

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

<https://cfelitetracker.vercel.app>

# Unique solved — anton\_h

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

Sort: Problem rating · easier first

Filters: none

Count: 732

- 1.**  
2147A  
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Quality: 18,631 global accepts · Rating: 800 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy  
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- 2.**  
2127A  
[Mix Mex Max](#) · [Tutorial](#)  
Quality: 19,641 global accepts · Rating: 800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math  
[anton\\_h's solution](#)
- 3.**  
2062A  
[String](#) · [Tutorial](#)  
Quality: 28,280 global accepts · Rating: 800 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings  
[anton\\_h's solution](#)
- 4.**  
2053A  
[Tender Carpenter](#) · [Tutorial](#)  
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[anton\\_h's solution](#)
- 5.**  
2035A  
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- 6.**  
1773F  
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- 7.**  
1930A  
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- 8.**  
1902A  
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Quality: 23,256 global accepts · Rating: 800 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
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- 9.**  
1842A  
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**10.**

1841A

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**11.**

1837A

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**12.**

1776A

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Quality: 7,964 global accepts · Rating: 800 · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
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**13.**

1797A

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Quality: 19,486 global accepts · Rating: 800 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, implementation  
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**14.**

1814A

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**15.**

1805B

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Quality: 19,974 global accepts · Rating: 800 · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings  
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**16.**

1805A

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Quality: 41,930 global accepts · Rating: 800 · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force  
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**17.**

1806A

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Quality: 43,457 global accepts · Rating: 800 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math  
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**18.**

1804A

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**19.**

1799A

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**20.**

1796A

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**21.**

1777A

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**22.**

1795A

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**23.**

1780A

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**24.**

1793A

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**25.**

1788A

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**26.**

1792A

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**27.**

1768A

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**28.**

1782A

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**29.**

1783A

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**30.**

1766A

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**31.**

1759B

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**32.**

1759A

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**33.**

1748A

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**34.**

1743B

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**35.**

1743A

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**36.**

1741B

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**37.**

1741A

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**38.**

1730A

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**39.**

1717A

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**40.**

1654B

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**41.**

1654A

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**42.**

1656A

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**43.**

1644B

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**45.**

1635B

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**46.**

1635A

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**47.**

1631A

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**48.**

1638A

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**50.**

1634A

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**51.**

1633B

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**52.**

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**54.**

1629B

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1629A

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1621A

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**58.**

1617A

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**59.**

1605A

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**60.**

1604A

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**61.**

1602A

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**62.**

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**63.**

1573A

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1579A  
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1569A  
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1567A  
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1556A  
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**75.**

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**76.**

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**77.**

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1541A

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71A

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**82.**

2062B

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**83.**

2035B

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**84.**

1837B

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**85.**

1806B

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Quality: 19,738 global accepts · Rating: 900 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
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**86.**

1777B

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**87.**

1795B

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**88.**

1768B

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**89.**

1771A

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**90.**

1617B

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**91.**

1610A

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**92.**

1606A

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**93.**

1559B

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**94.**

1559A

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**95.**

1555A

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**96.**

2147B

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**97.**

1260A

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**98.**

1930B

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**99.**

1841B

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**100.**

1837C

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

Quality: 24,576 global accepts · Rating: 1000 · first AC: 2023-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[anton\\_h's solution](#)

**101.**

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[anton\\_h's solution](#)

**102.**

1796B

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

Quality: 18,314 global accepts · Rating: 1000 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[anton\\_h's solution](#)

**103.**

1782B

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

Rating: 1000 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[anton\\_h's solution](#)

**104.**

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[anton\\_h's solution](#)

**105.**

1770A

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

Quality: 25,244 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[anton\\_h's solution](#)

**106.**

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,778 global accepts · Rating: 1000 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[anton\\_h's solution](#)

**107.**

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,087 global accepts · Rating: 1000 · first AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[anton\\_h's solution](#)

**108.**

1632B

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

Quality: 31,537 global accepts · Rating: 1000 · first AC: 2022-01-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms  
[anton\\_h's solution](#)

**109.**

1620B

[Triangles on a Rectangle](#) · [Tutorial](#)

Quality: 31,475 global accepts · Rating: 1000 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math  
[anton\\_h's solution](#)

**110.**

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  
[anton\\_h's solution](#)

**111.**

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,938 global accepts · Rating: 1000 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[anton\\_h's solution](#)

**112.**

1579E1

[Permutation Minimization by Deque](#) · [Tutorial](#)

Quality: 25,201 global accepts · Rating: 1000 · first AC: 2021-09-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math  
[anton\\_h's solution](#)

**113.**

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,862 global accepts · Rating: 1000 · first AC: 2021-09-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[anton\\_h's solution](#)

**114.**

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,939 global accepts · Rating: 1000 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy  
[anton\\_h's solution](#)

**115.**

1562B

[Scenes From a Memory](#) · [Tutorial](#)

Quality: 20,543 global accepts · Rating: 1000 · first AC: 2021-08-26 · Java 8 (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory  
[anton\\_h's solution](#)

**116.**

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy  
[anton\\_h's solution](#)

**117.**

1842B

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

Quality: 25,540 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math  
[anton\\_h's solution](#)

**118.**

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,808 global accepts · Rating: 1100 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings, two pointers

[anton\\_h's solution](#)

**119.**

1797B

[Li Hua and Pattern](#) · [Tutorial](#)

Quality: 24,614 global accepts · Rating: 1100 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[anton\\_h's solution](#)

**120.**

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,977 global accepts · Rating: 1100 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[anton\\_h's solution](#)

**121.**

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,096 global accepts · Rating: 1100 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[anton\\_h's solution](#)

**122.**

1788B

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

Quality: 22,357 global accepts · Rating: 1100 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities

[anton\\_h's solution](#)

**123.**

1783B

[Matrix of Differences](#) · [Tutorial](#)

Quality: 19,319 global accepts · Rating: 1100 · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[anton\\_h's solution](#)

**124.**

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,394 global accepts · Rating: 1100 · first AC: 2022-12-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, shortest paths

[anton\\_h's solution](#)

**125.**

1743C

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

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[anton\\_h's solution](#)

**126.**

1741C

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

Quality: 19,361 global accepts · Rating: 1100 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, two pointers

[anton\\_h's solution](#)

**127.**

1717B

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

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[anton\\_h's solution](#)

**128.**

1656B

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

Quality: 26,808 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, two pointers

[anton\\_h's solution](#)

**129.**

1631B

[Fun with Even Subarrays](#) · [Tutorial](#)

Quality: 26,896 global accepts · Rating: 1100 · first AC: 2022-02-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[anton\\_h's solution](#)

**130.**

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,546 global accepts · Rating: 1100 · first AC: 2022-02-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, sortings

[anton\\_h's solution](#)

**131.**

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[anton\\_h's solution](#)

**132.**

1633C

[Kill the Monster](#) · [Tutorial](#)

Quality: 21,255 global accepts · Rating: 1100 · first AC: 2022-02-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[anton\\_h's solution](#)

**133.**

1610B

[Kalindrome Array](#) · [Tutorial](#)

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

[anton\\_h's solution](#)

**134.**

1604B

[XOR Specia-LIS-t](#) · [Tutorial](#)

Quality: 16,334 global accepts · Rating: 1100 · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[anton\\_h's solution](#)

**135.**

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

[anton\\_h's solution](#)

**136.**

1602B

[Divine Array](#) · [Tutorial](#)

Quality: 14,746 global accepts · Rating: 1100 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[anton\\_h's solution](#)

**137.**

1579B

[Shifting Sort](#) · [Tutorial](#)

Quality: 18,887 global accepts · Rating: 1100 · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[anton\\_h's solution](#)

**138.**

1523B

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

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-08-11 · Java 8 (first AC) · Tags: constructive algorithms

[anton\\_h's solution](#)

**139.**

1557B

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

Quality: 24,611 global accepts · Rating: 1100 · first AC: 2021-08-09 · Java 8 (first AC) · Tags: greedy, sortings

[anton\\_h's solution](#)

**140.**

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,679 global accepts · Rating: 1200 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[anton\\_h's solution](#)

**141.**

2091D

[Place of the Olympiad](#) · [Tutorial](#)

Quality: 23,492 global accepts · Rating: 1200 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[anton\\_h's solution](#)

**142.**

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,135 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy

[anton\\_h's solution](#)

**143.**

2135A

[Against the Difference](#) · [Tutorial](#)

Quality: 18,345 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[anton\\_h's solution](#)

**144.**

2062C

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

Quality: 18,388 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[anton\\_h's solution](#)

**145.**

2053B

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

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy

[anton\\_h's solution](#)

**146.**

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,281 global accepts · Rating: 1200 · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[anton\\_h's solution](#)

**147.**

1799B

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

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[anton\\_h's solution](#)

**148.**

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,099 global accepts · Rating: 1200 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, two pointers

[anton\\_h's solution](#)

**149.**

1792B

[Stand-up Comedian](#) · [Tutorial](#)

Quality: 24,142 global accepts · Rating: 1200 · first AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[anton\\_h's solution](#)

**150.**

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,937 global accepts · Rating: 1200 · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[anton\\_h's solution](#)

**151.**

1656C

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

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[anton\\_h's solution](#)

**152.**

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[anton\\_h's solution](#)

**153.**

1635C

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

Quality: 25,132 global accepts · Rating: 1200 · first AC: 2022-02-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[anton\\_h's solution](#)

**154.**

1637C

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

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[anton\\_h's solution](#)

**155.**

1541B

[Pleasant Pairs](#) · [Tutorial](#)

Quality: 38,482 global accepts · Rating: 1200 · first AC: 2022-01-05 · last AC: 2022-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[anton\\_h's solution](#)

**156.**

1598C

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

Quality: 23,655 global accepts · Rating: 1200 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[anton\\_h's solution](#)

**157.**

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, math, sortings

[anton\\_h's solution](#)

**158.**

1581B

[Diameter of Graph](#) · [Tutorial](#)

Quality: 12,482 global accepts · Rating: 1200 · first AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math

[anton\\_h's solution](#)

**159.**

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,811 global accepts · Rating: 1200 · first AC: 2021-08-15 · Java 8 (first AC) · Tags: constructive algorithms, graphs

[anton\\_h's solution](#)

**160.**

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,234 global accepts · Rating: 1200 · first AC: 2020-12-24 · Java 8 (first AC) · Tags: constructive algorithms, math  
[anton\\_h's solution](#)

**161.**

1926D

[Vlad and Division](#) · [Tutorial](#)

Quality: 18,373 global accepts · Rating: 1300 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy  
[anton\\_h's solution](#)

**162.**

2201A1

[Lost Civilization \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,055 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures  
[anton\\_h's solution](#)

**163.**

2127B

[Hamiid, Haaamid... Hamid?](#) · [Tutorial](#)

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy  
[anton\\_h's solution](#)

**164.**

1260B

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

Quality: 16,715 global accepts · Rating: 1300 · first AC: 2025-01-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math  
[anton\\_h's solution](#)

**165.**

1902C

[Insert and Equalize](#) · [Tutorial](#)

Quality: 16,976 global accepts · Rating: 1300 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory  
[anton\\_h's solution](#)

**166.**

1776H

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

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: two pointers  
[anton\\_h's solution](#)

**167.**

1815A

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

Quality: 15,974 global accepts · Rating: 1300 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[anton\\_h's solution](#)

**168.**

1819A

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

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

**169.**

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,467 global accepts · Rating: 1300 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math  
[anton\\_h's solution](#)

**170.**

1768C

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

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy,

implementation, sortings

[anton\\_h's solution](#)

**171.**

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,991 global accepts · Rating: 1300 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[anton\\_h's solution](#)

**172.**

1753A1

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

Quality: 16,452 global accepts · Rating: 1300 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[anton\\_h's solution](#)

**173.**

1741D

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

Quality: 18,339 global accepts · Rating: 1300 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees

[anton\\_h's solution](#)

**174.**

1717C

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

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[anton\\_h's solution](#)

**175.**

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-02-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, math

[anton\\_h's solution](#)

**176.**

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2021-12-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[anton\\_h's solution](#)

**177.**

1607D

[Blue-Red Permutation](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 1300 · first AC: 2021-11-16 · last AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[anton\\_h's solution](#)

**178.**

1594E1

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

Quality: 12,196 global accepts · Rating: 1300 · first AC: 2021-11-11 · last AC: 2021-11-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[anton\\_h's solution](#)

**179.**

1604C

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

Rating: 1300 · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[anton\\_h's solution](#)

**180.**

1602C

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

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

[anton\\_h's solution](#)

**181.**

1556B

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

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-08-29 · Java 11 (first AC) · Tags: implementation

[anton\\_h's solution](#)

**182.**

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,401 global accepts · Rating: 1300 · first AC: 2021-08-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, two pointers

[anton\\_h's solution](#)

**183.**

1560D

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

Quality: 19,458 global accepts · Rating: 1300 · first AC: 2021-08-18 · Java 8 (first AC) · Tags: greedy, math, strings

[anton\\_h's solution](#)

**184.**

1547D

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

Quality: 18,589 global accepts · Rating: 1300 · first AC: 2021-08-18 · Java 8 (first AC) · Tags: bitmasks, constructive algorithms, greedy

[anton\\_h's solution](#)

**185.**

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,085 global accepts · Rating: 1300 · first AC: 2021-08-13 · Java 8 (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[anton\\_h's solution](#)

**186.**

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2021-08-13 · Java 8 (first AC) · Tags: brute force

[anton\\_h's solution](#)

**187.**

2190B1

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

Quality: 10,674 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[anton\\_h's solution](#)

**188.**

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,388 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[anton\\_h's solution](#)

**189.**

2066A

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

Quality: 7,173 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, implementation, interactive

[anton\\_h's solution](#)

**190.**

2035C

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

Quality: 11,530 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[anton\\_h's solution](#)

**191.**

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[anton\\_h's solution](#)

**192.**

1893A

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

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[anton\\_h's solution](#)

**193.**

1887A1

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

Rating: 1400 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[anton\\_h's solution](#)

**194.**

1863D

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

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[anton\\_h's solution](#)

**195.**

1824A

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

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

[anton\\_h's solution](#)

**196.**

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[anton\\_h's solution](#)

**197.**

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,970 global accepts · Rating: 1400 · first AC: 2023-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[anton\\_h's solution](#)

**198.**

1805C

[Place for a Selfie](#) · [Tutorial](#)

Quality: 14,178 global accepts · Rating: 1400 · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, geometry, math

[anton\\_h's solution](#)

**199.**

1771B

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

Quality: 21,332 global accepts · Rating: 1400 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers

[anton\\_h's solution](#)

**200.**

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,267 global accepts · Rating: 1400 · first AC: 2022-12-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, number theory

[anton\\_h's solution](#)

**201.**

1748B

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

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

**202.**

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-04-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[anton\\_h's solution](#)

**203.**

1644C

[Increase Subarray Sums](#) · [Tutorial](#)

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[anton\\_h's solution](#)

**204.**

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,301 global accepts · Rating: 1400 · first AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[anton\\_h's solution](#)

**205.**

1629C

[Meximum Array](#) · [Tutorial](#)

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

[anton\\_h's solution](#)

**206.**

1605C

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

Quality: 18,856 global accepts · Rating: 1400 · first AC: 2021-11-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, strings

[anton\\_h's solution](#)

**207.**

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

[anton\\_h's solution](#)

**208.**

1600J

[Robot Factory](#) · [Tutorial](#)

Quality: 4,417 global accepts · Rating: 1400 · first AC: 2021-10-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar

[anton\\_h's solution](#)

**209.**

1573B

[Swaps](#) · [Tutorial](#)

Quality: 15,574 global accepts · Rating: 1400 · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[anton\\_h's solution](#)

**210.**

1579D

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

Quality: 18,422 global accepts · Rating: 1400 · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[anton\\_h's solution](#)

**211.**

1559D1

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

Quality: 16,031 global accepts · Rating: 1400 · first AC: 2021-09-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[anton\\_h's solution](#)

**212.**

1551B2

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

Quality: 16,664 global accepts · Rating: 1400 · first AC: 2021-08-17 · Java 8 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[anton\\_h's solution](#)

**213.**

1549C

[Web of Lies](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-08-08 · Java 8 (first AC) · Tags: graphs, greedy

[anton\\_h's solution](#)

**214.**

1541C

[Great Graphs](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-06-25 · Java 8 (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[anton\\_h's solution](#)

**215.**

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-05-08 · Java 8 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[anton\\_h's solution](#)

**216.**

1520E

[Arranging The Sheep](#) · [Tutorial](#)

Quality: 28,612 global accepts · Rating: 1400 · first AC: 2021-05-07 · Java 8 (first AC) · Tags: greedy, math

[anton\\_h's solution](#)

**217.**

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,747 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[anton\\_h's solution](#)

**218.**

1404A

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

Quality: 19,391 global accepts · Rating: 1500 · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[anton\\_h's solution](#)

**219.**

2053C

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

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

[anton\\_h's solution](#)

**220.**

1710A

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

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[anton\\_h's solution](#)

**221.**

1842C

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

Quality: 16,494 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dp

[anton\\_h's solution](#)

**222.**

1817A

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

Quality: 12,756 global accepts · Rating: 1500 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy

[anton\\_h's solution](#)

**223.**

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,554 global accepts · Rating: 1500 · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[anton\\_h's solution](#)

**224.**

1814C

[Search in Parallel](#) · [Tutorial](#)

Quality: 12,470 global accepts · Rating: 1500 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[anton\\_h's solution](#)

**225.**

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,836 global accepts · Rating: 1500 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[anton\\_h's solution](#)

**226.**

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,015 global accepts · Rating: 1500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation

[anton\\_h's solution](#)

**227.**

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,758 global accepts · Rating: 1500 · first AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[anton\\_h's solution](#)

**228.**

1759E

[The Humanoid](#) · [Tutorial](#)

Quality: 12,519 global accepts · Rating: 1500 · first AC: 2022-12-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, sortings

[anton\\_h's solution](#)

**229.**

1753A2

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

Quality: 11,607 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[anton\\_h's solution](#)

**230.**

1631C

[And Matching](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-02-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[anton\\_h's solution](#)

**231.**

1499C

[Minimum Grid Path](#) · [Tutorial](#)

Quality: 13,420 global accepts · Rating: 1500 · first AC: 2022-01-04 · last AC: 2022-01-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math

[anton\\_h's solution](#)

**232.**

1506E

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

Quality: 14,195 global accepts · Rating: 1500 · first AC: 2022-01-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[anton\\_h's solution](#)

**233.**

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,535 global accepts · Rating: 1500 · first AC: 2022-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[anton\\_h's solution](#)

**234.**

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[anton\\_h's solution](#)

**235.**

1579C

[Ticks](#) · [Tutorial](#)

Quality: 11,656 global accepts · Rating: 1500 · first AC: 2021-09-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[anton\\_h's solution](#)

**236.**

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2021-09-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[anton\\_h's solution](#)

**237.**

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,310 global accepts · Rating: 1500 · first AC: 2021-08-26 · Java 8 (first AC) · Tags: constructive algorithms, math

[anton\\_h's solution](#)

**238.**

1538F

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

Quality: 22,215 global accepts · Rating: 1500 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math, number theory

[anton\\_h's solution](#)

**239.**

1542B

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

Quality: 26,537 global accepts · Rating: 1500 · first AC: 2021-08-20 · Java 8 (first AC) · Tags: constructive algorithms, math, number theory

[anton\\_h's solution](#)

**240.**

1551C

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

Quality: 14,542 global accepts · Rating: 1500 · first AC: 2021-08-16 · Java 8 (first AC) · Tags: greedy, sortings, strings

[anton\\_h's solution](#)

**241.**

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-25 · Java 8 (first AC) · Tags: combinatorics, graphs, greedy, sortings

[anton\\_h's solution](#)

**242.**

1545A

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

Quality: 14,882 global accepts · Rating: 1500 · first AC: 2021-07-20 · Java 8 (first AC) · Tags: sortings

[anton\\_h's solution](#)

**243.**

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,374 global accepts · Rating: 1500 · first AC: 2021-07-19 · Java 8 (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

[anton\\_h's solution](#)

**244.**

1486B

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

Quality: 20,483 global accepts · Rating: 1500 · first AC: 2021-05-18 · Java 8 (first AC) · Tags: binary search, geometry, shortest paths, sortings

[anton\\_h's solution](#)

**245.**

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1500 · first AC: 2020-12-26 · Java 8 (first AC) · Tags: dp, math, probabilities

[anton\\_h's solution](#)

**246.**

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,976 global accepts · Rating: 1500 · first AC: 2020-12-26 · Java 8 (first AC) · Tags: dp

[anton\\_h's solution](#)

**247.**

1687A

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

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2025-01-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[anton\\_h's solution](#)

**248.**

1801A

[The Very Beautiful Blanket](#) · [Tutorial](#)

Quality: 9,748 global accepts · Rating: 1600 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms

[anton\\_h's solution](#)

**249.**

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,930 global accepts · Rating: 1600 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive

[anton\\_h's solution](#)

**250.**

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,651 global accepts · Rating: 1600 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[anton\\_h's solution](#)

**251.**

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,174 global accepts · Rating: 1600 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[anton\\_h's solution](#)

**252.**

1795D

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

Quality: 13,070 global accepts · Rating: 1600 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[anton\\_h's solution](#)

**253.**

1782C

[Equal Frequencies](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[anton\\_h's solution](#)

**254.**

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,548 global accepts · Rating: 1600 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[anton\\_h's solution](#)

**255.**

1748C

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

Quality: 13,008 global accepts · Rating: 1600 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[anton\\_h's solution](#)

**256.**

1753B

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[anton\\_h's solution](#)

**257.**

1741E

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

Quality: 17,796 global accepts · Rating: 1600 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dp

[anton\\_h's solution](#)

**258.**

1730B

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

Quality: 17,261 global accepts · Rating: 1600 · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[anton\\_h's solution](#)

**259.**

510C

[Fox And Names](#) · [Tutorial](#)

Quality: 22,165 global accepts · Rating: 1600 · first AC: 2022-08-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, sortings

[anton\\_h's solution](#)

**260.**

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,698 global accepts · Rating: 1600 · first AC: 2022-01-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[anton\\_h's solution](#)

**261.**

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,073 global accepts · Rating: 1600 · first AC: 2022-01-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[anton\\_h's solution](#)

**262.**

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2022-01-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, math

[anton\\_h's solution](#)

**263.**

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,541 global accepts · Rating: 1600 · first AC: 2021-12-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[anton\\_h's solution](#)

**264.**

1623C

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

Quality: 14,313 global accepts · Rating: 1600 · first AC: 2021-12-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[anton\\_h's solution](#)

**265.**

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,295 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[anton\\_h's solution](#)

**266.**

1607E

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

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2021-11-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[anton\\_h's solution](#)

**267.**

1604D

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

Rating: 1600 · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[anton\\_h's solution](#)

**268.**

1468K

[The Robot](#) · [Tutorial](#)

Quality: 5,604 global accepts · Rating: 1600 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[anton\\_h's solution](#)

**269.**

1567C

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

Quality: 13,155 global accepts · Rating: 1600 · first AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[anton\\_h's solution](#)

**270.**

1537E1

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

Quality: 16,313 global accepts · Rating: 1600 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[anton\\_h's solution](#)

**271.**

1555D

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

Quality: 15,469 global accepts · Rating: 1600 · first AC: 2021-08-13 · Java 8 (first AC) · Tags: brute force, constructive algorithms, dp, strings

[anton\\_h's solution](#)

**272.**

1523C

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

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-08-11 · Java 8 (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[anton\\_h's solution](#)

**273.**

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,777 global accepts · Rating: 1600 · first AC: 2021-08-10 · Java 8 (first AC) · Tags: dp, implementation, trees

[anton\\_h's solution](#)

**274.**

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,724 global accepts · Rating: 1600 · first AC: 2021-06-25 · Java 8 (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers

[anton\\_h's solution](#)

**275.**

1519D

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

Quality: 17,631 global accepts · Rating: 1600 · first AC: 2021-05-18 · Java 8 (first AC) · Tags: brute force, dp, implementation, math, two pointers

[anton\\_h's solution](#)

**276.**

1514C

[Product 1 Modulo N](#) · [Tutorial](#)

Quality: 18,290 global accepts · Rating: 1600 · first AC: 2021-05-08 · Java 8 (first AC) · Tags: greedy, number theory

[anton\\_h's solution](#)

**277.**

2201B

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

Quality: 4,955 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[anton\\_h's solution](#)

**278.**

2201A2

[Lost Civilization \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,088 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[anton\\_h's solution](#)

**279.**

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[anton\\_h's solution](#)

**280.**

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,343 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[anton\\_h's solution](#)

**281.**

1479A

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

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, ternary search

[anton\\_h's solution](#)

**282.**

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,783 global accepts · Rating: 1700 · first AC: 2025-01-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[anton\\_h's solution](#)

**283.**

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2025-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[anton\\_h's solution](#)

**284.**

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[anton\\_h's solution](#)

**285.**

2006A

[Iris and Game on the Tree](#) · [Tutorial](#)

Quality: 9,369 global accepts · Rating: 1700 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[anton\\_h's solution](#)

**286.**

1930C

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

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

[anton\\_h's solution](#)

**287.**

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,461 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[anton\\_h's solution](#)

**288.**

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,734 global accepts · Rating: 1700 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[anton\\_h's solution](#)

**289.**

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,950 global accepts · Rating: 1700 · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy

[anton\\_h's solution](#)

**290.**

1822G1

[Magic Triples \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,477 global accepts · Rating: 1700 · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[anton\\_h's solution](#)

**291.**

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[anton\\_h's solution](#)

**292.**

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,565 global accepts · Rating: 1700 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[anton\\_h's solution](#)

**293.**

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,296 global accepts · Rating: 1700 · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory, sortings, two pointers

[anton\\_h's solution](#)

**294.**

1792D

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

Quality: 8,040 global accepts · Rating: 1700 · first AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[anton\\_h's solution](#)

**295.**

1783C

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

Quality: 10,882 global accepts · Rating: 1700 · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[anton\\_h's solution](#)

**296.**

1770C

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

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[anton\\_h's solution](#)

**297.**

1760G

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

Quality: 10,315 global accepts · Rating: 1700 · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, graphs

[anton\\_h's solution](#)

**298.**

1743D

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

Quality: 8,368 global accepts · Rating: 1700 · first AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, probabilities

[anton\\_h's solution](#)

**299.**

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,878 global accepts · Rating: 1700 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[anton\\_h's solution](#)

**300.**

1628B

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

Quality: 12,715 global accepts · Rating: 1700 · first AC: 2022-02-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[anton\\_h's solution](#)

**301.**

1626C

[Monsters And Spells](#) · [Tutorial](#)

Quality: 11,809 global accepts · Rating: 1700 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[anton\\_h's solution](#)

**302.**

1625C

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

Quality: 13,288 global accepts · Rating: 1700 · first AC: 2022-01-20 · C++17 (GCC 7-32) (first AC) · Tags: dp

[anton\\_h's solution](#)

**303.**

339D

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

Quality: 32,550 global accepts · Rating: 1700 · first AC: 2022-01-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[anton\\_h's solution](#)

**304.**

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, interactive, math  
[anton\\_h's solution](#)

**305.**

1618E

[Singers' Tour](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[anton\\_h's solution](#)

**306.**

1619E

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

Quality: 10,207 global accepts · Rating: 1700 · first AC: 2022-01-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation, math, sortings  
[anton\\_h's solution](#)

**307.**

1583C

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

Quality: 7,440 global accepts · Rating: 1700 · first AC: 2021-12-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp  
[anton\\_h's solution](#)

**308.**

1611E1

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

Quality: 8,376 global accepts · Rating: 1700 · first AC: 2021-11-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers  
[anton\\_h's solution](#)

**309.**

1594D

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

Quality: 9,398 global accepts · Rating: 1700 · first AC: 2021-11-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs  
[anton\\_h's solution](#)

**310.**

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math  
[anton\\_h's solution](#)

**311.**

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,924 global accepts · Rating: 1700 · first AC: 2021-10-05 · last AC: 2021-10-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation  
[anton\\_h's solution](#)

**312.**

1592C

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

Quality: 9,133 global accepts · Rating: 1700 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees  
[anton\\_h's solution](#)

**313.**

1579F

[Array Stabilization \(AND version\)](#) · [Tutorial](#)

Quality: 5,363 global accepts · Rating: 1700 · first AC: 2021-09-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths  
[anton\\_h's solution](#)

**314.**

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,238 global accepts · Rating: 1700 · first AC: 2021-09-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, implementation  
[anton\\_h's solution](#)

**315.**

1561D1

[Up the Strip \(simplified version\)](#) · [Tutorial](#)

Quality: 6,113 global accepts · Rating: 1700 · first AC: 2021-08-28 · Java 8 (first AC) · Tags: brute force, data structures, dp, math, number theory

[anton\\_h's solution](#)

**316.**

1562D1

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

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2021-08-27 · Java 8 (first AC) · Tags: data structures, dp, math

[anton\\_h's solution](#)

**317.**

1538D

[Another Problem About Dividing Numbers](#) · [Tutorial](#)

Quality: 15,268 global accepts · Rating: 1700 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[anton\\_h's solution](#)

**318.**

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2021-08-16 · Java 8 (first AC) · Tags: constructive algorithms, math

[anton\\_h's solution](#)

**319.**

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,889 global accepts · Rating: 1700 · first AC: 2021-08-12 · Java 8 (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[anton\\_h's solution](#)

**320.**

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-08-10 · Java 8 (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[anton\\_h's solution](#)

**321.**

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,292 global accepts · Rating: 1700 · first AC: 2021-07-23 · Java 8 (first AC) · Tags: combinatorics, math, probabilities

[anton\\_h's solution](#)

**322.**

1543D1

[RPD and Rap Sheet \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,000 global accepts · Rating: 1700 · first AC: 2021-07-21 · Java 8 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[anton\\_h's solution](#)

**323.**

1550C

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

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-07-18 · Java 8 (first AC) · Tags: brute force, geometry, greedy, implementation

[anton\\_h's solution](#)

**324.**

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,195 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[anton\\_h's solution](#)

**325.**

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,548 global accepts · Rating: 1800 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings  
[anton\\_h's solution](#)

**326.**

2035D

[Yet Another Real Number Problem](#) · [Tutorial](#)

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math  
[anton\\_h's solution](#)

**327.**

1930D1

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

Quality: 4,854 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings  
[anton\\_h's solution](#)

**328.**

1824B1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, probabilities, trees  
[anton\\_h's solution](#)

**329.**

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, strings  
[anton\\_h's solution](#)

**330.**

1805D

[A Wide, Wide Graph](#) · [Tutorial](#)

Quality: 9,002 global accepts · Rating: 1800 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees  
[anton\\_h's solution](#)

**331.**

1780D

[Bit Guessing Game](#) · [Tutorial](#)

Quality: 5,833 global accepts · Rating: 1800 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive  
[anton\\_h's solution](#)

**332.**

1793D

[Moscow Gorillas](#) · [Tutorial](#)

Quality: 7,134 global accepts · Rating: 1800 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers  
[anton\\_h's solution](#)

**333.**

1782D

[Many Perfect Squares](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory  
[anton\\_h's solution](#)

**334.**

1759F

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

Quality: 4,506 global accepts · Rating: 1800 · first AC: 2022-12-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory  
[anton\\_h's solution](#)

**335.**

1725M

[Moving Both Hands](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 1800 · first AC: 2022-09-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths  
[anton\\_h's solution](#)

**336.**

1718A1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy  
[anton\\_h's solution](#)

**337.**

1720D1

[Xor-Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 6,710 global accepts · Rating: 1800 · first AC: 2022-08-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers  
[anton\\_h's solution](#)

**338.**

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,274 global accepts · Rating: 1800 · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings  
[anton\\_h's solution](#)

**339.**

1666C

[Connect the Points](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2022-04-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry  
[anton\\_h's solution](#)

**340.**

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-02-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings  
[anton\\_h's solution](#)

**341.**

1631D

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

Rating: 1800 · first AC: 2022-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers  
[anton\\_h's solution](#)

**342.**

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math  
[anton\\_h's solution](#)

**343.**

1619D

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

Quality: 8,461 global accepts · Rating: 1800 · first AC: 2022-01-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings  
[anton\\_h's solution](#)

**344.**

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,275 global accepts · Rating: 1800 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, math  
[anton\\_h's solution](#)

**345.**

1617D1

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

Quality: 5,171 global accepts · Rating: 1800 · first AC: 2021-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[anton\\_h's solution](#)

**346.**

1573C

[Book](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, implementation

[anton\\_h's solution](#)

**347.**

1468J

[Road Reform](#) · [Tutorial](#)

Quality: 5,905 global accepts · Rating: 1800 · first AC: 2021-09-06 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy

[anton\\_h's solution](#)

**348.**

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,811 global accepts · Rating: 1800 · first AC: 2021-09-01 · last AC: 2021-09-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, trees

[anton\\_h's solution](#)

**349.**

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,594 global accepts · Rating: 1800 · first AC: 2021-08-31 · last AC: 2021-08-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[anton\\_h's solution](#)

**350.**

1560E

[Polycarp and String Transformation](#) · [Tutorial](#)

Quality: 8,863 global accepts · Rating: 1800 · first AC: 2021-08-19 · Java 8 (first AC) · Tags: binary search, implementation, sortings, strings

[anton\\_h's solution](#)

**351.**

1548B

[Integers Have Friends](#) · [Tutorial](#)

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2021-08-15 · Java 8 (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[anton\\_h's solution](#)

**352.**

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-26 · Java 8 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[anton\\_h's solution](#)

**353.**

1552C

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

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-25 · Java 8 (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[anton\\_h's solution](#)

**354.**

2190B2

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

Quality: 3,180 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, implementation, strings

[anton\\_h's solution](#)

**355.**

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[anton\\_h's solution](#)

**356.**

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,186 global accepts · Rating: 1900 · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, trees

[anton\\_h's solution](#)

**357.**

1479B1

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[anton\\_h's solution](#)

**358.**

1260D

[A Game with Traps](#) · [Tutorial](#)

Quality: 4,193 global accepts · Rating: 1900 · first AC: 2025-01-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, sortings

[anton\\_h's solution](#)

**359.**

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[anton\\_h's solution](#)

**360.**

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[anton\\_h's solution](#)

**361.**

1773A

[Amazing Trick](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

[anton\\_h's solution](#)

**362.**

1773K

[King's Puzzle](#) · [Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[anton\\_h's solution](#)

**363.**

1902E

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

Quality: 5,617 global accepts · Rating: 1900 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings, trees

[anton\\_h's solution](#)

**364.**

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2023-12-03 · last AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation

[anton\\_h's solution](#)

**365.**

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1900 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, shortest paths  
[anton\\_h's solution](#)

**366.**

1887A2

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

Rating: 1900 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, sortings  
[anton\\_h's solution](#)

**367.**

1854A2

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

Quality: 7,865 global accepts · Rating: 1900 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[anton\\_h's solution](#)

**368.**

1842D

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

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy  
[anton\\_h's solution](#)

**369.**

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1900 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs  
[anton\\_h's solution](#)

**370.**

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1900 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers  
[anton\\_h's solution](#)

**371.**

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 1900 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees  
[anton\\_h's solution](#)

**372.**

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 1900 · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees  
[anton\\_h's solution](#)

**373.**

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,366 global accepts · Rating: 1900 · first AC: 2022-11-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory  
[anton\\_h's solution](#)

**374.**

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,237 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees  
[anton\\_h's solution](#)

**375.**

1717D

[Madoka and The Corruption Scheme](#) · [Tutorial](#)

Quality: 4,863 global accepts · Rating: 1900 · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[anton\\_h's solution](#)

**376.**

1718A2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2022-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[anton\\_h's solution](#)

**377.**

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[anton\\_h's solution](#)

**378.**

1644E

[Expand the Path](#) · [Tutorial](#)

Quality: 3,490 global accepts · Rating: 1900 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, implementation, math

[anton\\_h's solution](#)

**379.**

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1900 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[anton\\_h's solution](#)

**380.**

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1900 · first AC: 2022-01-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[anton\\_h's solution](#)

**381.**

1611E2

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

Quality: 4,315 global accepts · Rating: 1900 · first AC: 2021-11-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, shortest paths, trees

[anton\\_h's solution](#)

**382.**

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2021-11-03 · last AC: 2021-11-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

[anton\\_h's solution](#)

**383.**

1600E

[Array Game](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 1900 · first AC: 2021-10-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, two pointers

[anton\\_h's solution](#)

**384.**

1560F1

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

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy

[anton\\_h's solution](#)

**385.**

1482D

[Playlist](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 1900 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation, shortest paths

[anton\\_h's solution](#)

**386.**

110E

[Lucky Tree](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-09-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, trees

[anton\\_h's solution](#)

**387.**

1561D2

[Up the Strip](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[anton\\_h's solution](#)

**388.**

1547F

[Array Stabilization \(GCD version\)](#) · [Tutorial](#)

Quality: 6,952 global accepts · Rating: 1900 · first AC: 2021-08-20 · Java 8 (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers

[anton\\_h's solution](#)

**389.**

1545B

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

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2021-08-14 · Java 8 (first AC) · Tags: combinatorics, math

[anton\\_h's solution](#)

**390.**

1543C

[Need for Pink Slips](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2021-07-22 · Java 8 (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities

[anton\\_h's solution](#)

**391.**

2201C

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

Quality: 1,991 global accepts · Rating: 2000 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy

[anton\\_h's solution](#)

**392.**

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,891 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[anton\\_h's solution](#)

**393.**

2062E1

[The Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[anton\\_h's solution](#)

**394.**

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[anton\\_h's solution](#)

**395.**

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[anton\\_h's solution](#)

**396.**

1893C

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

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[anton\\_h's solution](#)

**397.**

1862G

[The Great Equalizer](#) · [Tutorial](#)

Quality: 3,455 global accepts · Rating: 2000 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math, sortings

[anton\\_h's solution](#)

**398.**

1841D

[Pairs of Segments](#) · [Tutorial](#)

Quality: 5,284 global accepts · Rating: 2000 · first AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, two pointers

[anton\\_h's solution](#)

**399.**

1827B1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[anton\\_h's solution](#)

**400.**

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[anton\\_h's solution](#)

**401.**

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,363 global accepts · Rating: 2000 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[anton\\_h's solution](#)

**402.**

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,656 global accepts · Rating: 2000 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[anton\\_h's solution](#)

**403.**

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation

[anton\\_h's solution](#)

**404.**

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[anton\\_h's solution](#)

**405.**

1359E

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

Quality: 6,732 global accepts · Rating: 2000 · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[anton\\_h's solution](#)

**406.**

877E

[Danil and a Part-time Job](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 2000 · first AC: 2022-11-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, trees

[anton\\_h's solution](#)

**407.**

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,281 global accepts · Rating: 2000 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[anton\\_h's solution](#)

**408.**

1741F

[Multi-Colored Segments](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2000 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, sortings

[anton\\_h's solution](#)

**409.**

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-08-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[anton\\_h's solution](#)

**410.**

1582E

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

Quality: 4,217 global accepts · Rating: 2000 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, math

[anton\\_h's solution](#)

**411.**

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,735 global accepts · Rating: 2000 · first AC: 2022-02-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[anton\\_h's solution](#)

**412.**

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[anton\\_h's solution](#)

**413.**

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,334 global accepts · Rating: 2000 · first AC: 2022-01-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[anton\\_h's solution](#)

**414.**

1619G

[Unusual Minesweeper](#) · [Tutorial](#)

Quality: 2,736 global accepts · Rating: 2000 · first AC: 2021-12-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dsu,

greedy, sortings

[anton\\_h's solution](#)

**415.**

1612E

[Messages](#) · [Tutorial](#)

Quality: 2,817 global accepts · Rating: 2000 · first AC: 2021-12-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, probabilities, sortings

[anton\\_h's solution](#)

**416.**

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[anton\\_h's solution](#)

**417.**

1599C

[Bubble Strike](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2000 · first AC: 2021-10-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities, ternary search

[anton\\_h's solution](#)

**418.**

1567D

[Expression Evaluation Error](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[anton\\_h's solution](#)

**419.**

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,320 global accepts · Rating: 2100 · first AC: 2025-10-27 · last AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers

[anton\\_h's solution](#)

**420.**

321C

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

Quality: 9,392 global accepts · Rating: 2100 · first AC: 2025-09-15 · last AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[anton\\_h's solution](#)

**421.**

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,741 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[anton\\_h's solution](#)

**422.**

2074G

[Game With Triangles: Season 2](#) · [Tutorial](#)

Quality: 2,164 global accepts · Rating: 2100 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry

[anton\\_h's solution](#)

**423.**

1479B2

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

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[anton\\_h's solution](#)

**424.**

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,863 global accepts · Rating: 2100 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[anton\\_h's solution](#)

**425.**

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 2100 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, greedy

[anton\\_h's solution](#)

**426.**

1832D1

[Red-Blue Operations \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2024-03-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math

[anton\\_h's solution](#)

**427.**

1930D2

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

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[anton\\_h's solution](#)

**428.**

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2100 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[anton\\_h's solution](#)

**429.**

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2023-08-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[anton\\_h's solution](#)

**430.**

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[anton\\_h's solution](#)

**431.**

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[anton\\_h's solution](#)

**432.**

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[anton\\_h's solution](#)

**433.**

1811F

[Is It Flower?](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2100 · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs,

implementation

[anton\\_h's solution](#)

**434.**

1811G1

[Vlad and the Nice Paths \(easy version\)](#) · [Tutorial](#)

Quality: 2,490 global accepts · Rating: 2100 · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[anton\\_h's solution](#)

**435.**

520D

[Cubes](#) · [Tutorial](#)

Quality: 1,668 global accepts · Rating: 2100 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, implementation

[anton\\_h's solution](#)

**436.**

128B

[String](#) · [Tutorial](#)

Quality: 2,873 global accepts · Rating: 2100 · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, hashing, implementation, string suffix structures, strings

[anton\\_h's solution](#)

**437.**

1778D

[Flexible String Revisit](#) · [Tutorial](#)

Quality: 3,412 global accepts · Rating: 2100 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[anton\\_h's solution](#)

**438.**

1771D

[Hossam and \(sub-\)palindromic tree](#) · [Tutorial](#)

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees

[anton\\_h's solution](#)

**439.**

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[anton\\_h's solution](#)

**440.**

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[anton\\_h's solution](#)

**441.**

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[anton\\_h's solution](#)

**442.**

1614D1

[Divan and Kostomuksha \(easy version\)](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2100 · first AC: 2021-12-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory

[anton\\_h's solution](#)

**443.**

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

[anton\\_h's solution](#)

**444.**

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,184 global accepts · Rating: 2100 · first AC: 2021-11-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[anton\\_h's solution](#)

**445.**

1599H

[Hidden Fortress](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2100 · first AC: 2021-10-21 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math

[anton\\_h's solution](#)

**446.**

1560F2

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

Quality: 4,970 global accepts · Rating: 2100 · first AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[anton\\_h's solution](#)

**447.**

2204F

[Sum of Fractions](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2200 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, data structures, greedy, math, number theory, two pointers

[anton\\_h's solution](#)

**448.**

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[anton\\_h's solution](#)

**449.**

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[anton\\_h's solution](#)

**450.**

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-07-30 · last AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[anton\\_h's solution](#)

**451.**

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2023-06-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[anton\\_h's solution](#)

**452.**

1840F

[Railguns](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2200 · first AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs

[anton\\_h's solution](#)

**453.**

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-05-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, trees

[anton\\_h's solution](#)

**454.**

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry

[anton\\_h's solution](#)

**455.**

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[anton\\_h's solution](#)

**456.**

1811G2

[Vlad and the Nice Paths \(hard version\)](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers

[anton\\_h's solution](#)

**457.**

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,449 global accepts · Rating: 2200 · first AC: 2023-03-18 · last AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[anton\\_h's solution](#)

**458.**

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 2200 · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, two pointers

[anton\\_h's solution](#)

**459.**

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[anton\\_h's solution](#)

**460.**

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,291 global accepts · Rating: 2200 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp

[anton\\_h's solution](#)

**461.**

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, greedy, implementation

[anton\\_h's solution](#)

**462.**

1765F

[Chemistry Lab](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2200 · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry, probabilities

[anton\\_h's solution](#)

**463.**

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[anton\\_h's solution](#)

**464.**

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[anton\\_h's solution](#)

**465.**

1607G

[Banquet Preparations 1](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2200 · first AC: 2021-11-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[anton\\_h's solution](#)

**466.**

1537E2

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

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[anton\\_h's solution](#)

**467.**

2190C

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

Quality: 1,291 global accepts · Rating: 2300 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[anton\\_h's solution](#)

**468.**

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,694 global accepts · Rating: 2300 · first AC: 2026-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graph matchings, math

[anton\\_h's solution](#)

**469.**

915G

[Coprime Arrays](#) · [Tutorial](#)

Quality: 1,454 global accepts · Rating: 2300 · first AC: 2025-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[anton\\_h's solution](#)

**470.**

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[anton\\_h's solution](#)

**471.**

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2025-05-20 · last AC: 2025-05-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[anton\\_h's solution](#)

**472.**

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[anton\\_h's solution](#)

**473.**

1404C

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

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[anton\\_h's solution](#)

**474.**

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-13 · last AC: 2025-01-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[anton\\_h's solution](#)

**475.**

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[anton\\_h's solution](#)

**476.**

1251E1

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

Quality: 2,587 global accepts · Rating: 2300 · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[anton\\_h's solution](#)

**477.**

1870E

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

Quality: 2,962 global accepts · Rating: 2300 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[anton\\_h's solution](#)

**478.**

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-29 · last AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[anton\\_h's solution](#)

**479.**

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[anton\\_h's solution](#)

**480.**

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

[anton\\_h's solution](#)

**481.**

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[anton\\_h's solution](#)

**482.**

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[anton\\_h's solution](#)

**483.**

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2300 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices  
[anton\\_h's solution](#)

**484.**

438D

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

Quality: 11,599 global accepts · Rating: 2300 · first AC: 2022-11-02 · last AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[anton\\_h's solution](#)

**485.**

1743F

[Intersection and Union](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices, probabilities

[anton\\_h's solution](#)

**486.**

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2022-04-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, math

[anton\\_h's solution](#)

**487.**

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[anton\\_h's solution](#)

**488.**

1607F

[Robot on the Board 2](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2300 · first AC: 2021-11-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[anton\\_h's solution](#)

**489.**

1600F

[Party Organization](#) · [Tutorial](#)

Quality: 616 global accepts · Rating: 2300 · first AC: 2021-10-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, probabilities

[anton\\_h's solution](#)

**490.**

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2021-10-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[anton\\_h's solution](#)

**491.**

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2025-10-18 · last AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, trees

[anton\\_h's solution](#)

**492.**

24D

[Broken robot](#) · [Tutorial](#)

Quality: 2,652 global accepts · Rating: 2400 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[anton\\_h's solution](#)

**493.**

26D

[Tickets](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2025-10-08 · last AC: 2025-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[anton\\_h's solution](#)

**494.**

2049E

[Broken Queries](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2025-05-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive

[anton\\_h's solution](#)

**495.**

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-03-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[anton\\_h's solution](#)

**496.**

1260E

[Tournament](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2400 · first AC: 2025-01-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy

[anton\\_h's solution](#)

**497.**

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[anton\\_h's solution](#)

**498.**

1832D2

[Red-Blue Operations \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[anton\\_h's solution](#)

**499.**

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[anton\\_h's solution](#)

**500.**

1251E2

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

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy

[anton\\_h's solution](#)

**501.**

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2023-12-05 · last AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[anton\\_h's solution](#)

**502.**

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[anton\\_h's solution](#)

**503.**

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar,

dp, graphs, shortest paths

[anton\\_h's solution](#)

**504.**

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math

[anton\\_h's solution](#)

**505.**

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-05-25 · last AC: 2023-05-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation

[anton\\_h's solution](#)

**506.**

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2023-05-08 · last AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[anton\\_h's solution](#)

**507.**

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[anton\\_h's solution](#)

**508.**

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[anton\\_h's solution](#)

**509.**

1809E

[Two Tanks](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 2400 · first AC: 2023-04-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, implementation, math

[anton\\_h's solution](#)

**510.**

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[anton\\_h's solution](#)

**511.**

822E

[Liar](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 2400 · first AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, hashing, string suffix structures

[anton\\_h's solution](#)

**512.**

1780E

[Josuke and Complete Graph](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[anton\\_h's solution](#)

**513.**

1202E

[You Are Given Some Strings...](#) · [Tutorial](#)

Quality: 2,765 global accepts · Rating: 2400 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, string suffix structures, strings

[anton\\_h's solution](#)

### 514.

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[anton\\_h's solution](#)

### 515.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[anton\\_h's solution](#)

### 516.

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,865 global accepts · Rating: 2400 · first AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[anton\\_h's solution](#)

### 517.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-09-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, number theory

[anton\\_h's solution](#)

### 518.

1521D

[Nastia Plays with a Tree](#) · [Tutorial](#)

Quality: 2,298 global accepts · Rating: 2500 · first AC: 2026-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[anton\\_h's solution](#)

### 519.

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 950 global accepts · Rating: 2500 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[anton\\_h's solution](#)

### 520.

1583F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Quality: 1,536 global accepts · Rating: 2500 · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer

[anton\\_h's solution](#)

### 521.

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2025-10-26 · last AC: 2025-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees

[anton\\_h's solution](#)

### 522.

2159D1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,022 global accepts · Rating: 2500 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[anton\\_h's solution](#)

**523.**

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2025-10-09 · last AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[anton\\_h's solution](#)

**524.**

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms

[anton\\_h's solution](#)

**525.**

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[anton\\_h's solution](#)

**526.**

1956E1

[Nene vs. Monsters \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[anton\\_h's solution](#)

**527.**

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[anton\\_h's solution](#)

**528.**

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-28 · last AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[anton\\_h's solution](#)

**529.**

1773I

[Interactive Factorial Guessing](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2500 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, implementation, interactive

[anton\\_h's solution](#)

**530.**

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[anton\\_h's solution](#)

**531.**

1951F

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

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-05-24 · last AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[anton\\_h's solution](#)

**532.**

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2024-05-16 · last AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[anton\\_h's solution](#)

**533.**

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[anton\\_h's solution](#)

**534.**

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[anton\\_h's solution](#)

**535.**

1854C

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

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[anton\\_h's solution](#)

**536.**

1840G2

[In Search of Truth \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,187 global accepts · Rating: 2500 · first AC: 2023-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[anton\\_h's solution](#)

**537.**

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, games, graphs, math

[anton\\_h's solution](#)

**538.**

1776J

[Italian Data Centers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[anton\\_h's solution](#)

**539.**

1776I

[Spinach Pizza](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: games, geometry, greedy, interactive

[anton\\_h's solution](#)

**540.**

1809F

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

Quality: 930 global accepts · Rating: 2500 · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation

[anton\\_h's solution](#)

**541.**

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2025-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, math

[anton\\_h's solution](#)

**542.**

1493E

[Enormous XOR](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2600 · first AC: 2025-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math, strings, two pointers

[anton\\_h's solution](#)

**543.**

1120E

[The very same Munchhausen](#) · [Tutorial](#)

Quality: 141 global accepts · Rating: 2600 · first AC: 2025-12-12 · PyPy 3-64 (first AC) · Tags: brute force

[anton\\_h's solution](#)

**544.**

2081D

[MST in Modulo Graph](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2600 · first AC: 2025-12-04 · last AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, sortings, trees

[anton\\_h's solution](#)

**545.**

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,943 global accepts · Rating: 2600 · first AC: 2025-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[anton\\_h's solution](#)

**546.**

1977E

[Tensor](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[anton\\_h's solution](#)

**547.**

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[anton\\_h's solution](#)

**548.**

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, flows, graph matchings, greedy

[anton\\_h's solution](#)

**549.**

1773H

[Hot and Cold](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 2600 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[anton\\_h's solution](#)

**550.**

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[anton\\_h's solution](#)

**551.**

1863F

[Divide, XOR, and Conquer](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math

[anton\\_h's solution](#)

**552.**

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2600 · first AC: 2023-04-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[anton\\_h's solution](#)

**553.**

2204G

[Grid Path](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2700 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, matrices

[anton\\_h's solution](#)

**554.**

1601D

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

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2025-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, sortings

[anton\\_h's solution](#)

**555.**

2081C

[Quaternary Matrix](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 2700 · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, matrices

[anton\\_h's solution](#)

**556.**

13E

[Holes](#) · [Tutorial](#)

Quality: 7,951 global accepts · Rating: 2700 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu

[anton\\_h's solution](#)

**557.**

2150D

[Attraction Theory](#) · [Tutorial](#)

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[anton\\_h's solution](#)

**558.**

1260F

[Colored Tree](#) · [Tutorial](#)

Quality: 632 global accepts · Rating: 2700 · first AC: 2025-01-14 · last AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[anton\\_h's solution](#)

**559.**

1956E2

[Nene vs. Monsters \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[anton\\_h's solution](#)

**560.**

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar

[anton\\_h's solution](#)

**561.**

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-10-29 · last AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[anton\\_h's solution](#)

**562.**

2201E

[ABBA Counting](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 2900 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, math, number theory, strings

[anton\\_h's solution](#)

**563.**

2201F1

[Monotone Monochrome Matrices \(Medium Version\)](#) · [Tutorial](#)

Quality: 271 global accepts · Rating: 2900 · first AC: 2026-02-24 · last AC: 2026-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing

[anton\\_h's solution](#)

**564.**

1578F

[Framing Pictures](#) · [Tutorial](#)

Quality: 187 global accepts · Rating: 2900 · first AC: 2025-04-11 · last AC: 2025-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[anton\\_h's solution](#)

**565.**

1687D

[Cute number](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2025-01-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math

[anton\\_h's solution](#)

**566.**

1854D

[Michael and Hotel](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, trees

[anton\\_h's solution](#)

**567.**

2077D

[Maximum Polygon](#) · [Tutorial](#)

Quality: 339 global accepts · Rating: 3100 · first AC: 2025-03-16 · last AC: 2025-03-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation, math

[anton\\_h's solution](#)

**568.**

553E

[Kyoya and Train](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 3200 · first AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, fft, graphs, math, probabilities

[anton\\_h's solution](#)

**569.**

2222G

[Statistics on Tree](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: — · first AC: 2026-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, graphs, trees

[anton\\_h's solution](#)

**570.**

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,941 global accepts · Rating: — · first AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[anton\\_h's solution](#)

**571.**

2222D

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

Quality: 3,183 global accepts · Rating: — · first AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, sortings

[anton\\_h's solution](#)

**572.**

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,770 global accepts · Rating: — · first AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[anton\\_h's solution](#)

**573.**

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,270 global accepts · Rating: — · first AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings  
[anton\\_h's solution](#)

**574.**

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 9,984 global accepts · Rating: — · first AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math  
[anton\\_h's solution](#)

**575.**

106164L

[Laser](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[anton\\_h's solution](#)

**576.**

106164I

[ICPC Extractor](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[anton\\_h's solution](#)

**577.**

106164E

[Elena and Travel Pass](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[anton\\_h's solution](#)

**578.**

106164G

[Galactic Adventure Agency](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[anton\\_h's solution](#)

**579.**

106164M

[Meticulous Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[anton\\_h's solution](#)

**580.**

106164C

[Challenge to the Reader](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[anton\\_h's solution](#)

**581.**

106164B

[Bring It To Back](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[anton\\_h's solution](#)

**582.**

106164N

[No Distance is Too Far Apart](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-14 · PyPy 3-64 (first AC) · Tags: —  
[anton\\_h's solution](#)

**583.**

106416K

[Kitten Greetings](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[anton\\_h's solution](#)

**584.**

106416I

[Inversion Game](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[anton\\_h's solution](#)

**585.**

106416A

[Ants on a Ring](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[anton\\_h's solution](#)

**586.**

106416F

[Fun with Balls](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[anton\\_h's solution](#)

**587.**

106416G

[GATA-CAT](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-13 · PyPy 3-64 (first AC) · Tags: —  
[anton\\_h's solution](#)

**588.**

106416B

[Booksort](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[anton\\_h's solution](#)

**589.**

106416J

[Jaime's Palace](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[anton\\_h's solution](#)

**590.**

106416E

[Eye Exam](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[anton\\_h's solution](#)

**591.**

105444E

[Exhaustive Experiment](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[anton\\_h's solution](#)

**592.**

105444K

[Keep Calm And Carry Off](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[anton\\_h's solution](#)

**593.**

105444I

[Infection Estimation](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[anton\\_h's solution](#)

**594.**

105444F

[Film Critics](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[anton\\_h's solution](#)

**595.**

105444J

[Joining Flows](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[anton\\_h's solution](#)

**596.**

105444D

[Dams in Distress](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[anton\\_h's solution](#)

**597.**

105444C

[Coin Stacks](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[anton\\_h's solution](#)

**598.**

105444A

[Array of Discord](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[anton\\_h's solution](#)

**599.**

105444G

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

Rating: — · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[anton\\_h's solution](#)

**600.**

105444M

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

Rating: — · first AC: 2025-09-26 · PyPy 3-64 (first AC) · Tags: —  
[anton\\_h's solution](#)

**601.**

104030K

[Keyboard Queries](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[anton\\_h's solution](#)

**602.**

106030A

[Nxyjia bÉQyepÿ IBTÖ](#)

Rating: — · first AC: 2025-08-25 · last AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[anton\\_h's solution](#)

**603.**

105677A

[Titanomachy](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[anton\\_h's solution](#)

**604.**

105677J

[Recovering the Tablet](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[anton\\_h's solution](#)

**605.**

105677L

[The Charioteer](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[anton\\_h's solution](#)

**606.**

105677E

[Building the Fort](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[anton\\_h's solution](#)

**607.**

105677B

[Divine Gifting](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[anton\\_h's solution](#)

**608.**

105677D

[Temple Architecture](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[anton\\_h's solution](#)

**609.**

105677I

[Divination](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[anton\\_h's solution](#)

**610.**

105677G

[Guess How the Ballet Will End](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[anton\\_h's solution](#)

**611.**

105677M

[Ook? Ook!](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[anton\\_h's solution](#)

**612.**

105677H

[The king of SWERC](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[anton\\_h's solution](#)

**613.**

105537M

[Misère](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[anton\\_h's solution](#)

**614.**

105537C

[Capybara Cozy Carnival](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[anton\\_h's solution](#)

**615.**

105537D

[Defective Script](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[anton\\_h's solution](#)

**616.**

105537H

[Hanoi Towers Reloaded](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[anton\\_h's solution](#)

**617.**

105537J

[Just Half is Enough](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[anton\\_h's solution](#)

**618.**

105537L

[Longest Common Substring](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[anton\\_h's solution](#)

**619.**

105537F

[False Alarm](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[anton\\_h's solution](#)

**620.**

105537I

[If I Could Turn Back Time](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[anton\\_h's solution](#)

**621.**

105537K

[Keyboard Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[anton\\_h's solution](#)

**622.**

105537A

[Another Brick in the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[anton\\_h's solution](#)

**623.**

undefined253

[Theodore Roosevelt](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-05 · last AC: 2025-06-20 · C++20 (GCC 13-64) (first AC) · Tags: \*special  
[anton\\_h's solution](#)

**624.**

1662K

[Pandemic Restrictions](#) · [Tutorial](#)

Quality: 389 global accepts · Rating: — · first AC: 2025-05-29 · last AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, ternary search  
[anton\\_h's solution](#)

**625.**

104945H

[Break a leg!](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-28 · last AC: 2025-05-28 · C++20 (GCC 13-64) (first AC) · Tags: —  
[anton\\_h's solution](#)

**626.**

104021J

[Toad's Travel](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[anton\\_h's solution](#)

**627.**

104021E

[XOR Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: —  
[anton\\_h's solution](#)

**628.**

104021D

[Easy Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[anton\\_h's solution](#)

**629.**

104021L

[Xian Xiang](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: —  
[anton\\_h's solution](#)

**630.**

104021K

[Largest Common Submatrix](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: —  
[anton\\_h's solution](#)

**631.**

104021F

[Function!](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: —  
[anton\\_h's solution](#)

**632.**

104021G

[Pot!!](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: —  
[anton\\_h's solution](#)

**633.**

104021H

[Delivery Route](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[anton\\_h's solution](#)

**634.**

104021I

[Base62](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-17 · PyPy 3-64 (first AC) · Tags: —  
[anton\\_h's solution](#)

**635.**

104021A

[Girls Band Party](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: —  
[anton\\_h's solution](#)

**636.**

104021B

[So Easy](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: —  
[anton\\_h's solution](#)

**637.**

104021N

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

Rating: — · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: —  
[anton\\_h's solution](#)

**638.**

105535I

[Imperial Decree](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[anton\\_h's solution](#)

**639.**

105535C

[Confusion](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[anton\\_h's solution](#)

**640.**

105535B

[Byte Pair Encoding](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[anton\\_h's solution](#)

**641.**

105535J

[Jolly Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[anton\\_h's solution](#)

**642.**

105535A

[Arithmetics and That's It](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[anton\\_h's solution](#)

**643.**

105535L

[Late Autumn Set of Cards](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[anton\\_h's solution](#)

**644.**

105535E

[Enter the Museum](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[anton\\_h's solution](#)

**645.**

105535K

[Know Your Duration of Stay](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[anton\\_h's solution](#)

**646.**

105535H

[Huh? Oh, Yes, Welcome to the Contest!](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[anton\\_h's solution](#)

**647.**

105431H

[Hotfix](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —  
[anton\\_h's solution](#)

**648.**

105431F

[Fence Fee](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —  
[anton\\_h's solution](#)

**649.**

105431J

[Jungle Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —  
[anton\\_h's solution](#)

**650.**

105431I

[Infinite Cash](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —  
[anton\\_h's solution](#)

**651.**

105431D

[Double Deck](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —  
[anton\\_h's solution](#)

**652.**

105431A

[Avoiding the Abyss](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —  
[anton\\_h's solution](#)

**653.**

105431K

[Knitting Pattern](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[anton\\_h's solution](#)

**654.**

105431C

[Composed Rhythms](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[anton\\_h's solution](#)

**655.**

105492K

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

Rating: — · first AC: 2024-11-08 · last AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[anton\\_h's solution](#)

**656.**

104012I

[IQ Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
[anton\\_h's solution](#)

**657.**

104012M

[Mex and Cards](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
[anton\\_h's solution](#)

**658.**

104012K

[K-Shaped Figures](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
[anton\\_h's solution](#)

**659.**

104012B

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

Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
[anton\\_h's solution](#)

**660.**

104012E

[Easily Distinguishable Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
[anton\\_h's solution](#)

**661.**

104012L

[Limited Swaps](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
[anton\\_h's solution](#)

**662.**

104012C

[Computer Network](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
[anton\\_h's solution](#)

**663.**

104012N

[New Time](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
[anton\\_h's solution](#)

**664.**

104012A

[Absolutely Flat](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
[anton\\_h's solution](#)

**665.**

105446E

[Eradication Sort](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-05 · last AC: 2024-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[anton\\_h's solution](#)

**666.**

105446B

[Budget Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-04 · last AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
[anton\\_h's solution](#)

**667.**

105446L

[Leg Day](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-04 · PyPy 3-64 (first AC) · Tags: —  
[anton\\_h's solution](#)

**668.**

105446G

[Word Search](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
[anton\\_h's solution](#)

**669.**

105446F

[Finding Suspicious Proteins](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
[anton\\_h's solution](#)

**670.**

105446I

[Inconsistent Patterns](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
[anton\\_h's solution](#)

**671.**

105446D

[Drone Control](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
[anton\\_h's solution](#)

**672.**

105446K

[Knitting](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[anton\\_h's solution](#)

**673.**

105446A

[Amalgram](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[anton\\_h's solution](#)

**674.**

104945G

[Favourite dish](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-30 · last AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[anton\\_h's solution](#)

**675.**

104772C

[Colorful Village](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[anton\\_h's solution](#)

**676.**

104772I

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**731.**

103049F

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