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Unique solved — arbuzick

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1.

2127A

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22.

1769A

[B47CmDò 4Cä @ Cä3C](#)

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23.

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1712B

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36.

4A

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44.

1632A

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45.

1701B

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51.

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53.

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54.

1681A

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58.

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74.

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82.

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83.

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84.

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1466A

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1450A

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87.

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88.

1452C

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89.

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90.

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102.

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103.

1385B

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Quality: 39,592 global accepts · Rating: 800 · first AC: 2020-08-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy
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104.

1399B

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Quality: 46,811 global accepts · Rating: 800 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy
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105.

1399A

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106.

1345A

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Quality: 24,828 global accepts · Rating: 800 · first AC: 2020-08-01 · C++17 (GCC 7-32) (first AC) · Tags: math
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107.

1352A

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108.

1353A

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109.

1367B

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110.

1368A

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Quality: 46,258 global accepts · Rating: 800 · first AC: 2020-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math
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111.

1385A

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112.

1388A

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Quality: 25,954 global accepts · Rating: 800 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory
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113.

1389A

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Quality: 49,879 global accepts · Rating: 800 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
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114.

1382A

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115.

1371A

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116.

1374A

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Quality: 64,187 global accepts · Rating: 800 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: math
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117.

1369A

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Quality: 39,125 global accepts · Rating: 800 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math
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118.

1370A

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Quality: 64,479 global accepts · Rating: 800 · first AC: 2020-06-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

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119.

1358A

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120.

1360B

[Honest Coach](#) · [Tutorial](#)

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121.

1360A

[Minimal Square](#) · [Tutorial](#)

Quality: 57,097 global accepts · Rating: 800 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[arbuzick's solution](#)

122.

1351A

[A+B \(Trial Problem\)](#) · [Tutorial](#)

Quality: 26,941 global accepts · Rating: 800 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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123.

1348A

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Quality: 42,852 global accepts · Rating: 800 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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124.

1343B

[Balanced Array](#) · [Tutorial](#)

Quality: 65,145 global accepts · Rating: 800 · first AC: 2020-04-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

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125.

1337A

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Quality: 42,911 global accepts · Rating: 800 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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126.

1335A

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Quality: 104,805 global accepts · Rating: 800 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: math

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127.

1328A

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Quality: 131,914 global accepts · Rating: 800 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[arbuzick's solution](#)

128.

1325B

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

Quality: 38,825 global accepts · Rating: 800 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[arbuzick's solution](#)

129.

1325A

[EhAb AnD gCd](#) · [Tutorial](#)

Quality: 46,205 global accepts · Rating: 800 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

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130.

1312A

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[arbuzick's solution](#)

131.

1323A

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132.

1311A

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133.

1307A

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[arbuzick's solution](#)

134.

1304A

[Two Rabbits](#) · [Tutorial](#)

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[arbuzick's solution](#)

135.

1300A

[Non-zero](#) · [Tutorial](#)

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[arbuzick's solution](#)

136.

2035B

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[arbuzick's solution](#)

137.

1163A

[Eating Soup](#) · [Tutorial](#)

Quality: 13,863 global accepts · Rating: 900 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[arbuzick's solution](#)

138.

1005B

[Delete from the Left](#) · [Tutorial](#)

Quality: 27,388 global accepts · Rating: 900 · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

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139.

1720A

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140.

1714A

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Quality: 32,898 global accepts · Rating: 900 · first AC: 2022-08-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

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141.

1699B

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142.

1696B

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[arbuzick's solution](#)

143.

1679A

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Quality: 40,176 global accepts · Rating: 900 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[arbuzick's solution](#)

144.

1609A

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[arbuzick's solution](#)

145.

1588A

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Rating: 900 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: graph matchings, greedy, math, sortings

[arbuzick's solution](#)

146.

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,319 global accepts · Rating: 900 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

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147.

1419A

[Digit Game](#) · [Tutorial](#)

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[arbuzick's solution](#)

148.

1406A

[Subset Mex](#) · [Tutorial](#)

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149.

1401A

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Quality: 28,637 global accepts · Rating: 900 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[arbuzick's solution](#)

150.

1295A

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Quality: 24,148 global accepts · Rating: 900 · first AC: 2020-08-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[arbuzick's solution](#)

151.

1380A

[Three Indices](#) · [Tutorial](#)

Quality: 40,079 global accepts · Rating: 900 · first AC: 2020-08-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures
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152.

1351B

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Quality: 18,537 global accepts · Rating: 900 · first AC: 2020-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[arbuzick's solution](#)

153.

1350A

[Orac and Factors](#) · [Tutorial](#)

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[arbuzick's solution](#)

154.

1354A

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Quality: 24,891 global accepts · Rating: 900 · first AC: 2020-08-01 · C++17 (GCC 7-32) (first AC) · Tags: math
[arbuzick's solution](#)

155.

1374B

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

Quality: 71,590 global accepts · Rating: 900 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: math
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156.

1373B

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Quality: 52,683 global accepts · Rating: 900 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: games
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157.

1341A

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Quality: 30,430 global accepts · Rating: 900 · first AC: 2020-04-24 · C++17 (GCC 7-32) (first AC) · Tags: math
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158.

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,395 global accepts · Rating: 900 · first AC: 2020-04-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
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159.

1337B

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160.

1335B

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[arbuzick's solution](#)

161.

1339A

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Quality: 34,210 global accepts · Rating: 900 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math
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162.

1330A

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Quality: 19,461 global accepts · Rating: 900 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation
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163.

1326B

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Quality: 25,273 global accepts · Rating: 900 · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
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164.

1321A

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[arbuzick's solution](#)

165.

1785A

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

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166.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,285 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy
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167.

2002B

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168.

1987B

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169.

1916B

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170.

1804B

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171.

1781B

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

Quality: 14,758 global accepts · Rating: 1000 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings
[arbuzick's solution](#)

172.

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
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173.

1770A

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Quality: 25,246 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[arbuzick's solution](#)

174.

1769B1

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

Quality: 1,602 global accepts · Rating: 1000 · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, implementation, math
[arbuzick's solution](#)

175.

103433M

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Rating: 1000 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —
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176.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,611 global accepts · Rating: 1000 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[arbuzick's solution](#)

177.

1713B

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

Quality: 22,689 global accepts · Rating: 1000 · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings
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178.

1704B

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Quality: 29,923 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation
[arbuzick's solution](#)

179.

1A

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Quality: 320,247 global accepts · Rating: 1000 · first AC: 2022-07-30 · C++20 (GCC 11-64) (first AC) · Tags: math
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180.

1702D

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[arbuzick's solution](#)

181.

1632B

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

Quality: 31,539 global accepts · Rating: 1000 · first AC: 2022-07-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms
[arbuzick's solution](#)

182.

1690D

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

Quality: 47,040 global accepts · Rating: 1000 · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers

[arbuzick's solution](#)

183.

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-22 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy

[arbuzick's solution](#)

184.

1515B

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

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[arbuzick's solution](#)

185.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,040 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy

[arbuzick's solution](#)

186.

1438B

[Valerii Against Everyone](#) · [Tutorial](#)

Quality: 29,074 global accepts · Rating: 1000 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[arbuzick's solution](#)

187.

1419D1

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

Quality: 26,387 global accepts · Rating: 1000 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[arbuzick's solution](#)

188.

1418A

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Quality: 33,852 global accepts · Rating: 1000 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[arbuzick's solution](#)

189.

1395A

[Boboniu Likes to Color Balls](#) · [Tutorial](#)

Quality: 25,495 global accepts · Rating: 1000 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[arbuzick's solution](#)

190.

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,847 global accepts · Rating: 1000 · first AC: 2020-08-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[arbuzick's solution](#)

191.

1388B

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

Quality: 22,821 global accepts · Rating: 1000 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[arbuzick's solution](#)

192.

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,935 global accepts · Rating: 1000 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[arbuzick's solution](#)

193.

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,481 global accepts · Rating: 1000 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[arbuzick's solution](#)

194.

1359B

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

Quality: 29,385 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers
[arbuzick's solution](#)

195.

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,728 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[arbuzick's solution](#)

196.

1358B

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

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[arbuzick's solution](#)

197.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,418 global accepts · Rating: 1000 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[arbuzick's solution](#)

198.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,929 global accepts · Rating: 1000 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[arbuzick's solution](#)

199.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,680 global accepts · Rating: 1000 · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory
[arbuzick's solution](#)

200.

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,055 global accepts · Rating: 1000 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[arbuzick's solution](#)

201.

1300B

[Assigning to Classes](#) · [Tutorial](#)

Quality: 25,914 global accepts · Rating: 1000 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[arbuzick's solution](#)

202.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,224 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[arbuzick's solution](#)

203.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,742 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games,

strings

[arbuzick's solution](#)

204.

1991B

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

Quality: 18,904 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[arbuzick's solution](#)

205.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,274 global accepts · Rating: 1100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

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206.

1712C

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207.

1703D

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208.

1574B

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209.

1702C

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210.

1673B

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211.

1692D

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1700B

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1685A

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214.

1682B

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1382B

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1375A

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1342B

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1335C

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1334B

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1333B

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1332A

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1327A

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1304B

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350A

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1916C

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1799B

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240.

1769C1

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242.

1720C

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Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
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245.

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1608B

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247.

1703E

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248.

1657C

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249.

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1692E

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1694B

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252.

1679B

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253.

1583B

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254.

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255.

1497C1

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256.

1497B

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257.

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258.

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1455B

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261.

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262.

1392C

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263.

1399C

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265.

1352C

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1384A

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1375B

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1371B

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1369B

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270.

1364A

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271.

1363A

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1355A

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1355B

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275.

1339B

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1334A

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1328C

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1311B

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280.

2127B

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282.

1991C

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1603A

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287.

1769C2

[A&TOD CD\\$:C ”•](#)

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288.

1753A1

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290.

1703F

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291.

1574C

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292.

1661B

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293.

1698C

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294.

1692F

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295.

1693A

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296.

1556B

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297.

1470A

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298.

1466C

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299.

238A

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300.

1418B

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301.

1401C

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302.

1367C

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303.

1372B

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304.

1382C1

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305.

1371C

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Quality: 21,370 global accepts · Rating: 1300 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
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306.

1373C

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307.

1364B

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

Quality: 26,186 global accepts · Rating: 1300 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers
[arbuzick's solution](#)

308.

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,961 global accepts · Rating: 1300 · first AC: 2020-06-12 · C++17 (GCC 7-32) (first AC) · Tags: math, two pointers
[arbuzick's solution](#)

309.

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,846 global accepts · Rating: 1300 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[arbuzick's solution](#)

310.

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,996 global accepts · Rating: 1300 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation, shortest paths

[arbuzick's solution](#)

311.

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 43,012 global accepts · Rating: 1300 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[arbuzick's solution](#)

312.

1341B

[Nastya and Door](#) · [Tutorial](#)

Quality: 21,093 global accepts · Rating: 1300 · first AC: 2020-04-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[arbuzick's solution](#)

313.

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,463 global accepts · Rating: 1300 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[arbuzick's solution](#)

314.

1328B

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

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

[arbuzick's solution](#)

315.

1323C

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

Rating: 1300 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[arbuzick's solution](#)

316.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[arbuzick's solution](#)

317.

1326C

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

Quality: 16,401 global accepts · Rating: 1300 · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[arbuzick's solution](#)

318.

1311C

[Perform the Combo](#) · [Tutorial](#)

Quality: 16,823 global accepts · Rating: 1300 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[arbuzick's solution](#)

329.

1682C

[LIS or Reverse LIS? · Tutorial](#)

Quality: 16,472 global accepts · Rating: 1400 · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[arbuzick's solution](#)

330.

1684C

[Column Swapping · Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[arbuzick's solution](#)

331.

1654C

[Alice and the Cake · Tutorial](#)

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[arbuzick's solution](#)

332.

1609C

[Complex Market Analysis · Tutorial](#)

Quality: 10,459 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[arbuzick's solution](#)

333.

1515C

[Phoenix and Towers · Tutorial](#)

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[arbuzick's solution](#)

334.

1517C

[Fillomino 2 · Tutorial](#)

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

[arbuzick's solution](#)

335.

1456A

[Bouncing Ball · Tutorial](#)

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

[arbuzick's solution](#)

336.

1452B

[Toy Blocks · Tutorial](#)

Quality: 15,493 global accepts · Rating: 1400 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[arbuzick's solution](#)

337.

1421C

[Palindromifier · Tutorial](#)

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[arbuzick's solution](#)

338.

1393B

[Applejack and Storages · Tutorial](#)

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[arbuzick's solution](#)

339.

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,132 global accepts · Rating: 1400 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[arbuzick's solution](#)

340.

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,711 global accepts · Rating: 1400 · first AC: 2020-08-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings
[arbuzick's solution](#)

341.

1380B

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

Quality: 15,282 global accepts · Rating: 1400 · first AC: 2020-08-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[arbuzick's solution](#)

342.

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2020-08-02 · C++17 (GCC 7-32) (first AC) · Tags: math
[arbuzick's solution](#)

343.

1350B

[Orac and Models](#) · [Tutorial](#)

Quality: 29,464 global accepts · Rating: 1400 · first AC: 2020-08-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory
[arbuzick's solution](#)

344.

1354C1

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

Quality: 16,357 global accepts · Rating: 1400 · first AC: 2020-08-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math, ternary search
[arbuzick's solution](#)

345.

1375C

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

Quality: 22,950 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[arbuzick's solution](#)

346.

1374D

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

Quality: 31,095 global accepts · Rating: 1400 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings, two pointers
[arbuzick's solution](#)

347.

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,872 global accepts · Rating: 1400 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings, two pointers
[arbuzick's solution](#)

348.

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,143 global accepts · Rating: 1400 · first AC: 2020-06-22 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory
[arbuzick's solution](#)

349.

1365C

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

Quality: 24,983 global accepts · Rating: 1400 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[arbuzick's solution](#)

350.

1362C

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

Quality: 23,709 global accepts · Rating: 1400 · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[arbuzick's solution](#)

351.

1355D

[Game With Array](#) · [Tutorial](#)

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

[arbuzick's solution](#)

352.

1348B

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

Quality: 27,491 global accepts · Rating: 1400 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[arbuzick's solution](#)

353.

1330B

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

Quality: 14,536 global accepts · Rating: 1400 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[arbuzick's solution](#)

354.

1332B

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

Quality: 18,955 global accepts · Rating: 1400 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[arbuzick's solution](#)

355.

1321B

[Journey Planning](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[arbuzick's solution](#)

356.

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,348 global accepts · Rating: 1400 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search

[arbuzick's solution](#)

357.

350B

[Resort](#) · [Tutorial](#)

Quality: 3,398 global accepts · Rating: 1500 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: graphs

[arbuzick's solution](#)

358.

1163B1

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

Quality: 7,331 global accepts · Rating: 1500 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[arbuzick's solution](#)

359.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,836 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[arbuzick's solution](#)

360.

1789C

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

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math

[arbuzick's solution](#)

361.

1005D

[Polycarp and Div 3](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 1500 · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, number theory

[arbuzick's solution](#)

362.

1753A2

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

Quality: 11,608 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[arbuzick's solution](#)

363.

436A

[Feed with Candy](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 1500 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[arbuzick's solution](#)

364.

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,013 global accepts · Rating: 1500 · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[arbuzick's solution](#)

365.

1690E

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

Quality: 16,988 global accepts · Rating: 1500 · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[arbuzick's solution](#)

366.

1515D

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

Quality: 12,822 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers

[arbuzick's solution](#)

367.

1482B

[Restore Modulo](#) · [Tutorial](#)

Quality: 9,592 global accepts · Rating: 1500 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[arbuzick's solution](#)

368.

1487D

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

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

[arbuzick's solution](#)

369.

1487C

[Minimum Ties](#) · [Tutorial](#)

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

[arbuzick's solution](#)

370.

1466D

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

Quality: 14,632 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, trees
[arbuzick's solution](#)

371.

1439A1

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

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[arbuzick's solution](#)

372.

1416A

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

Quality: 16,723 global accepts · Rating: 1500 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers
[arbuzick's solution](#)

373.

1419D2

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

Quality: 17,417 global accepts · Rating: 1500 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers
[arbuzick's solution](#)

374.

1418C

[Mortal Kombat Tower](#) · [Tutorial](#)

Quality: 28,140 global accepts · Rating: 1500 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, shortest paths
[arbuzick's solution](#)

375.

1404A

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

Quality: 19,391 global accepts · Rating: 1500 · first AC: 2020-09-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[arbuzick's solution](#)

376.

1397B

[Power Sequence](#) · [Tutorial](#)

Quality: 15,466 global accepts · Rating: 1500 · first AC: 2020-08-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory, sortings
[arbuzick's solution](#)

377.

1400C

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

Quality: 18,505 global accepts · Rating: 1500 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy
[arbuzick's solution](#)

378.

1391C

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

Quality: 16,028 global accepts · Rating: 1500 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, math
[arbuzick's solution](#)

379.

1399D

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

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

380.

1352F

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

Quality: 19,403 global accepts · Rating: 1500 · first AC: 2020-08-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math

[arbuzick's solution](#)

381.

1366C

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

Quality: 14,261 global accepts · Rating: 1500 · first AC: 2020-08-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[arbuzick's solution](#)

382.

1368B

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

Quality: 21,440 global accepts · Rating: 1500 · first AC: 2020-08-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[arbuzick's solution](#)

383.

1372C

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

Quality: 19,091 global accepts · Rating: 1500 · first AC: 2020-08-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[arbuzick's solution](#)

384.

1379B

[Dubious Cyrpto](#) · [Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2020-08-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[arbuzick's solution](#)

385.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,565 global accepts · Rating: 1500 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, two pointers

[arbuzick's solution](#)

386.

1341C

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

Rating: 1500 · first AC: 2020-04-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[arbuzick's solution](#)

387.

1339C

[Powered Addition](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy

[arbuzick's solution](#)

388.

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,862 global accepts · Rating: 1500 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[arbuzick's solution](#)

389.

1325C

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

Quality: 17,157 global accepts · Rating: 1500 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[arbuzick's solution](#)

390.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, strings
[arbuzick's solution](#)

391.

1300C

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

Rating: 1500 · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[arbuzick's solution](#)

392.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,749 global accepts · Rating: 1500 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers
[arbuzick's solution](#)

393.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,618 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math
[arbuzick's solution](#)

394.

350C

[Bombs](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1600 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings
[arbuzick's solution](#)

395.

1163B2

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

Quality: 7,647 global accepts · Rating: 1600 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation
[arbuzick's solution](#)

396.

1603B

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

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2023-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[arbuzick's solution](#)

397.

1781C

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

Quality: 10,461 global accepts · Rating: 1600 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings
[arbuzick's solution](#)

398.

1753B

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

Quality: 14,997 global accepts · Rating: 1600 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[arbuzick's solution](#)

399.

1730B

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

Quality: 17,261 global accepts · Rating: 1600 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search
[arbuzick's solution](#)

400.

1714D

[Color with Occurrences](#) · [Tutorial](#)

Quality: 10,324 global accepts · Rating: 1600 · first AC: 2022-08-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[arbuzick's solution](#)

401.

1703G

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

Quality: 12,746 global accepts · Rating: 1600 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[arbuzick's solution](#)

402.

1702E

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

Quality: 17,845 global accepts · Rating: 1600 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs

[arbuzick's solution](#)

403.

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,073 global accepts · Rating: 1600 · first AC: 2022-07-09 · last AC: 2022-07-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[arbuzick's solution](#)

404.

1658D1

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

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[arbuzick's solution](#)

405.

1698D

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

Quality: 12,087 global accepts · Rating: 1600 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[arbuzick's solution](#)

406.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,129 global accepts · Rating: 1600 · first AC: 2022-06-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, strings, two pointers

[arbuzick's solution](#)

407.

1687A

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

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[arbuzick's solution](#)

408.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[arbuzick's solution](#)

409.

1482C

[Basic Diplomacy](#) · [Tutorial](#)

Quality: 10,027 global accepts · Rating: 1600 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[arbuzick's solution](#)

410.

1497C2

[k-LCM \(hard version\)](#) · [Tutorial](#)

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[arbuzick's solution](#)

411.

1113C

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

Rating: 1600 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[arbuzick's solution](#)

412.

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,989 global accepts · Rating: 1600 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings
[arbuzick's solution](#)

413.

1455D

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

Quality: 13,204 global accepts · Rating: 1600 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings
[arbuzick's solution](#)

414.

1452D

[Radio Towers](#) · [Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[arbuzick's solution](#)

415.

209A

[Multicolored Marbles](#) · [Tutorial](#)

Quality: 2,848 global accepts · Rating: 1600 · first AC: 2020-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, math
[arbuzick's solution](#)

416.

1396A

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

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

417.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,625 global accepts · Rating: 1600 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math
[arbuzick's solution](#)

418.

1395C

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

Quality: 15,210 global accepts · Rating: 1600 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy
[arbuzick's solution](#)

419.

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,080 global accepts · Rating: 1600 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: games, trees
[arbuzick's solution](#)

420.

1305C

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

Quality: 18,786 global accepts · Rating: 1600 · first AC: 2020-08-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math,

number theory

[arbuzick's solution](#)

421.

1295C

[Obtain The String](#) · [Tutorial](#)

Quality: 13,849 global accepts · Rating: 1600 · first AC: 2020-08-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[arbuzick's solution](#)

422.

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,350 global accepts · Rating: 1600 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[arbuzick's solution](#)

423.

1374E1

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

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[arbuzick's solution](#)

424.

1373D

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

Quality: 17,668 global accepts · Rating: 1600 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, greedy, implementation

[arbuzick's solution](#)

425.

1364C

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

Quality: 14,359 global accepts · Rating: 1600 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[arbuzick's solution](#)

426.

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,345 global accepts · Rating: 1600 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[arbuzick's solution](#)

427.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,637 global accepts · Rating: 1600 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[arbuzick's solution](#)

428.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

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

[arbuzick's solution](#)

429.

1348C

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

Quality: 15,484 global accepts · Rating: 1600 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[arbuzick's solution](#)

430.

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[arbuzick's solution](#)

431.

1337C

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

Rating: 1600 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[arbuzick's solution](#)

432.

1334C

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

Quality: 17,924 global accepts · Rating: 1600 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[arbuzick's solution](#)

433.

1321C

[Remove Adjacent](#) · [Tutorial](#)

Quality: 10,525 global accepts · Rating: 1600 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[arbuzick's solution](#)

434.

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[arbuzick's solution](#)

435.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,402 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[arbuzick's solution](#)

436.

2124D

[Make a Palindrome](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers

[arbuzick's solution](#)

437.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[arbuzick's solution](#)

438.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[arbuzick's solution](#)

439.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,308 global accepts · Rating: 1700 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[arbuzick's solution](#)

440.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[arbuzick's solution](#)

441.

1799C

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

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

[arbuzick's solution](#)

442.

1770C

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

Quality: 9,666 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

[arbuzick's solution](#)

443.

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,376 global accepts · Rating: 1700 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[arbuzick's solution](#)

444.

737B

[Sea Battle](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[arbuzick's solution](#)

445.

737A

[Road to Cinema](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search

[arbuzick's solution](#)

446.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[arbuzick's solution](#)

447.

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory

[arbuzick's solution](#)

448.

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,540 global accepts · Rating: 1700 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[arbuzick's solution](#)

449.

1699C

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

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[arbuzick's solution](#)

450.

1658C

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

Quality: 9,945 global accepts · Rating: 1700 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[arbuzick's solution](#)

451.

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,754 global accepts · Rating: 1700 · first AC: 2022-07-01 · last AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[arbuzick's solution](#)

452.

1690F

[Shifting String](#) · [Tutorial](#)

Quality: 8,881 global accepts · Rating: 1700 · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: graphs, math, number theory, strings

[arbuzick's solution](#)

453.

1692H

[Gambling](#) · [Tutorial](#)

Quality: 9,602 global accepts · Rating: 1700 · first AC: 2022-06-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[arbuzick's solution](#)

454.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 1700 · first AC: 2022-06-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[arbuzick's solution](#)

455.

1700C

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

Quality: 12,164 global accepts · Rating: 1700 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[arbuzick's solution](#)

456.

1693B

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

Quality: 9,583 global accepts · Rating: 1700 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[arbuzick's solution](#)

457.

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[arbuzick's solution](#)

458.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[arbuzick's solution](#)

459.

1583C

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

Quality: 7,440 global accepts · Rating: 1700 · first AC: 2021-10-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[arbuzick's solution](#)

460.

1497E1

[Square-Free Division \(easy version\)](#) · [Tutorial](#)

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[arbuzick's solution](#)

461.

1491C

[Pekora and Trampoline](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[arbuzick's solution](#)

462.

1467B

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

Quality: 11,544 global accepts · Rating: 1700 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[arbuzick's solution](#)

463.

1413D

[Shurikens](#) · [Tutorial](#)

Quality: 6,916 global accepts · Rating: 1700 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[arbuzick's solution](#)

464.

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,697 global accepts · Rating: 1700 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[arbuzick's solution](#)

465.

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,519 global accepts · Rating: 1700 · first AC: 2020-08-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

[arbuzick's solution](#)

466.

1392D

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

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[arbuzick's solution](#)

467.

1393C

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

Quality: 11,045 global accepts · Rating: 1700 · first AC: 2020-08-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[arbuzick's solution](#)

468.

1295B

[Infinite Prefixes](#) · [Tutorial](#)

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2020-08-04 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[arbuzick's solution](#)

469.

1384C

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

Rating: 1700 · first AC: 2020-07-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[arbuzick's solution](#)

470.

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,821 global accepts · Rating: 1700 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[arbuzick's solution](#)

471.

1361A

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

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[arbuzick's solution](#)

472.

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,299 global accepts · Rating: 1700 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[arbuzick's solution](#)

473.

1341D

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

Rating: 1700 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy

[arbuzick's solution](#)

474.

1343D

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

Quality: 13,540 global accepts · Rating: 1700 · first AC: 2020-04-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, two pointers

[arbuzick's solution](#)

475.

1337D

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

Rating: 1700 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, sortings

[arbuzick's solution](#)

476.

1335E1

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

Quality: 11,748 global accepts · Rating: 1700 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[arbuzick's solution](#)

477.

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 1700 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, greedy, math, strings

[arbuzick's solution](#)

478.

1333C

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

Quality: 13,364 global accepts · Rating: 1700 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[arbuzick's solution](#)

479.

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[arbuzick's solution](#)

480.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[arbuzick's solution](#)

481.

2127D

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

Quality: 6,198 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[arbuzick's solution](#)

482.

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

[arbuzick's solution](#)

483.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[arbuzick's solution](#)

484.

1781D

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

Quality: 6,305 global accepts · Rating: 1800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[arbuzick's solution](#)

485.

1005E1

[Median on Segments \(Permutations Edition\)](#) · [Tutorial](#)

Quality: 4,343 global accepts · Rating: 1800 · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[arbuzick's solution](#)

486.

1769D1

[A,3D0C! CT2D6BCaC I](#)

Quality: 421 global accepts · Rating: 1800 · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, dp

[arbuzick's solution](#)

487.

103433D

[Similar Arrays](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[arbuzick's solution](#)

488.

1720D1

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

Quality: 6,711 global accepts · Rating: 1800 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[arbuzick's solution](#)

489.

1718A1

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

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[arbuzick's solution](#)

490.

1713D

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

Quality: 6,230 global accepts · Rating: 1800 · first AC: 2022-08-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[arbuzick's solution](#)

491.

603B

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

Quality: 2,710 global accepts · Rating: 1800 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, math, number theory

[arbuzick's solution](#)

492.

604D

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

Rating: 1800 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dsu, math, number theory

[arbuzick's solution](#)

493.

1583D

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

Quality: 5,935 global accepts · Rating: 1800 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive

[arbuzick's solution](#)

494.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,597 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[arbuzick's solution](#)

495.

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[arbuzick's solution](#)

496.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[arbuzick's solution](#)

497.

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 1800 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[arbuzick's solution](#)

498.

1466E

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

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

[arbuzick's solution](#)

499.

1450D

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

Quality: 5,806 global accepts · Rating: 1800 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[arbuzick's solution](#)

500.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,939 global accepts · Rating: 1800 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[arbuzick's solution](#)

501.

1401D

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

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

[arbuzick's solution](#)

502.

1398D

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

Quality: 12,542 global accepts · Rating: 1800 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[arbuzick's solution](#)

503.

1395D

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

Rating: 1800 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, sortings

[arbuzick's solution](#)

504.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,219 global accepts · Rating: 1800 · first AC: 2020-08-04 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[arbuzick's solution](#)

505.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,566 global accepts · Rating: 1800 · first AC: 2020-08-02 · C++17 (GCC 7-32) (first AC) · Tags: dp

[arbuzick's solution](#)

506.

1388C

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

Quality: 10,413 global accepts · Rating: 1800 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, math, trees

[arbuzick's solution](#)

507.

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1800 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, two pointers

[arbuzick's solution](#)

508.

1335E2

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

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, two pointers

[arbuzick's solution](#)

509.

1339D

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

Rating: 1800 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, trees

[arbuzick's solution](#)

510.

1334D

[Minimum Euler Cycle](#) · [Tutorial](#)

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[arbuzick's solution](#)

511.

1330C

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

Rating: 1800 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[arbuzick's solution](#)

512.

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,526 global accepts · Rating: 1800 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[arbuzick's solution](#)

513.

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[arbuzick's solution](#)

514.

1304D

[Shortest and Longest LIS](#) · [Tutorial](#)

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

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515.

1300D

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Rating: 1800 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry

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516.

1785B

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517.

2029D

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518.

2018B

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519.

2002D1

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520.

1991E

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521.

1991D

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522.

1163C2

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523.

1163C1

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Quality: 3,581 global accepts · Rating: 1900 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry

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524.

1866C

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525.

1799D1

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526.

103433B

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527.

1715D

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528.

1718A2

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529.

1704D

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530.

1702G1

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531.

1701D

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532.

1661D

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533.

1673D

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534.

1696D

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535.

1700D

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536.

1679D

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537.

1482D

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Quality: 4,115 global accepts · Rating: 1900 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation, shortest paths

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538.

1486C2

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539.

1490G

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540.

1467C

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541.

1470B

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542.

832D

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543.

1439A2

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544.

1413C

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545.

1404B

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546.

981D

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547.

1400D

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548.

1367E

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549.

1384B1

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550.

1384D

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Rating: 1900 · first AC: 2020-07-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, games, math

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551.

1375D

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552.

1371E1

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Quality: 5,529 global accepts · Rating: 1900 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, sortings

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553.

1369D

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[arbuzick's solution](#)

554.

1365E

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555.

1360G

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556.

1348D

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557.

1342D

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558.

1328E

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559.

1987E

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560.

1943B

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561.

1804D

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562.

1770D

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Quality: 4,395 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

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563.

1753C

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Quality: 5,281 global accepts · Rating: 2000 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

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564.

103433K

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Rating: 2000 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —

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565.

103433I

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Rating: 2000 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —

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566.

103433L

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567.

1718B

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568.

1716C

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569.

1574D

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Quality: 4,851 global accepts · Rating: 2000 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

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570.

1702G2

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571.

1632D

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572.

1657D

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573.

1690G

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Quality: 4,130 global accepts · Rating: 2000 · first AC: 2022-06-30 · last AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, sortings

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574.

1696E

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575.

1680E

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576.

1685B

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577.

1682D

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578.

1588B

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579.

545E

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580.

895C

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581.

1487E

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

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582.

1456B

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Rating: 2000 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math

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583.

1438C

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584.

514C

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585.

59E

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586.

315E

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587.

1380D

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Quality: 5,005 global accepts · Rating: 2000 · first AC: 2020-08-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, two pointers

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588.

1391D

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589.

1399E1

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590.

1366D

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Quality: 12,348 global accepts · Rating: 2000 · first AC: 2020-08-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

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591.

1385E

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592.

1388D

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593.

1370D

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Quality: 10,929 global accepts · Rating: 2000 · first AC: 2020-06-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

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594.

1359D

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595.

1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

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596.

1200E

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Quality: 9,364 global accepts · Rating: 2000 · first AC: 2020-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[arbuzick's solution](#)

597.

1311D

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Quality: 9,904 global accepts · Rating: 2000 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

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598.

2127E

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Quality: 2,741 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

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599.

2124E

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600.

2029E

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Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[arbuzick's solution](#)

601.

1163D

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Quality: 1,541 global accepts · Rating: 2100 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

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602.

1948E

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603.

1919D

[01 Tree](#) · [Tutorial](#)

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604.

1866G

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Quality: 2,179 global accepts · Rating: 2100 · first AC: 2023-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[arbuzick's solution](#)

605.

1866H

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Quality: 1,909 global accepts · Rating: 2100 · first AC: 2023-11-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics

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606.

1799D2

[Hot Start Up \(hard version\)](#) · [Tutorial](#)

Quality: 3,063 global accepts · Rating: 2100 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

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607.

1005F

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Quality: 2,105 global accepts · Rating: 2100 · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

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608.

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,629 global accepts · Rating: 2100 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

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609.

1652D

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Rating: 2100 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory, trees

[arbuzick's solution](#)

610.

319C

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611.

1482E

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Quality: 3,755 global accepts · Rating: 2100 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp
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612.

1486D

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613.

1466F

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Quality: 3,060 global accepts · Rating: 2100 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings
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614.

1450C1

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615.

519E

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616.

1413E

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Quality: 2,181 global accepts · Rating: 2100 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, ternary search
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617.

1418D

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618.

333D

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619.

1120C

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Quality: 2,445 global accepts · Rating: 2100 · first AC: 2020-08-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings
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620.

1284D

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621.

1364D

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Quality: 4,961 global accepts · Rating: 2100 · first AC: 2020-08-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[arbuzick's solution](#)

622.

1366E

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[arbuzick's solution](#)

623.

1367F1

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[arbuzick's solution](#)

624.

1372D

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Quality: 5,720 global accepts · Rating: 2100 · first AC: 2020-08-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games, greedy

[arbuzick's solution](#)

625.

1392E

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Quality: 3,747 global accepts · Rating: 2100 · first AC: 2020-08-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[arbuzick's solution](#)

626.

1154F

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Quality: 3,337 global accepts · Rating: 2100 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[arbuzick's solution](#)

627.

1393D

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Quality: 4,193 global accepts · Rating: 2100 · first AC: 2020-08-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation, shortest paths

[arbuzick's solution](#)

628.

1363D

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Quality: 4,416 global accepts · Rating: 2100 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, interactive, math

[arbuzick's solution](#)

629.

1389D

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Quality: 4,554 global accepts · Rating: 2100 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[arbuzick's solution](#)

630.

1370E

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Quality: 5,220 global accepts · Rating: 2100 · first AC: 2020-06-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[arbuzick's solution](#)

631.

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,757 global accepts · Rating: 2100 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[arbuzick's solution](#)

632.

1785C

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

Rating: 2200 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation

[arbuzick's solution](#)

633.

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[arbuzick's solution](#)

634.

1991F

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

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[arbuzick's solution](#)

635.

350E

[Wrong Floyd](#) · [Tutorial](#)

Quality: 858 global accepts · Rating: 2200 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[arbuzick's solution](#)

636.

1769D2

[A,3D0C# CT2D6BC#C II](#)

Quality: 204 global accepts · Rating: 2200 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force

[arbuzick's solution](#)

637.

1730D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings, two pointers

[arbuzick's solution](#)

638.

639C

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

Quality: 1,254 global accepts · Rating: 2200 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: hashing, implementation, math

[arbuzick's solution](#)

639.

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,492 global accepts · Rating: 2200 · first AC: 2022-03-22 · last AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graph matchings, math

[arbuzick's solution](#)

640.

1695D1

[Tree Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2022-06-22 · last AC: 2022-06-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees

[arbuzick's solution](#)

641.

1583E

[Moment of Bloom](#) · [Tutorial](#)

Quality: 2,485 global accepts · Rating: 2200 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, trees

[arbuzick's solution](#)

642.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[arbuzick's solution](#)

643.

1515E

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[arbuzick's solution](#)

644.

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2021-02-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[arbuzick's solution](#)

645.

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,995 global accepts · Rating: 2200 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[arbuzick's solution](#)

646.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[arbuzick's solution](#)

647.

1456C

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings

[arbuzick's solution](#)

648.

1335F

[Robots on a Grid](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2200 · first AC: 2020-11-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, matrices

[arbuzick's solution](#)

649.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-11-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[arbuzick's solution](#)

650.

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2020-11-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[arbuzick's solution](#)

651.

273C

[Dima and Horses](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-11-09 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[arbuzick's solution](#)

652.

1400E

[Clear the Multiset](#) · [Tutorial](#)

Quality: 6,310 global accepts · Rating: 2200 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[arbuzick's solution](#)

653.

1105E

[Helping Hiasat](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2200 · first AC: 2020-08-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[arbuzick's solution](#)

654.

1389E

[Calendar Ambiguity](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2020-08-18 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[arbuzick's solution](#)

655.

1398E

[Two Types of Spells](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2200 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[arbuzick's solution](#)

656.

1399E2

[Weights Division \(hard version\)](#) · [Tutorial](#)

Quality: 2,524 global accepts · Rating: 2200 · first AC: 2020-08-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, greedy, sortings, trees, two pointers

[arbuzick's solution](#)

657.

1295E

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

Quality: 2,773 global accepts · Rating: 2200 · first AC: 2020-08-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[arbuzick's solution](#)

658.

1373E

[Sum of Digits](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2200 · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[arbuzick's solution](#)

659.

1328F

[Make k Equal](#) · [Tutorial](#)

Quality: 3,525 global accepts · Rating: 2200 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[arbuzick's solution](#)

660.

1339E

[Perfect Triples](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, math

[arbuzick's solution](#)

661.

2124F1

[Appending Permutations \(Easy Version\) · Tutorial](#)

Quality: 1,572 global accepts · Rating: 2300 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp
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662.

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
[arbuzick's solution](#)

663.

2002E

[Cosmic Rays · Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp
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664.

2002D2

[DFS Checker \(Hard Version\) · Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees
[arbuzick's solution](#)

665.

1943C

[Tree Compass · Tutorial](#)

Quality: 2,601 global accepts · Rating: 2300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
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666.

1919F1

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Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
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667.

1916E

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Quality: 2,638 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees
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668.

1866I

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Quality: 932 global accepts · Rating: 2300 · first AC: 2023-11-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, two pointers
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669.

1866D

[Digital Wallet · Tutorial](#)

Quality: 1,568 global accepts · Rating: 2300 · first AC: 2023-11-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[arbuzick's solution](#)

670.

713C

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Quality: 6,535 global accepts · Rating: 2300 · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings
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671.

1799E

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Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[arbuzick's solution](#)

672.

1781E

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673.

103433E

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Rating: 2300 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —

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674.

1712E1

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Quality: 2,461 global accepts · Rating: 2300 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

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675.

993E

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Quality: 1,787 global accepts · Rating: 2300 · first AC: 2022-07-27 · C++20 (GCC 11-64) (first AC) · Tags: chinese remainder theorem, fft, math

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676.

1245F

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Quality: 2,264 global accepts · Rating: 2300 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

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677.

311E

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Quality: 1,576 global accepts · Rating: 2300 · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: flows

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678.

510E

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Quality: 2,423 global accepts · Rating: 2300 · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: flows

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679.

1699D

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Quality: 3,516 global accepts · Rating: 2300 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

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680.

1658D2

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[arbuzick's solution](#)

681.

1698E

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Quality: 1,791 global accepts · Rating: 2300 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers

[arbuzick's solution](#)

682.

1695D2

[Tree Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,291 global accepts · Rating: 2300 · first AC: 2022-06-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[arbuzick's solution](#)

683.

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths

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684.

1681F

[Unique Occurrences](#) · [Tutorial](#)

Quality: 2,324 global accepts · Rating: 2300 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[arbuzick's solution](#)

685.

1652E

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

Rating: 2300 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, math

[arbuzick's solution](#)

686.

1588C

[Game with Stones](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, games, greedy

[arbuzick's solution](#)

687.

860D

[Wizard's Tour](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

[arbuzick's solution](#)

688.

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dp

[arbuzick's solution](#)

689.

1450C2

[Erich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[arbuzick's solution](#)

690.

1404C

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

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-09-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[arbuzick's solution](#)

691.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
[arbuzick's solution](#)

692.

1395E

[Boboniu Walks on Graph](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-08-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, hashing
[arbuzick's solution](#)

693.

1399F

[Yet Another Segments Subset](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2020-08-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, sortings
[arbuzick's solution](#)

694.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 2300 · first AC: 2020-07-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, strings
[arbuzick's solution](#)

695.

1371E2

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

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings
[arbuzick's solution](#)

696.

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math
[arbuzick's solution](#)

697.

2063F1

[Counting Is Not Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees
[arbuzick's solution](#)

698.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,442 global accepts · Rating: 2400 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[arbuzick's solution](#)

699.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths
[arbuzick's solution](#)

700.

1163E

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

Quality: 1,011 global accepts · Rating: 2400 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, graphs, math
[arbuzick's solution](#)

701.

605C

[Freelancer's Dreams](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2024-03-20 · last AC: 2024-03-20 · C++20 (GCC 13-64) (first AC) · Tags: geometry
[arbuzick's solution](#)

702.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math
[arbuzick's solution](#)

703.

1866M

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

Quality: 971 global accepts · Rating: 2400 · first AC: 2023-11-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities
[arbuzick's solution](#)

704.

1866L

[Lihmuf Balling](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2400 · first AC: 2023-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math
[arbuzick's solution](#)

705.

1804E

[Routing](#) · [Tutorial](#)

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

706.

1005E2

[Median on Segments \(General Case Edition\)](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: sortings
[arbuzick's solution](#)

707.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees
[arbuzick's solution](#)

708.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths
[arbuzick's solution](#)

709.

103433C

[New Year Presents](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[arbuzick's solution](#)

710.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2400 · first AC: 2022-08-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths
[arbuzick's solution](#)

711.

1720D2

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

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[arbuzick's solution](#)

712.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, number theory

[arbuzick's solution](#)

713.

1633E

[Spanning Tree Queries](#) · [Tutorial](#)

Quality: 1,744 global accepts · Rating: 2400 · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

[arbuzick's solution](#)

714.

1673F

[Anti-Theft Road Planning](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2400 · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, interactive, math

[arbuzick's solution](#)

715.

1697E

[Coloring](#) · [Tutorial](#)

Quality: 1,450 global accepts · Rating: 2400 · first AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dp, geometry, graphs, greedy, implementation, math

[arbuzick's solution](#)

716.

1632E1

[Distance Tree \(easy version\)](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2022-06-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees

[arbuzick's solution](#)

717.

1680D

[Dog Walking](#) · [Tutorial](#)

Quality: 1,350 global accepts · Rating: 2400 · first AC: 2022-06-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[arbuzick's solution](#)

718.

1679E

[Typical Party in Dorm](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, strings

[arbuzick's solution](#)

719.

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2022-06-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[arbuzick's solution](#)

720.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp, matrices

[arbuzick's solution](#)

721.

1482F

[Useful Edges](#) · [Tutorial](#)

Quality: 1,761 global accepts · Rating: 2400 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[arbuzick's solution](#)

722.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[arbuzick's solution](#)

723.

1443E

[Long Permutation](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2400 · first AC: 2020-11-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, two pointers

[arbuzick's solution](#)

724.

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2020-09-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, probabilities

[arbuzick's solution](#)

725.

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2020-08-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures

[arbuzick's solution](#)

726.

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,640 global accepts · Rating: 2400 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, implementation, sortings

[arbuzick's solution](#)

727.

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-08-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[arbuzick's solution](#)

728.

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[arbuzick's solution](#)

729.

1370F1

[The Hidden Pair \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[arbuzick's solution](#)

730.

1341E

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-04-27 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation, shortest paths

[arbuzick's solution](#)

731.

1945G

[Cook and Porridge](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2500 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, implementation

[arbuzick's solution](#)

732.

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[arbuzick's solution](#)

733.

1973E

[Cat, Fox and Swaps](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2500 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, sortings

[arbuzick's solution](#)

734.

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[arbuzick's solution](#)

735.

1866K

[Keen Tree Calculation](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2500 · first AC: 2023-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, geometry, graphs, implementation, trees

[arbuzick's solution](#)

736.

103433G

[Combostone](#) · [Tutorial](#)

Rating: 2500 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[arbuzick's solution](#)

737.

1712E2

[LCM Sum \(hard version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[arbuzick's solution](#)

738.

1574E

[Coloring](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2500 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, implementation, math

[arbuzick's solution](#)

739.

1701F

[Points](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2500 · first AC: 2022-07-08 · last AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation, math, matrices

[arbuzick's solution](#)

740.

1701E

[Text Editor](#) · [Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[arbuzick's solution](#)

741.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,727 global accepts · Rating: 2500 · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[arbuzick's solution](#)

742.

1658E

[Gojou and Matrix Game](#) · [Tutorial](#)

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings

[arbuzick's solution](#)

743.

1673E

[Power or XOR?](#) · [Tutorial](#)

Quality: 804 global accepts · Rating: 2500 · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[arbuzick's solution](#)

744.

1661E

[Narrow Components](#) · [Tutorial](#)

Quality: 1,122 global accepts · Rating: 2500 · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, dsu, math, trees

[arbuzick's solution](#)

745.

1689E

[ANDfinity](#) · [Tutorial](#)

Quality: 1,360 global accepts · Rating: 2500 · first AC: 2022-06-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[arbuzick's solution](#)

746.

1647E

[Madoka and the Sixth-graders](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2500 · first AC: 2022-06-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy

[arbuzick's solution](#)

747.

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[arbuzick's solution](#)

748.

1691F

[K-Set Tree](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[arbuzick's solution](#)

749.

1398F

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

Quality: 1,392 global accepts · Rating: 2500 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[arbuzick's solution](#)

750.

2129D

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

Quality: 950 global accepts · Rating: 2600 · first AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[arbuzick's solution](#)

751.

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2600 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[arbuzick's solution](#)

752.

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[arbuzick's solution](#)

753.

1987F2

[Interesting Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[arbuzick's solution](#)

754.

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[arbuzick's solution](#)

755.

103433J

[Two Prefixes](#) · [Tutorial](#)

Rating: 2600 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[arbuzick's solution](#)

756.

1657F

[Words on Tree](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, trees

[arbuzick's solution](#)

757.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2022-07-05 · last AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[arbuzick's solution](#)

758.

1681E

[Labyrinth Adventures](#) · [Tutorial](#)

Quality: 940 global accepts · Rating: 2600 · first AC: 2022-07-01 · last AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices, shortest paths

[arbuzick's solution](#)

759.

1680F

[Lenient Vertex Cover](#) · [Tutorial](#)

Quality: 901 global accepts · Rating: 2600 · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu, graphs, trees

[arbuzick's solution](#)

760.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[arbuzick's solution](#)

761.

1700E

[Serega the Pirate](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2600 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

[arbuzick's solution](#)

762.

1700F

[Puzzle](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2600 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[arbuzick's solution](#)

763.

1661F

[Teleporters](#) · [Tutorial](#)

Quality: 829 global accepts · Rating: 2600 · first AC: 2022-06-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[arbuzick's solution](#)

764.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2022-06-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[arbuzick's solution](#)

765.

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2022-05-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[arbuzick's solution](#)

766.

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, two pointers

[arbuzick's solution](#)

767.

542E

[Playing on Graph](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2600 · first AC: 2021-05-09 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[arbuzick's solution](#)

768.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[arbuzick's solution](#)

769.

1389F

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

Quality: 1,246 global accepts · Rating: 2600 · first AC: 2020-08-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graph matchings, sortings

[arbuzick's solution](#)

770.

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2600 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[arbuzick's solution](#)

771.

2063F2

[Counting Is Not Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dsu, graphs, implementation, trees

[arbuzick's solution](#)

772.

2077E

[Another Folding Strip](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math

[arbuzick's solution](#)

773.

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[arbuzick's solution](#)

774.

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[arbuzick's solution](#)

775.

1730E

[Maximums and Minimums](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2700 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, divide and conquer, number theory

[arbuzick's solution](#)

776.

1730F

[Almost Sorted](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2700 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp

[arbuzick's solution](#)

777.

827E

[Rusty String](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2022-07-27 · C++20 (GCC 11-64) (first AC) · Tags: fft, math, strings

[arbuzick's solution](#)

778.

1682E

[Unordered Swaps](#) · [Tutorial](#)

Quality: 749 global accepts · Rating: 2700 · first AC: 2022-06-30 · last AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, math, sortings, trees

[arbuzick's solution](#)

779.

1695E

[Ambiguous Dominoes](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2700 · first AC: 2022-06-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[arbuzick's solution](#)

780.

1632E2

[Distance Tree \(hard version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2700 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, shortest paths, trees

[arbuzick's solution](#)

781.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2022-06-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[arbuzick's solution](#)

782.

1658F

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

Quality: 925 global accepts · Rating: 2700 · first AC: 2022-06-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[arbuzick's solution](#)

783.

1574F

[Occurrences](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 2700 · first AC: 2022-06-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, fft, graphs

[arbuzick's solution](#)

784.

1682F

[MCMF?](#) · [Tutorial](#)

Quality: 393 global accepts · Rating: 2700 · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, flows, graphs, greedy, sortings, two pointers

[arbuzick's solution](#)

785.

1543E

[The Final Pursuit](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 2700 · first AC: 2021-07-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[arbuzick's solution](#)

786.

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2021-03-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[arbuzick's solution](#)

787.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,951 global accepts · Rating: 2700 · first AC: 2020-12-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[arbuzick's solution](#)

788.

1366F

[Jog Around The Graph](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, geometry, graphs

[arbuzick's solution](#)

789.

1370F2

[The Hidden Pair \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[arbuzick's solution](#)

790.

2127F

[Hamed and AghaBalaSar · Tutorial](#)

Quality: 1,065 global accepts · Rating: 2800 · first AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[arbuzick's solution](#)

791.

2124F2

[Appending Permutations \(Hard Version\) · Tutorial](#)

Quality: 570 global accepts · Rating: 2800 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[arbuzick's solution](#)

792.

1919F2

[Wine Factory \(Hard Version\) · Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[arbuzick's solution](#)

793.

377E

[Cookie Clicker · Tutorial](#)

Quality: 568 global accepts · Rating: 2800 · first AC: 2022-07-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry

[arbuzick's solution](#)

794.

1608E

[The Cells on the Paper · Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, sortings

[arbuzick's solution](#)

795.

1698F

[Equal Reversal · Tutorial](#)

Quality: 757 global accepts · Rating: 2800 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation, math

[arbuzick's solution](#)

796.

1684G

[Euclid Guess · Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory

[arbuzick's solution](#)

797.

1654F

[Minimal String Xoration · Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[arbuzick's solution](#)

798.

1609F

[Interesting Sections · Tutorial](#)

Quality: 960 global accepts · Rating: 2800 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers

[arbuzick's solution](#)

799.

1389G

[Directing Edges · Tutorial](#)

Quality: 495 global accepts · Rating: 2800 · first AC: 2020-08-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
[arbuzick's solution](#)

800.

1393E1

[Twilight and Ancient Scroll \(easier version\)](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 2800 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings
[arbuzick's solution](#)

801.

2066D2

[Club of Young Aircraft Builders \(hard version\)](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2900 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[arbuzick's solution](#)

802.

2018F1

[Speedbreaker Counting \(Easy Version\)](#) · [Tutorial](#)

Quality: 329 global accepts · Rating: 2900 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math
[arbuzick's solution](#)

803.

1687D

[Cute number](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math
[arbuzick's solution](#)

804.

1654G

[Snowy Mountain](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths, trees
[arbuzick's solution](#)

805.

436F

[Banners](#) · [Tutorial](#)

Quality: 458 global accepts · Rating: 3000 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp
[arbuzick's solution](#)

806.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,410 global accepts · Rating: 3000 · first AC: 2022-04-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer
[arbuzick's solution](#)

807.

1785E

[Infinite Game](#) · [Tutorial](#)

Rating: 3100 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, games
[arbuzick's solution](#)

808.

1074E

[Grid Sort](#) · [Tutorial](#)

Rating: 3100 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[arbuzick's solution](#)

809.

1393E2

[Twilight and Ancient Scroll \(harder version\)](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 3200 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings, two pointers
[arbuzick's solution](#)

810.

1696G

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

Quality: 321 global accepts · Rating: 3300 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, geometry, math

[arbuzick's solution](#)

811.

1718D

[Permutation for Burenka](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 3300 · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graph matchings, greedy, math, trees

[arbuzick's solution](#)

812.

725G

[Messages on a Tree](#) · [Tutorial](#)

Quality: 180 global accepts · Rating: 3300 · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[arbuzick's solution](#)

813.

878E

[Numbers on the blackboard](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3300 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[arbuzick's solution](#)

814.

102331H

[Honorable Mention](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[arbuzick's solution](#)

815.

102331E

[Easy Win](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[arbuzick's solution](#)

816.

102331I

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

Rating: — · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[arbuzick's solution](#)

817.

102331B

[Bitwise Xor](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[arbuzick's solution](#)

818.

102331G

[Grammarly](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[arbuzick's solution](#)

819.

102268K

[Knowledge](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[arbuzick's solution](#)

820.

102268J

[Jealous Split](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[arbuzick's solution](#)

821.

102268I

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

Rating: — · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[arbuzick's solution](#)

822.

102268D

[Dates](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[arbuzick's solution](#)

823.

102268H

[Hall's Theorem](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[arbuzick's solution](#)

824.

102268B

[Best Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[arbuzick's solution](#)

825.

102268C

[Cool Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[arbuzick's solution](#)

826.

102268F

[Free Edges](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[arbuzick's solution](#)

827.

1042917

[BỘ TẬP ĐỒ THỊ CÓ ĐƯỜNG ĐI](#)

Rating: — · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[arbuzick's solution](#)

828.

100551C

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

Rating: — · first AC: 2024-03-04 · last AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[arbuzick's solution](#)

829.

100551E

[Disconnected Graph](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[arbuzick's solution](#)

830.

100551A

[Connect and Disconnect](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-04 · last AC: 2024-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[arbuzick's solution](#)

831.

104021H

[Delivery Route](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[arbuzick's solution](#)

832.

104021F

[Function!](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[arbuzick's solution](#)

833.

104021G

[Pot!!](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[arbuzick's solution](#)

834.

104021I

[Base62](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-24 · PyPy 3-64 (first AC) · Tags: —

[arbuzick's solution](#)

835.

104021N

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

Rating: — · first AC: 2023-07-24 · PyPy 3-64 (first AC) · Tags: —

[arbuzick's solution](#)

836.

104021B

[So Easy](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[arbuzick's solution](#)

837.

1036327

[B\\$00d5C`KC' 3D CCp](#)

Rating: — · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[arbuzick's solution](#)

838.

100166C

[A`TC`8D`8C0B Ct=C =C,,9](#)

Rating: — · first AC: 2022-04-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[arbuzick's solution](#)

839.

100131J

[A`TC`8D`8C0B Ct=C =C,,9](#)

Rating: — · first AC: 2022-04-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[arbuzick's solution](#)

840.

1035338

[A0x0D0D :C€](#)

Rating: — · first AC: 2022-01-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[arbuzick's solution](#)

841.

1533A

[Travel to Bertown](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, implementation, math

[arbuzick's solution](#)

842.

1532B

[Frog Jumping](#) · [Tutorial](#)

Quality: 829 global accepts · Rating: — · first AC: 2021-06-28 · Kotlin 1.4 (first AC) · Tags: *special, math

[arbuzick's solution](#)

843.

1532A

[A+B \(Trial Problem\) · Tutorial](#)

Quality: 1,150 global accepts · Rating: — · first AC: 2021-06-28 · Kotlin 1.4 (first AC) · Tags: *special

[arbuzick's solution](#)

844.

101979H

[A65D65D 1D4@C3ð](#)

Rating: — · first AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[arbuzick's solution](#)

845.

100133M

[B 5DD@CT=](#)

Rating: — · first AC: 2021-03-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[arbuzick's solution](#)

846.

1489A

[Remove Duplicates · Tutorial](#)

Rating: — · first AC: 2021-03-05 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[arbuzick's solution](#)

847.

1489B

[Water Buying · Tutorial](#)

Rating: — · first AC: 2021-03-05 · Kotlin 1.4 (first AC) · Tags: *special, math

[arbuzick's solution](#)

848.

1489C

[File Name · Tutorial](#)

Rating: — · first AC: 2021-03-05 · Kotlin 1.4 (first AC) · Tags: *special, strings

[arbuzick's solution](#)

849.

1489D

[Substrings Sort · Tutorial](#)

Rating: — · first AC: 2021-03-05 · Kotlin 1.4 (first AC) · Tags: *special, sortings

[arbuzick's solution](#)

850.

1489E

[Books Queries · Tutorial](#)

Rating: — · first AC: 2021-03-05 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[arbuzick's solution](#)

851.

1489G

[Make It Connected · Tutorial](#)

Rating: — · first AC: 2021-03-05 · Kotlin 1.4 (first AC) · Tags: *special, graphs

[arbuzick's solution](#)

852.

1489F

[Boxes Packing · Tutorial](#)

Rating: — · first AC: 2021-03-05 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[arbuzick's solution](#)

853.

100131B

[A65D65D 1D4@C3ð](#)

Rating: — · first AC: 2020-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[arbuzick's solution](#)

854.

100100B

[B · Tutorial](#)

Rating: — · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[arbuzick's solution](#)

855.

100100C

[C · Tutorial](#)

Rating: — · first AC: 2020-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[arbuzick's solution](#)

856.

100100A

[A · Tutorial](#)

Rating: — · first AC: 2020-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[arbuzick's solution](#)

857.

100091C

[C · Tutorial](#)

Rating: — · first AC: 2020-08-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[arbuzick's solution](#)

858.

1024792

[A@C@12D`HCT=C,,5 D :Cä@CäAD\\$8](#)

Rating: — · first AC: 2020-05-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[arbuzick's solution](#)

859.

1331A

[Is it rated? · Tutorial](#)

Quality: 17,507 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special

[arbuzick's solution](#)

860.

1010211

[Guess the Number · Tutorial](#)

Rating: — · first AC: 2020-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[arbuzick's solution](#)