**1109.**

1672I

[PermutationForces](#) · [Tutorial](#)

Quality: 252 global accepts · Rating: 3000 · first AC: 2022-05-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[anodiebird's solution](#)**1110.**

1659F

[Tree and Permutation Game](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 3000 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, games, graphs, trees

[anodiebird's solution](#)**1111.**

1603D

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

Quality: 884 global accepts · Rating: 3000 · first AC: 2021-11-14 · last AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, number theory

[anodiebird's solution](#)**1112.**

891E

[Lust](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 3000 · first AC: 2021-10-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, matrices

[anodiebird's solution](#)**1113.**

1586G

[Omkar and Time Travel](#) · [Tutorial](#)

Rating: 3000 · first AC: 2021-10-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[anodiebird's solution](#)**1114.**

1558E

[Down Below](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 3000 · first AC: 2021-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, meet-in-the-middle, shortest paths

[anodiebird's solution](#)**1115.**

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,455 global accepts · Rating: 3000 · first AC: 2021-05-06 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[anodiebird's solution](#)**1116.**

1508D

[Swap Pass](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 3000 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, sortings

[anodiebird's solution](#)

**1117.**

1361E

[James and the Chase](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2020-06-09 · last AC: 2020-06-09 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, probabilities, trees

[anodiebird's solution](#)

**1118.**

1508E

[Tree Calendar](#) · [Tutorial](#)

Quality: 392 global accepts · Rating: 3100 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dfs and similar, sortings, trees

[anodiebird's solution](#)

**1119.**

1246E

[To Make 1](#) · [Tutorial](#)

Rating: 3100 · first AC: 2021-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[anodiebird's solution](#)

**1120.**

1503E

[2-Coloring](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3100 · first AC: 2021-04-08 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[anodiebird's solution](#)

**1121.**

1481F

[AB Tree](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3100 · first AC: 2021-02-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[anodiebird's solution](#)

**1122.**

1476G

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

Quality: 740 global accepts · Rating: 3100 · first AC: 2021-01-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, sortings, two pointers

[anodiebird's solution](#)

**1123.**

1089B

[Bimatching](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 3200 · first AC: 2022-07-11 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[anodiebird's solution](#)

**1124.**

1672G

[Cross Xor](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3200 · first AC: 2022-04-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, matrices

[anodiebird's solution](#)

**1125.**

1603E

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

Quality: 641 global accepts · Rating: 3200 · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[anodiebird's solution](#)

**1126.**

1598G

[The Sum of Good Numbers](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3200 · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: hashing, math, string suffix structures, strings

[anodiebird's solution](#)

**1127.**

1495E

[Qingshan and Daniel](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 3200 · first AC: 2021-03-13 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, implementation

[anodiebird's solution](#)

**1128.**

1037H

[Security](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 3200 · first AC: 2021-02-25 · GNU C++11 (first AC) · Tags: data structures, string suffix structures

[anodiebird's solution](#)

**1129.**

1337F

[Yui and Mahjong Set](#) · [Tutorial](#)

Rating: 3200 · first AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math

[anodiebird's solution](#)

**1130.**

1586H

[Omkar and Tours](#) · [Tutorial](#)

Rating: 3300 · first AC: 2021-10-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, sortings, trees

[anodiebird's solution](#)

**1131.**

1684H

[Hard Cut](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3400 · first AC: 2022-05-20 · last AC: 2022-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, math

[anodiebird's solution](#)

**1132.**

1687E

[Become Big For Me](#) · [Tutorial](#)

Quality: 310 global accepts · Rating: 3500 · first AC: 2022-06-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, number theory

[anodiebird's solution](#)

**1133.**

1685E

[The Ultimate LIS Problem](#) · [Tutorial](#)

Quality: 196 global accepts · Rating: 3500 · first AC: 2022-05-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[anodiebird's solution](#)

**1134.**

1083D

[The Fair Nut's getting crazy](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3500 · first AC: 2021-04-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[anodiebird's solution](#)

**1135.**

104064G

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

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

[anodiebird's solution](#)

**1136.**

104064D

[Dyson Circle](#) · [Tutorial](#)

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

[anodiebird's solution](#)

**1137.**

104064H

[Heating Up](#) · [Tutorial](#)

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

### 1138.

104064A

[Access Denied](#) · [Tutorial](#)

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

### 1139.

104064J

[Jet Set](#) · [Tutorial](#)

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

### 1140.

104064K

[Knitpicking](#) · [Tutorial](#)

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

### 1141.

103329A

[Yes, Prime Minister](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —  
[anodiebird's solution](#)

### 1142.

103439N

[Max Pair Matching](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —  
[anodiebird's solution](#)

### 1143.

104053M

[XOR Sum](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —  
[anodiebird's solution](#)

### 1144.

104053C

[Customs Controls 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —  
[anodiebird's solution](#)

### 1145.

104053I

[Infection](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —  
[anodiebird's solution](#)

### 1146.

104053H

[GameX](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —  
[anodiebird's solution](#)

### 1147.

104053E

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —  
[anodiebird's solution](#)

### 1148.

104053L

[Station of Fate](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[anodiebird's solution](#)

**1149.**

103957B

[Business Cycle](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
[anodiebird's solution](#)

**1150.**

103957L

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

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
[anodiebird's solution](#)

**1151.**

103957M

[November 11th](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
[anodiebird's solution](#)

**1152.**

103957A

[Boxes and Balls](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
[anodiebird's solution](#)

**1153.**

104023D

[Sternhalma](#) · [Tutorial](#)

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

**1154.**

104023I

[Dragon Bloodline](#) · [Tutorial](#)

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

**1155.**

104023C

[Grass](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1156.**

104023J

[Eat, Sleep, Repeat](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1157.**

104023G

[Grade 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1158.**

104023A

[Dunai](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1159.**

104023E

[Python Will be Faster than C++](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[anodiebird's solution](#)

**1160.**

104021H

[Delivery Route](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1161.**

104021K

[Largest Common Submatrix](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1162.**

104021F

[Function!](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1163.**

104021D

[Easy Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1164.**

104021G

[Pot!!](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1165.**

104021I

[Base62](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1166.**

104021B

[So Easy](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1167.**

104021A

[Girls Band Party](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1168.**

104021N

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

Rating: — · first AC: 2022-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1169.**

103469F

[Fancy Formulas](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1170.**

103469E

[Eulerian?](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[anodiebird's solution](#)

**1171.**

103469M

[Math](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1172.**

103469A

[AND](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1173.**

103640L

[Leaving Yharnam](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1174.**

103640B

[Because, Art!](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1175.**

103640H

[Hamilton - The Musical](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1176.**

103640J

[Joining Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1177.**

103640M

[Most Ordered Way](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1178.**

103640I

[Invested Money](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1179.**

103640F

[Fields Division](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1180.**

103640K

[KIARA is a Recursive Acronym](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1181.**

103729J

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

Rating: — · first AC: 2022-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[anodiebird's solution](#)

**1182.**

103729A

[Nucleic Acid Test](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1183.**

103729F

[Angel](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1184.**

103729L

[Chtholly and the Broken Chronograph](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1185.**

103729B

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

Rating: — · first AC: 2022-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1186.**

103729K

[PTT](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1187.**

103861G

[Check Pattern is Bad](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1188.**

103861D

[Two Walls](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1189.**

103861J

[Elden Ring](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1190.**

102471H

[King](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1191.**

102471E

[Flow](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1192.**

102471M

[Value](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[anodiebird's solution](#)

**1193.**

102471A

[City](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1194.**

103861E

[Prof. Pang and Poker](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1195.**

102056C

[Heretical ... Möbius](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1196.**

102056F

[Interstellar ... Fantasy](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1197.**

102056L

[Eventual ... Journey](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1198.**

102056I

[Misunderstood ... Missing](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1199.**

102056D

[Deja vu of ... Go Players](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1200.**

103855C

[UCP-Clustering](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1201.**

103855E

[RPS Bubble Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1202.**

103855J

[Exam](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1203.**

103855F

[Stones 1](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[anodiebird's solution](#)

**1204.**

103855A

[Factory Balls](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1205.**

103855H

[Beacon Towers](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1206.**

103855M

[Short Question](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1207.**

103855D

[Triple Sword Strike](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1208.**

103860G

[Integer Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1209.**

103860J

[jfw.harie.edu](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1210.**

103860L

[Paid Leave](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —  
[anodiebird's solution](#)

**1211.**

103860A

[Mash](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1212.**

103860F

[Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1213.**

103687F

[Easy Fix](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1214.**

103687J

[Frog](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[anodiebird's solution](#)

**1215.**

103687I

[Barbecue](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1216.**

103687G

[Easy Glide](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1217.**

103687M

[BpbBppbpBB](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1218.**

103687A

[JB Loves Math](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1219.**

103687L

[Candy Machine](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1220.**

103687C

[JB Wants to Earn Big Money](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1221.**

103687B

[JB Loves Comma](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1222.**

102979D

[Designing a PCB](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1223.**

102979K

[Knowledge Is...](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1224.**

103627C

[AND PLUS OR](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-27 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1225.**

103627E

[Yet Another Interval Graph Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[anodiebird's solution](#)

**1226.**

103627B

[Bingo](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-27 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1227.**

102979A

[Another Tree Queries Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-26 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1228.**

102979E

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

Rating: — · first AC: 2022-05-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1229.**

102979C

[Colorful Squares](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1230.**

102979B

[Best Meeting Places](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1231.**

102979G

[Generate The Array](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1232.**

102979J

[Junkyeom's Contest](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1233.**

102979I

[Integer Array Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1234.**

102979F

[Find the XOR](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-22 · C++17 (GCC 9-64) (first AC) · Tags: —  
[anodiebird's solution](#)

**1235.**

102341D

[Dedenne](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1236.**

102341F

[Flaaffy](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[anodiebird's solution](#)

**1237.**

102341B

[Bulbasaur](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1238.**

102341I

[Infernape](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1239.**

102341E

[Eevee](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1240.**

102341C

[Cloyster](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1241.**

102341G

[Gurdurr](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1242.**

102341K

[Kecleon](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1243.**

102341J

[Jigglypuff](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1244.**

102341A

[Alakazam](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1245.**

102268K

[Knowledge](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1246.**

102268C

[Cool Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1247.**

102268B

[Best Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[anodiebird's solution](#)

**1248.**

102268F

[Free Edges](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: —  
[anodiebird's solution](#)

**1249.**

102538G

[Giant Penguin](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1250.**

102538D

[Disjoint LIS](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1251.**

102538C

[Cells Blocking](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1252.**

102538E

[Easy Win](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1253.**

102538F

[Farm of Monsters](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-03 · last AC: 2022-05-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1254.**

102538J

[Just Counting](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1255.**

102538B

[Best Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1256.**

102538I

[Ignore Submasks](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1257.**

102978H

[Harsh Comments](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1258.**

102978B

[Bit Operation](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[anodiebird's solution](#)

**1259.**

102978I

[Inverse Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1260.**

103446H

[Life is a Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1261.**

103446I

[Steadily Growing Steam](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1262.**

103446G

[Edge Groups](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1263.**

103446D

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

Rating: — · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1264.**

103446E

[Strange Integers](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1265.**

103428C

[Assign or Multiply](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1266.**

103428K

[Tiny Stars](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1267.**

103428I

[Distance](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1268.**

103428H

[city safety](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1269.**

103428F

[Stone](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[anodiebird's solution](#)

**1270.**

103427D

[Cross the Maze](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1271.**

103427G

[Encoded Strings II](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1272.**

103427H

[Line Graph Matching](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1273.**

103427L

[Perfect Matchings](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1274.**

103427I

[Linear Fractional Transformation](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1275.**

103427M

[String Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1276.**

103427J

[Luggage Lock](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1277.**

103427B

[Bitwise Exclusive-OR Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1278.**

103427F

[Encoded Strings I](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1279.**

103427E

[Edward Gaming, the Champion](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1280.**

103414I

[Third Group Exam](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[anodiebird's solution](#)

**1281.**

103414D

[Army of Clones](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1282.**

103414E

[Haiku](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1283.**

103414B

[Guess the Array](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1284.**

103414J

[Computational ethnography](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1285.**

103414A

[Friendly Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**1286.**

103409H

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Rating: — · first AC: 2021-11-17 · last AC: 2021-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**1287.**

103415K

[Magus Night](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**1288.**

103415F

[Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**1289.**

103415C

[Necklace](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**1290.**

103415H

[Three Integers](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1291.**

103415I

[Pudding Store](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1292.**

103409J

[Suffix Automaton](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**1293.**

103409K

[Tax](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1294.**

103389J

[g YtqC!rizE-Æ](#)

Rating: — · first AC: 2021-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1295.**

103389E

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Rating: — · first AC: 2021-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1296.**

103389F

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Rating: — · first AC: 2021-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1297.**

103389B

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Rating: — · first AC: 2021-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1298.**

103389C

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Rating: — · first AC: 2021-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1299.**

103389I

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Rating: — · first AC: 2021-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1300.**

103389A

[QINo-ig'i](#)

Rating: — · first AC: 2021-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1301.**

103389G

[3G-QÜrial](#)

Rating: — · first AC: 2021-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1302.**

103389D

[O!Uo8'i](#)

Rating: — · first AC: 2021-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[anodiebird's solution](#)

**1303.**

103389K

[TONPa8b](#)

Rating: — · first AC: 2021-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[anodiebird's solution](#)

**1304.**

103081L

[Restaurants](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1305.**

103081G

[Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[anodiebird's solution](#)

**1306.**

103081H

[Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[anodiebird's solution](#)

**1307.**

103081I

[Emails](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[anodiebird's solution](#)

**1308.**

103081F

[Mentors](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[anodiebird's solution](#)

**1309.**

103081D

[Jogging](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1310.**

103081C

[Safe Distance](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1311.**

103081K

[Unique Activities](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[anodiebird's solution](#)

**1312.**

103081A

[Gratitude](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[anodiebird's solution](#)

**1313.**

103081E

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[anodiebird's solution](#)

**1314.**

103145H

[Loneliness](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1315.**

103145D

[Lowbit](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1316.**

103145J

[Transform](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1317.**

103145C

[Vertex Deletion](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1318.**

103145A

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1319.**

103145K

[City](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1320.**

103145E

[Easy Math Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1321.**

103145M

[Master of Shuangpin](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1322.**

103145I

[Takeaway](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1323.**

103366I

[Homework](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1324.**

103366C

[Crystal Caves](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[anodiebird's solution](#)

**1325.**

103366F

[Four Column Hanoi Tower](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1326.**

103366G

[Magic Number Group](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**1327.**

103366H

[Hearthstone So Easy](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1328.**

103366J

[LRU](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1329.**

103366A

[Mio visits ACGN Exhibition](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1330.**

103366B

[Continued Fraction](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1331.**

103366L

[It Rains Again](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1332.**

103366K

[Many Littles Make a Mickle](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1333.**

102759F

[Interval Graph](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-05 · last AC: 2021-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1334.**

102759D

[Just Meeting](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1335.**

102759J

[Remote Control](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[anodiebird's solution](#)

**1336.**

102759H

[Alchemy](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[anodiebird's solution](#)

**1337.**

102759K

[Sewing Graph](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[anodiebird's solution](#)

**1338.**

103371C

[Equivalent Pipelines](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-04 · last AC: 2021-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[anodiebird's solution](#)

**1339.**

103371H

[Or Machine](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-04 · last AC: 2021-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[anodiebird's solution](#)

**1340.**

103371J

[Periodic Ruler](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[anodiebird's solution](#)

**1341.**

103069A

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

Rating: — · first AC: 2021-10-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[anodiebird's solution](#)

**1342.**

103069K

[Allin](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[anodiebird's solution](#)

**1343.**

103069L

[Square](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[anodiebird's solution](#)

**1344.**

103069F

[Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[anodiebird's solution](#)

**1345.**

102896D

[Down We Dig](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[anodiebird's solution](#)

**1346.**

102896L

[Lookup Performance](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[anodiebird's solution](#)

**1347.**

102896C

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1348.**

102896A

[Almost Balanced Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1349.**

102896M

[Miser](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1350.**

102896E

[Easy Measurements](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1351.**

102896K

[Kate's 2021 Celebration](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1352.**

103119A

[Accelerator](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1353.**

103119F

[Fixing Networks](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1354.**

103119D

[Artifacts](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1355.**

103119L

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

Rating: — · first AC: 2021-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1356.**

103102D

[Disk Sort](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: —  
[anodiebird's solution](#)

**1357.**

103102I

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

Rating: — · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[anodiebird's solution](#)

**1358.**

103102L

[Neo-Robin Hood](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: —  
[anodiebird's solution](#)

**1359.**

103102M

[Mistake](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: —  
[anodiebird's solution](#)

**1360.**

103102E

[Divisible by 3](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: —  
[anodiebird's solution](#)

**1361.**

103102B

[Reverse Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: —  
[anodiebird's solution](#)

**1362.**

102956E

[Brief Statements Union](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —  
[anodiebird's solution](#)

**1363.**

102956C

[Brave Seekers of Unicorns](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —  
[anodiebird's solution](#)

**1364.**

102956N

[Best Solution Unknown](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —  
[anodiebird's solution](#)

**1365.**

102956D

[Bank Security Unification](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —  
[anodiebird's solution](#)

**1366.**

102956I

[Binary Supersonic Utahraptors](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —  
[anodiebird's solution](#)

**1367.**

102956M

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Rating: — · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —  
[anodiebird's solution](#)

**1368.**

102956J

[Burnished Security Updates](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[anodiebird's solution](#)

**1369.**

102956G

[Biological Software Utilities](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —  
[anodiebird's solution](#)

**1370.**

102331H

[Honorable Mention](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: —  
[anodiebird's solution](#)

**1371.**

102331F

[Fast Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —  
[anodiebird's solution](#)

**1372.**

102331E

[Easy Win](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-18 · C++17 (GCC 9-64) (first AC) · Tags: —  
[anodiebird's solution](#)

**1373.**

102331G

[Grammarly](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: —  
[anodiebird's solution](#)

**1374.**

102331I

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

Rating: — · first AC: 2021-10-17 · last AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: —  
[anodiebird's solution](#)

**1375.**

102331B

[Bitwise Xor](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-17 · last AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: —  
[anodiebird's solution](#)

**1376.**

102028F

[Honeycomb](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-10 · last AC: 2021-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1377.**

102028H

[Can You Solve the Harder Problem?](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1378.**

102028E

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

Rating: — · first AC: 2021-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1379.**

102028D

[Keiichi Tsuchiya the Drift King](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1380.**

102028I

[Distance](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1381.**

102028A

[Xu Xiake in Henan Province](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1382.**

103202J

[Descent of Dragons](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1383.**

103202A

[The Grand Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1384.**

103202C

[Mean Streets of Gadgetzan](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1385.**

103202M

[United in Stormwind](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1386.**

103202I

[Rise of Shadows](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1387.**

103202H

[The Boomsday Project](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1388.**

103202K

[Scholomance Academy](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1389.**

103202D

[Journey to Un'Goro](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1390.**

103202F

[Kobolds and Catacombs](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[anodiebird's solution](#)

**1391.**

103202G

[The Witchwood](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1392.**

102823B

[Array Modify](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1393.**

102823L

[Two Ants](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1394.**

102823H

[Hamming Distance](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1395.**

102823J

[Stone Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1396.**

102823D

[Bits Reverse](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1397.**

102823G

[Greatest Common Divisor](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
[anodiebird's solution](#)

**1398.**

101955K

[Let the Flames Begin](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-19 · GNU C++11 (first AC) · Tags: —  
[anodiebird's solution](#)

**1399.**

101955C

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102452J

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**1414.**

102832D

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**1415.**

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**1421.**

102798C

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102769E

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