

Unique solved — ashmelev

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Count: 6,569

1.

2218B

[The 67th 6-7 Integer Problem](#) · [Tutorial](#)

Quality: 33,652 global accepts · Rating: 800 · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

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2.

2218C

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Quality: 26,404 global accepts · Rating: 800 · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

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3.

2217A

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Quality: 21,759 global accepts · Rating: 800 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

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4.

2210A

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Quality: 22,228 global accepts · Rating: 800 · first AC: 2026-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

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5.

2211A

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Quality: 16,066 global accepts · Rating: 800 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

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6.

2209A

[Flip Flops](#) · [Tutorial](#)

Quality: 21,492 global accepts · Rating: 800 · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

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7.

1250F

[Data Center](#) · [Tutorial](#)

Quality: 8,384 global accepts · Rating: 800 · first AC: 2026-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

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8.

2204B

[Right Maximum](#) · [Tutorial](#)

Quality: 19,538 global accepts · Rating: 800 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

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9.

2204A

[Passing the Ball](#) · [Tutorial](#)

Quality: 21,736 global accepts · Rating: 800 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

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10.

2208A

[Bingo Candies](#) · [Tutorial](#)

Quality: 20,219 global accepts · Rating: 800 · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
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11.

2207A

[1-1](#) · [Tutorial](#)

Quality: 13,681 global accepts · Rating: 800 · first AC: 2026-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
[ashmelev's solution](#)

12.

1468E

[Four Segments](#) · [Tutorial](#)

Quality: 9,818 global accepts · Rating: 800 · first AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
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13.

2200B

[Deletion Sort](#) · [Tutorial](#)

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14.

2200A

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15.

2205B

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16.

2205A

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Quality: 17,294 global accepts · Rating: 800 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms
[ashmelev's solution](#)

17.

2203A

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Quality: 17,981 global accepts · Rating: 800 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
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18.

2202A

[Parkour Design](#) · [Tutorial](#)

Quality: 16,349 global accepts · Rating: 800 · first AC: 2026-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
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19.

2192A

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20.

1895B

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21.

2104A

[Three Decks](#) · [Tutorial](#)

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22.

2195A

[Sieve of Erato67henes](#) · [Tutorial](#)

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23.

2197A

[Friendly Numbers](#) · [Tutorial](#)

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[ashmelev's solution](#)

24.

2194A

[Lawn Mower](#) · [Tutorial](#)

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25.

2188A

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26.

2193B

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27.

2193A

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28.

2189A

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29.

2185B

[Prefix Max](#) · [Tutorial](#)

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30.

2185A

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31.

2191A

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32.

2184A

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33.

2183A

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Quality: 23,667 global accepts · Rating: 800 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

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34.

2182B

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35.

2182A

[New Year String](#) · [Tutorial](#)

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36.

2178A

[Yes or Yes](#) · [Tutorial](#)

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37.

2091A

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38.

2179B

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[ashmelev's solution](#)

39.

2179A

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40.

2180B

[Ashmal](#) · [Tutorial](#)

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41.

2180A

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42.

2176A

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43.

2175A

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44.

2173A

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45.

2158A

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46.

2170A

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47.

2172A

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48.

2157A

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49.

2171A

[Shizuku Hoshikawa and Farm Legs](#) · [Tutorial](#)

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50.

2167A

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51.

2166A

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52.

2163A

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Quality: 19,594 global accepts · Rating: 800 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings

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53.

2164A

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54.

2167B

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55.

2167C

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56.

2161A

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[ashmelev's solution](#)

57.

2156A

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58.

2154A

[Notelock](#) · [Tutorial](#)

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59.

2162A

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60.

2160A

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61.

2153B

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62.

2153A

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63.

2145A

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64.

2155A

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Quality: 25,162 global accepts · Rating: 800 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
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65.

2152A

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66.

2149B

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Quality: 33,038 global accepts · Rating: 800 · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
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67.

2149A

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68.

2151A

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69.

2146A

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Quality: 21,836 global accepts · Rating: 800 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation
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70.

2147A

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71.

2143A

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72.

2144A

[Cut the Array](#) · [Tutorial](#)

Quality: 21,679 global accepts · Rating: 800 · first AC: 2025-09-16 · last AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory
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73.

2148B

[Lasers](#) · [Tutorial](#)

Quality: 33,045 global accepts · Rating: 800 · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: geometry
[ashmelev's solution](#)

74.

2148A

[Sublime Sequence](#) · [Tutorial](#)

Quality: 47,418 global accepts · Rating: 800 · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, math
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75.

2140A

[Shift Sort](#) · [Tutorial](#)

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76.

2139B

[Cake Collection](#) · [Tutorial](#)

Quality: 20,826 global accepts · Rating: 800 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy

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77.

2139A

[Maple and Multiplication](#) · [Tutorial](#)

Quality: 25,824 global accepts · Rating: 800 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

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78.

2137A

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Quality: 35,311 global accepts · Rating: 800 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

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79.

2136A

[In the Dream](#) · [Tutorial](#)

Quality: 26,117 global accepts · Rating: 800 · first AC: 2025-08-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

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80.

2134A

[Painting With Two Colors](#) · [Tutorial](#)

Quality: 26,557 global accepts · Rating: 800 · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

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81.

2133B

[Villagers](#) · [Tutorial](#)

Quality: 25,543 global accepts · Rating: 800 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[ashmelev's solution](#)

82.

2133A

[Redstone?](#) · [Tutorial](#)

Quality: 30,970 global accepts · Rating: 800 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math

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83.

2132A

[Homework](#) · [Tutorial](#)

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[ashmelev's solution](#)

84.

2131B

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

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[ashmelev's solution](#)

85.

2131A

[Lever](#) · [Tutorial](#)

Quality: 38,865 global accepts · Rating: 800 · first AC: 2025-08-12 · C++20 (GCC 13-64) (first AC) · Tags: math

[ashmelev's solution](#)

86.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,641 global accepts · Rating: 800 · first AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
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87.

2130A

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88.

2128A

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89.

2125A

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90.

2122A

[Greedy Grid](#) · [Tutorial](#)

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91.

2126B

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92.

2126A

[Only One Digit](#) · [Tutorial](#)

Quality: 51,083 global accepts · Rating: 800 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math
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93.

2124A

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94.

2119A

[Add or XOR](#) · [Tutorial](#)

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95.

2123A

[Blackboard Game](#) · [Tutorial](#)

Quality: 41,689 global accepts · Rating: 800 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: math
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96.

2123B

[Tournament](#) · [Tutorial](#)

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97.

2112A

[Race](#) · [Tutorial](#)

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98.

2120A

[Square of Rectangles](#) · [Tutorial](#)

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99.

2121B

[Above the Clouds](#) · [Tutorial](#)

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100.

2121A

[Letter Home](#) · [Tutorial](#)

Quality: 39,280 global accepts · Rating: 800 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math
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101.

2113A

[Shashliks](#) · [Tutorial](#)

Quality: 20,509 global accepts · Rating: 800 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[ashmelev's solution](#)

102.

2118A

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

Quality: 29,116 global accepts · Rating: 800 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[ashmelev's solution](#)

103.

2117B

[Shrink](#) · [Tutorial](#)

Quality: 32,167 global accepts · Rating: 800 · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[ashmelev's solution](#)

104.

2117A

[False Alarm](#) · [Tutorial](#)

Quality: 38,046 global accepts · Rating: 800 · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[ashmelev's solution](#)

105.

2111A

[Energy Crystals](#) · [Tutorial](#)

Quality: 20,726 global accepts · Rating: 800 · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math
[ashmelev's solution](#)

106.

2116A

[Gellyfish and Tricolor Pansy](#) · [Tutorial](#)

Quality: 26,973 global accepts · Rating: 800 · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy
[ashmelev's solution](#)

107.

2114A

[Square Year](#) · [Tutorial](#)

Quality: 43,202 global accepts · Rating: 800 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force,

math

[ashmelev's solution](#)

108.

2110A

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

Quality: 29,830 global accepts · Rating: 800 · first AC: 2025-05-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[ashmelev's solution](#)

109.

2094A

[Trippi Troppi](#) · [Tutorial](#)

Quality: 56,280 global accepts · Rating: 800 · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[ashmelev's solution](#)

110.

2109A

[It's Time To Duel](#) · [Tutorial](#)

Quality: 26,948 global accepts · Rating: 800 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[ashmelev's solution](#)

111.

2107A

[LRC and VIP](#) · [Tutorial](#)

Quality: 22,203 global accepts · Rating: 800 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, number theory

[ashmelev's solution](#)

112.

2108A

[Permutation Warm-Up](#) · [Tutorial](#)

Quality: 22,151 global accepts · Rating: 800 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, greedy, math

[ashmelev's solution](#)

113.

2098A

[Vadim's Collection](#) · [Tutorial](#)

Quality: 14,754 global accepts · Rating: 800 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[ashmelev's solution](#)

114.

2106A

[Dr. TC](#) · [Tutorial](#)

Quality: 36,359 global accepts · Rating: 800 · first AC: 2025-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[ashmelev's solution](#)

115.

2094B

[Bobritto Bandito](#) · [Tutorial](#)

Quality: 33,149 global accepts · Rating: 800 · first AC: 2025-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms

[ashmelev's solution](#)

116.

2103A

[Common Multiple](#) · [Tutorial](#)

Quality: 24,948 global accepts · Rating: 800 · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math

[ashmelev's solution](#)

117.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,575 global accepts · Rating: 800 · first AC: 2025-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[ashmelev's solution](#)

118.

2093A

[Ideal Generator](#) · [Tutorial](#)

Quality: 40,839 global accepts · Rating: 800 · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[ashmelev's solution](#)

119.

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,430 global accepts · Rating: 800 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
[ashmelev's solution](#)

120.

2086A

[Cloudberry Jam](#) · [Tutorial](#)

Quality: 33,543 global accepts · Rating: 800 · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[ashmelev's solution](#)

121.

2092A

[Kamilka and the Sheep](#) · [Tutorial](#)

Quality: 28,316 global accepts · Rating: 800 · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory, sortings
[ashmelev's solution](#)

122.

2090A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 21,374 global accepts · Rating: 800 · first AC: 2025-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[ashmelev's solution](#)

123.

2075A

[To Zero](#) · [Tutorial](#)

Quality: 27,908 global accepts · Rating: 800 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[ashmelev's solution](#)

124.

2082A

[Binary Matrix](#) · [Tutorial](#)

Quality: 11,206 global accepts · Rating: 800 · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[ashmelev's solution](#)

125.

2074A

[Draw a Square](#) · [Tutorial](#)

Quality: 44,315 global accepts · Rating: 800 · first AC: 2025-03-12 · last AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, implementation
[ashmelev's solution](#)

126.

2074B

[The Third Side](#) · [Tutorial](#)

Quality: 34,754 global accepts · Rating: 800 · first AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, greedy, math
[ashmelev's solution](#)

127.

2078A

[Final Verdict](#) · [Tutorial](#)

Quality: 23,297 global accepts · Rating: 800 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[ashmelev's solution](#)

128.

2071A

[The Play Never Ends](#) · [Tutorial](#)

Quality: 27,840 global accepts · Rating: 800 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[ashmelev's solution](#)

129.

2070A

[FizzBuzz Remixed](#) · [Tutorial](#)

Quality: 26,492 global accepts · Rating: 800 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[ashmelev's solution](#)

130.

2072A

[New World, New Me, New Array](#) · [Tutorial](#)

Quality: 40,657 global accepts · Rating: 800 · first AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[ashmelev's solution](#)

131.

2069A

[Was there an Array?](#) · [Tutorial](#)

Quality: 26,550 global accepts · Rating: 800 · first AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, greedy

[ashmelev's solution](#)

132.

2064A

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

Quality: 27,099 global accepts · Rating: 800 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[ashmelev's solution](#)

133.

2065A

[Skibidus and Amog'u](#) · [Tutorial](#)

Quality: 55,630 global accepts · Rating: 800 · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[ashmelev's solution](#)

134.

2067A

[Adjacent Digit Sums](#) · [Tutorial](#)

Quality: 25,692 global accepts · Rating: 800 · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math

[ashmelev's solution](#)

135.

2065B

[Skibidus and Ohio](#) · [Tutorial](#)

Quality: 42,073 global accepts · Rating: 800 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[ashmelev's solution](#)

136.

1895A

[Treasure Chest](#) · [Tutorial](#)

Quality: 25,920 global accepts · Rating: 800 · first AC: 2025-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[ashmelev's solution](#)

137.

2059A

[Milya and Two Arrays](#) · [Tutorial](#)

Quality: 29,191 global accepts · Rating: 800 · first AC: 2025-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

[ashmelev's solution](#)

138.

2062A

[String](#) · [Tutorial](#)

Quality: 28,280 global accepts · Rating: 800 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings

[ashmelev's solution](#)

139.

2063A

[Minimal Coprime](#) · [Tutorial](#)

Quality: 31,760 global accepts · Rating: 800 · first AC: 2025-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[ashmelev's solution](#)

140.

2061A

[Kevin and Arithmetic](#) · [Tutorial](#)

Quality: 22,354 global accepts · Rating: 800 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[ashmelev's solution](#)

141.

2060A

[Fibonacciess](#) · [Tutorial](#)

Quality: 41,098 global accepts · Rating: 800 · first AC: 2025-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force
[ashmelev's solution](#)

142.

2056A

[Shape Perimeter](#) · [Tutorial](#)

Quality: 26,784 global accepts · Rating: 800 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
[ashmelev's solution](#)

143.

2055A

[Two Frogs](#) · [Tutorial](#)

Quality: 33,639 global accepts · Rating: 800 · first AC: 2025-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy, math
[ashmelev's solution](#)

144.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,511 global accepts · Rating: 800 · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
[ashmelev's solution](#)

145.

1776A

[Walking Boy](#) · [Tutorial](#)

Quality: 7,963 global accepts · Rating: 800 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[ashmelev's solution](#)

146.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,260 global accepts · Rating: 800 · first AC: 2024-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry, greedy, math
[ashmelev's solution](#)

147.

2042A

[Greedy Monocarp](#) · [Tutorial](#)

Quality: 20,855 global accepts · Rating: 800 · first AC: 2024-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[ashmelev's solution](#)

148.

2043A

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

Quality: 26,988 global accepts · Rating: 800 · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math
[ashmelev's solution](#)

149.

2051B

[Journey](#) · [Tutorial](#)

Quality: 39,757 global accepts · Rating: 800 · first AC: 2024-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math
[ashmelev's solution](#)

150.

2051A

[Preparing for the Olympiad](#) · [Tutorial](#)

Quality: 35,177 global accepts · Rating: 800 · first AC: 2024-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[ashmelev's solution](#)

151.

2049A

[MEX Destruction](#) · [Tutorial](#)

Quality: 24,130 global accepts · Rating: 800 · first AC: 2024-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[ashmelev's solution](#)

152.

2048A

[Kevin and Combination Lock](#) · [Tutorial](#)

Quality: 22,853 global accepts · Rating: 800 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math, number theory
[ashmelev's solution](#)

153.

2044C

[Hard Problem](#) · [Tutorial](#)

Quality: 45,267 global accepts · Rating: 800 · first AC: 2024-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[ashmelev's solution](#)

154.

2044B

[Normal Problem](#) · [Tutorial](#)

Quality: 51,974 global accepts · Rating: 800 · first AC: 2024-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings
[ashmelev's solution](#)

155.

2044A

[Easy Problem](#) · [Tutorial](#)

Quality: 61,211 global accepts · Rating: 800 · first AC: 2024-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math
[ashmelev's solution](#)

156.

2040A

[Game of Division](#) · [Tutorial](#)

Quality: 24,433 global accepts · Rating: 800 · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math
[ashmelev's solution](#)

157.

2050A

[Line Breaks](#) · [Tutorial](#)

Quality: 36,457 global accepts · Rating: 800 · first AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[ashmelev's solution](#)

158.

2047A

[Alyona and a Square Jigsaw Puzzle](#) · [Tutorial](#)

Quality: 17,838 global accepts · Rating: 800 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[ashmelev's solution](#)

159.

2034A

[King Keykhosrow's Mystery](#) · [Tutorial](#)

Quality: 18,401 global accepts · Rating: 800 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory
[ashmelev's solution](#)

160.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,123 global accepts · Rating: 800 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms,

number theory

[ashmelev's solution](#)

161.

2037B

[Intercepted Inputs](#) · [Tutorial](#)

Quality: 25,539 global accepts · Rating: 800 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[ashmelev's solution](#)

162.

2037A

[Twice](#) · [Tutorial](#)

Quality: 35,696 global accepts · Rating: 800 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[ashmelev's solution](#)

163.

2031A

[Penchick and Modern Monument](#) · [Tutorial](#)

Quality: 20,947 global accepts · Rating: 800 · first AC: 2024-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[ashmelev's solution](#)

164.

2029A

[Set](#) · [Tutorial](#)

Quality: 14,163 global accepts · Rating: 800 · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[ashmelev's solution](#)

165.

2036B

[Startup](#) · [Tutorial](#)

Quality: 29,743 global accepts · Rating: 800 · first AC: 2024-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[ashmelev's solution](#)

166.

2036A

[Quintomania](#) · [Tutorial](#)

Quality: 40,692 global accepts · Rating: 800 · first AC: 2024-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[ashmelev's solution](#)

167.

2032A

[Circuit](#) · [Tutorial](#)

Quality: 24,699 global accepts · Rating: 800 · first AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math, number theory

[ashmelev's solution](#)

168.

2035A

[Sliding](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 800 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[ashmelev's solution](#)

169.

2027A

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

Quality: 22,025 global accepts · Rating: 800 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, implementation, math

[ashmelev's solution](#)

170.

2033A

[Sakurako and Kosuke](#) · [Tutorial](#)

Quality: 41,160 global accepts · Rating: 800 · first AC: 2024-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math

[ashmelev's solution](#)

171.

2024A

[Profitable Interest Rate](#) · [Tutorial](#)

Quality: 23,016 global accepts · Rating: 800 · first AC: 2024-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[ashmelev's solution](#)

172.

2030B

[Minimise Oneness](#) · [Tutorial](#)

Quality: 23,687 global accepts · Rating: 800 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, games, math
[ashmelev's solution](#)

173.

2030A

[A Gift From Orangutan](#) · [Tutorial](#)

Quality: 27,584 global accepts · Rating: 800 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[ashmelev's solution](#)

174.

2025A

[Two Screens](#) · [Tutorial](#)

Quality: 28,571 global accepts · Rating: 800 · first AC: 2024-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, strings, two pointers
[ashmelev's solution](#)

175.

2022A

[Bus to Pénjamo](#) · [Tutorial](#)

Quality: 17,228 global accepts · Rating: 800 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[ashmelev's solution](#)

176.

2021A

[Meaning Mean](#) · [Tutorial](#)

Quality: 21,501 global accepts · Rating: 800 · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math, sortings
[ashmelev's solution](#)

177.

2020A

[Find Minimum Operations](#) · [Tutorial](#)

Quality: 25,942 global accepts · Rating: 800 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, math, number theory
[ashmelev's solution](#)

178.

2019A

[Max Plus Size](#) · [Tutorial](#)

Quality: 27,136 global accepts · Rating: 800 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy
[ashmelev's solution](#)

179.

2014B

[Robin Hood and the Major Oak](#) · [Tutorial](#)

Quality: 33,191 global accepts · Rating: 800 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: math
[ashmelev's solution](#)

180.

2014A

[Robin Helps](#) · [Tutorial](#)

Quality: 45,707 global accepts · Rating: 800 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[ashmelev's solution](#)

181.

2013A

[Zhan's Blender](#) · [Tutorial](#)

Quality: 31,230 global accepts · Rating: 800 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[ashmelev's solution](#)

182.

2009B

[osu!mania](#) · [Tutorial](#)

Quality: 53,225 global accepts · Rating: 800 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation
[ashmelev's solution](#)

183.

2009A

[Minimize!](#) · [Tutorial](#)

Quality: 72,959 global accepts · Rating: 800 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[ashmelev's solution](#)

184.

2008A

[Sakurako's Exam](#) · [Tutorial](#)

Quality: 41,789 global accepts · Rating: 800 · first AC: 2024-09-02 · last AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[ashmelev's solution](#)

185.

2008C

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

Quality: 36,478 global accepts · Rating: 800 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math
[ashmelev's solution](#)

186.

2008B

[Square or Not](#) · [Tutorial](#)

Quality: 32,955 global accepts · Rating: 800 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, strings
[ashmelev's solution](#)

187.

2007A

[Dora's Set](#) · [Tutorial](#)

Quality: 25,252 global accepts · Rating: 800 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory
[ashmelev's solution](#)

188.

2010B

[Three Brothers](#) · [Tutorial](#)

Quality: 24,717 global accepts · Rating: 800 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math
[ashmelev's solution](#)

189.

2010A

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

Quality: 21,268 global accepts · Rating: 800 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math
[ashmelev's solution](#)

190.

2003B

[Turtle and Piggy Are Playing a Game 2](#) · [Tutorial](#)

Quality: 27,528 global accepts · Rating: 800 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings
[ashmelev's solution](#)

191.

2003A

[Turtle and Good Strings](#) · [Tutorial](#)

Quality: 32,664 global accepts · Rating: 800 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
[ashmelev's solution](#)

192.

2001B

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

Quality: 26,105 global accepts · Rating: 800 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[ashmelev's solution](#)

193.

2001A

[Make All Equal](#) · [Tutorial](#)

Quality: 32,878 global accepts · Rating: 800 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[ashmelev's solution](#)

194.

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,710 global accepts · Rating: 800 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[ashmelev's solution](#)

195.

2000A

[Primary Task](#) · [Tutorial](#)

Quality: 44,102 global accepts · Rating: 800 · first AC: 2024-08-14 · last AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, strings
[ashmelev's solution](#)

196.

2000B

[Seating in a Bus](#) · [Tutorial](#)

Quality: 40,613 global accepts · Rating: 800 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: two pointers
[ashmelev's solution](#)

197.

2002A

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

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math
[ashmelev's solution](#)

198.

1998A

[Find K Distinct Points with Fixed Center](#) · [Tutorial](#)

Quality: 26,136 global accepts · Rating: 800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math
[ashmelev's solution](#)

199.

1999C

[Showering](#) · [Tutorial](#)

Quality: 41,640 global accepts · Rating: 800 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[ashmelev's solution](#)

200.

1999A

[A+B Again?](#) · [Tutorial](#)

Quality: 83,928 global accepts · Rating: 800 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[ashmelev's solution](#)

201.

1993A

[Question Marks](#) · [Tutorial](#)

Quality: 33,168 global accepts · Rating: 800 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[ashmelev's solution](#)

202.

1997A

[Strong Password](#) · [Tutorial](#)

Quality: 33,431 global accepts · Rating: 800 · first AC: 2024-07-31 · last AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings

[ashmelev's solution](#)

203.

1991A

[Maximize the Last Element](#) · [Tutorial](#)

Quality: 24,425 global accepts · Rating: 800 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[ashmelev's solution](#)

204.

1996B

[Scale](#) · [Tutorial](#)

Quality: 36,912 global accepts · Rating: 800 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[ashmelev's solution](#)

205.

1996A

[Legs](#) · [Tutorial](#)

Quality: 57,375 global accepts · Rating: 800 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

[ashmelev's solution](#)

206.

1995A

[Diagonals](#) · [Tutorial](#)

Quality: 26,424 global accepts · Rating: 800 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[ashmelev's solution](#)

207.

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,285 global accepts · Rating: 800 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[ashmelev's solution](#)

208.

1992B

[Angry Monk](#) · [Tutorial](#)

Quality: 37,943 global accepts · Rating: 800 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[ashmelev's solution](#)

209.

1992A

[Only Pluses](#) · [Tutorial](#)

Quality: 49,233 global accepts · Rating: 800 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, sortings

[ashmelev's solution](#)

210.

1983A

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

Quality: 28,115 global accepts · Rating: 800 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[ashmelev's solution](#)

211.

1987A

[Upload More RAM](#) · [Tutorial](#)

Quality: 28,992 global accepts · Rating: 800 · first AC: 2024-07-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[ashmelev's solution](#)

212.

1989A

[Catch the Coin](#) · [Tutorial](#)

Quality: 29,353 global accepts · Rating: 800 · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ashmelev's solution](#)

213.

1982A

[Soccer](#) · [Tutorial](#)

Quality: 27,506 global accepts · Rating: 800 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings
[ashmelev's solution](#)

214.

1986A

[X Axis](#) · [Tutorial](#)

Quality: 47,985 global accepts · Rating: 800 · first AC: 2024-06-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, sortings
[ashmelev's solution](#)

215.

1978B

[New Bakery](#) · [Tutorial](#)

Quality: 25,333 global accepts · Rating: 800 · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, ternary search
[ashmelev's solution](#)

216.

1978A

[Alice and Books](#) · [Tutorial](#)

Quality: 28,622 global accepts · Rating: 800 · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[ashmelev's solution](#)

217.

1985B

[Maximum Multiple Sum](#) · [Tutorial](#)

Quality: 56,769 global accepts · Rating: 800 · first AC: 2024-06-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[ashmelev's solution](#)

218.

1985A

[Creating Words](#) · [Tutorial](#)

Quality: 72,371 global accepts · Rating: 800 · first AC: 2024-06-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[ashmelev's solution](#)

219.

1984A

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

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[ashmelev's solution](#)

220.

1980B

[Choosing Cubes](#) · [Tutorial](#)

Quality: 38,501 global accepts · Rating: 800 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: sortings
[ashmelev's solution](#)

221.

1980A

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

Quality: 47,596 global accepts · Rating: 800 · first AC: 2024-06-08 · C++17 (GCC 7-32) (first AC) · Tags: math
[ashmelev's solution](#)

222.

1979A

[Guess the Maximum](#) · [Tutorial](#)

Quality: 31,793 global accepts · Rating: 800 · first AC: 2024-06-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[ashmelev's solution](#)

223.

1981A

[Turtle and Piggy Are Playing a Game](#) · [Tutorial](#)

Quality: 24,250 global accepts · Rating: 800 · first AC: 2024-06-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[ashmelev's solution](#)

224.

1976A

[Verify Password](#) · [Tutorial](#)

Quality: 32,644 global accepts · Rating: 800 · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

[ashmelev's solution](#)

225.

1977A

[Little Nikita](#) · [Tutorial](#)

Quality: 39,197 global accepts · Rating: 800 · first AC: 2024-05-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[ashmelev's solution](#)

226.

1975A

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

Quality: 20,714 global accepts · Rating: 800 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[ashmelev's solution](#)

227.

1974B

[Symmetric Encoding](#) · [Tutorial](#)

Quality: 34,487 global accepts · Rating: 800 · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings

[ashmelev's solution](#)

228.

1974A

[Phone Desktop](#) · [Tutorial](#)

Quality: 37,914 global accepts · Rating: 800 · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[ashmelev's solution](#)

229.

1971B

[Different String](#) · [Tutorial](#)

Quality: 44,705 global accepts · Rating: 800 · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[ashmelev's solution](#)

230.

1971A

[My First Sorting Problem](#) · [Tutorial](#)

Quality: 59,478 global accepts · Rating: 800 · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[ashmelev's solution](#)

231.

1968B

[Prefiguence](#) · [Tutorial](#)

Quality: 31,435 global accepts · Rating: 800 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers

[ashmelev's solution](#)

232.

1968A

[Maximize?](#) · [Tutorial](#)

Quality: 39,455 global accepts · Rating: 800 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[ashmelev's solution](#)

233.

1972A

[Contest Proposal](#) · [Tutorial](#)

Quality: 25,904 global accepts · Rating: 800 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, two pointers

[ashmelev's solution](#)

234.

1969A

[Two Friends](#) · [Tutorial](#)

Quality: 22,176 global accepts · Rating: 800 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms,

implementation, math

[ashmelev's solution](#)

235.

1966A

[Card Exchange](#) · [Tutorial](#)

Quality: 19,570 global accepts · Rating: 800 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy

[ashmelev's solution](#)

236.

1957A

[Stickogon](#) · [Tutorial](#)

Quality: 25,675 global accepts · Rating: 800 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[ashmelev's solution](#)

237.

1956B

[Nene and the Card Game](#) · [Tutorial](#)

Quality: 22,929 global accepts · Rating: 800 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[ashmelev's solution](#)

238.

1956A

[Nene's Game](#) · [Tutorial](#)

Quality: 24,192 global accepts · Rating: 800 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, games, greedy

[ashmelev's solution](#)

239.

1955A

[Yogurt Sale](#) · [Tutorial](#)

Quality: 52,727 global accepts · Rating: 800 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: math

[ashmelev's solution](#)

240.

1950A

[Stair, Peak, or Neither?](#) · [Tutorial](#)

Quality: 69,443 global accepts · Rating: 800 · first AC: 2024-04-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ashmelev's solution](#)

241.

1950B

[Upscaling](#) · [Tutorial](#)

Quality: 44,211 global accepts · Rating: 800 · first AC: 2024-04-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ashmelev's solution](#)

242.

1950C

[Clock Conversion](#) · [Tutorial](#)

Quality: 46,902 global accepts · Rating: 800 · first AC: 2024-04-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[ashmelev's solution](#)

243.

1942A

[Farmer John's Challenge](#) · [Tutorial](#)

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[ashmelev's solution](#)

244.

1946A

[Median of an Array](#) · [Tutorial](#)

Quality: 28,570 global accepts · Rating: 800 · first AC: 2024-03-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[ashmelev's solution](#)

245.

1945A

[Setting up Camp](#) · [Tutorial](#)

Quality: 30,319 global accepts · Rating: 800 · first AC: 2024-03-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[ashmelev's solution](#)

246.

1944A

[Destroying Bridges](#) · [Tutorial](#)

Quality: 28,736 global accepts · Rating: 800 · first AC: 2024-03-17 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, math

[ashmelev's solution](#)

247.

1948A

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

Quality: 30,994 global accepts · Rating: 800 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[ashmelev's solution](#)

248.

1941A

[Rudolf and the Ticket](#) · [Tutorial](#)

Quality: 47,694 global accepts · Rating: 800 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[ashmelev's solution](#)

249.

1935A

[Entertainment in MAC](#) · [Tutorial](#)

Quality: 30,325 global accepts · Rating: 800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[ashmelev's solution](#)

250.

1937A

[Shuffle Party](#) · [Tutorial](#)

Quality: 24,656 global accepts · Rating: 800 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[ashmelev's solution](#)

251.

1934A

[Too Min Too Max](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[ashmelev's solution](#)

252.

1933B

[Turtle Math: Fast Three Task](#) · [Tutorial](#)

Quality: 36,272 global accepts · Rating: 800 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory

[ashmelev's solution](#)

253.

1933A

[Turtle Puzzle: Rearrange and Negate](#) · [Tutorial](#)

Quality: 42,107 global accepts · Rating: 800 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[ashmelev's solution](#)

254.

1923A

[Moving Chips](#) · [Tutorial](#)

Quality: 26,365 global accepts · Rating: 800 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[ashmelev's solution](#)

255.

1926B

[Vlad and Shapes](#) · [Tutorial](#)

Quality: 36,450 global accepts · Rating: 800 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation

[ashmelev's solution](#)

256.

1926A

[Vlad and the Best of Five](#) · [Tutorial](#)

Quality: 62,192 global accepts · Rating: 800 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[ashmelev's solution](#)

257.

1930A

[Maximise The Score](#) · [Tutorial](#)

Quality: 20,287 global accepts · Rating: 800 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[ashmelev's solution](#)

258.

1932A

[Thorns and Coins](#) · [Tutorial](#)

Quality: 33,893 global accepts · Rating: 800 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[ashmelev's solution](#)

259.

1929B

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

Quality: 26,730 global accepts · Rating: 800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[ashmelev's solution](#)

260.

1929A

[Sasha and the Beautiful Array](#) · [Tutorial](#)

Quality: 34,942 global accepts · Rating: 800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[ashmelev's solution](#)

261.

1931B

[Make Equal](#) · [Tutorial](#)

Quality: 35,365 global accepts · Rating: 800 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[ashmelev's solution](#)

262.

1931A

[Recovering a Small String](#) · [Tutorial](#)

Quality: 39,961 global accepts · Rating: 800 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, strings

[ashmelev's solution](#)

263.

1928A

[Rectangle Cutting](#) · [Tutorial](#)

Quality: 24,422 global accepts · Rating: 800 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[ashmelev's solution](#)

264.

1927A

[Make it White](#) · [Tutorial](#)

Quality: 51,436 global accepts · Rating: 800 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[ashmelev's solution](#)

265.

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,372 global accepts · Rating: 800 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[ashmelev's solution](#)

266.

1925A

[We Got Everything Covered!](#) · [Tutorial](#)

Quality: 31,147 global accepts · Rating: 800 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy,

strings

[ashmelev's solution](#)

267.

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,850 global accepts · Rating: 800 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, strings

[ashmelev's solution](#)

268.

1921B

[Arranging Cats](#) · [Tutorial](#)

Quality: 36,575 global accepts · Rating: 800 · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[ashmelev's solution](#)

269.

1921A

[Square](#) · [Tutorial](#)

Quality: 49,593 global accepts · Rating: 800 · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[ashmelev's solution](#)

270.

1920A

[Satisfying Constraints](#) · [Tutorial](#)

Quality: 29,555 global accepts · Rating: 800 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[ashmelev's solution](#)

271.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,651 global accepts · Rating: 800 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[ashmelev's solution](#)

272.

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[ashmelev's solution](#)

273.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[ashmelev's solution](#)

274.

1915C

[Can I Square?](#) · [Tutorial](#)

Quality: 54,182 global accepts · Rating: 800 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation

[ashmelev's solution](#)

275.

1915B

[Not Quite Latin Square](#) · [Tutorial](#)

Quality: 50,351 global accepts · Rating: 800 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, implementation

[ashmelev's solution](#)

276.

1915A

[Odd One Out](#) · [Tutorial](#)

Quality: 79,796 global accepts · Rating: 800 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, implementation

[ashmelev's solution](#)

277.

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,244 global accepts · Rating: 800 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[ashmelev's solution](#)

278.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[ashmelev's solution](#)

279.

1914B

[Preparing for the Contest](#) · [Tutorial](#)

Quality: 33,225 global accepts · Rating: 800 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[ashmelev's solution](#)

280.

1914A

[Problemsolving Log](#) · [Tutorial](#)

Quality: 35,153 global accepts · Rating: 800 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[ashmelev's solution](#)

281.

1913A

[Rating Increase](#) · [Tutorial](#)

Quality: 27,262 global accepts · Rating: 800 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[ashmelev's solution](#)

282.

1905A

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

Quality: 24,431 global accepts · Rating: 800 · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[ashmelev's solution](#)

283.

648B

[B = 505D 8 D BCä;](#)

Quality: 2,157 global accepts · Rating: 800 · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings
[ashmelev's solution](#)

284.

1907A

[Rook](#) · [Tutorial](#)

Quality: 41,755 global accepts · Rating: 800 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[ashmelev's solution](#)

285.

1902A

[Binary Imbalance](#) · [Tutorial](#)

Quality: 23,256 global accepts · Rating: 800 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[ashmelev's solution](#)

286.

1903A

[Halloumi Boxes](#) · [Tutorial](#)

Quality: 79,615 global accepts · Rating: 800 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings
[ashmelev's solution](#)

287.

1900A

[Cover in Water](#) · [Tutorial](#)

Quality: 64,088 global accepts · Rating: 800 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[ashmelev's solution](#)

288.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,321 global accepts · Rating: 800 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[ashmelev's solution](#)

289.

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,294 global accepts · Rating: 800 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[ashmelev's solution](#)

290.

1898A

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

Quality: 17,423 global accepts · Rating: 800 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[ashmelev's solution](#)

291.

1899A

[Game with Integers](#) · [Tutorial](#)

Quality: 92,738 global accepts · Rating: 800 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: games, math, number theory

[ashmelev's solution](#)

292.

1894A

[Secret Sport](#) · [Tutorial](#)

Quality: 20,433 global accepts · Rating: 800 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[ashmelev's solution](#)

293.

1884A

[Simple Design](#) · [Tutorial](#)

Quality: 19,155 global accepts · Rating: 800 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[ashmelev's solution](#)

294.

1891A

[Sorting with Twos](#) · [Tutorial](#)

Quality: 20,542 global accepts · Rating: 800 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[ashmelev's solution](#)

295.

1890B

[Qingshan Loves Strings](#) · [Tutorial](#)

Quality: 18,765 global accepts · Rating: 800 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[ashmelev's solution](#)

296.

1890A

[Doremy's Paint 3](#) · [Tutorial](#)

Quality: 57,097 global accepts · Rating: 800 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[ashmelev's solution](#)

297.

1866A

[Ambitious Kid](#) · [Tutorial](#)

Quality: 51,344 global accepts · Rating: 800 · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: math

[ashmelev's solution](#)

298.

1883A

[Morning](#) · [Tutorial](#)

Quality: 29,254 global accepts · Rating: 800 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: math

[ashmelev's solution](#)

299.

1881A

[Don't Try to Count](#) · [Tutorial](#)

Quality: 59,308 global accepts · Rating: 800 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, strings
[ashmelev's solution](#)

300.

1886A

[Sum of Three](#) · [Tutorial](#)

Quality: 27,721 global accepts · Rating: 800 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math
[ashmelev's solution](#)

301.

1877A

[Goals of Victory](#) · [Tutorial](#)

Quality: 52,313 global accepts · Rating: 800 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: math
[ashmelev's solution](#)

302.

1878B

[Aleksa and Stack](#) · [Tutorial](#)

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303.

1878A

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304.

1882A

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1879A

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306.

1873A

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307.

1873B

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308.

1873C

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309.

1873D

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1870A

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311.

1867A

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312.

1872A

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313.

1863A

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1861A

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315.

1612A

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316.

1864A

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317.

1862B

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1862A

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319.

4A

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320.

71A

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321.

231A

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322.

339A

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1850B

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1850A

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325.

1858A

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326.

1850C

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327.

1859A

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328.

1856A

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329.

1857A

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1855A

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331.

1849A

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332.

1851B

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1851A

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334.

1853A

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1844A

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336.

1846B

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337.

1846A

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1847A

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343.

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344.

1836A

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345.

1834A

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1840A

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1838A

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351.

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1833C

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1833A

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1828A

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1832A

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1825A

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358.

1829B

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1829C

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1822B

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1820A

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1797A

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1811A

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1805B

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1810A

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1810B

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1807C

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1807B

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1794A

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1789B

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390.

1789A

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391.

1780A

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392.

1795A

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393.

1793A

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394.

1788A

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395.

1791C

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1778A

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399.

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401.

1792A

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402.

1777A

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403.

1678B1

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404.

1782A

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Rating: 800 · first AC: 2023-01-16 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
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405.

1783A

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406.

1775A1

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407.

1774A

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408.

1762A

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409.

1731A

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410.

1768A

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Quality: 31,066 global accepts · Rating: 800 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
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411.

1779A

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412.

1767B

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413.

1767A

[Cut the Triangle](#) · [Tutorial](#)

Quality: 21,557 global accepts · Rating: 800 · first AC: 2022-12-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation
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414.

1763A

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Quality: 17,000 global accepts · Rating: 800 · first AC: 2022-12-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
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415.

1772B

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Quality: 33,099 global accepts · Rating: 800 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
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416.

1772A

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Quality: 60,425 global accepts · Rating: 800 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[ashmelev's solution](#)

417.

1769A

[B47C00D0 4Cä@Cä3C](#)

Quality: 2,156 global accepts · Rating: 800 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: *special, math
[ashmelev's solution](#)

418.

1766A

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Quality: 46,006 global accepts · Rating: 800 · first AC: 2022-12-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
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419.

1773F

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Quality: 4,781 global accepts · Rating: 800 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
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420.

1750B

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Quality: 16,815 global accepts · Rating: 800 · first AC: 2022-11-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
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421.

1764A

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Quality: 17,453 global accepts · Rating: 800 · first AC: 2022-11-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[ashmelev's solution](#)

422.

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,598 global accepts · Rating: 800 · first AC: 2022-11-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
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423.

1758A

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

Quality: 27,048 global accepts · Rating: 800 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
[ashmelev's solution](#)

424.

1760C

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Quality: 43,819 global accepts · Rating: 800 · first AC: 2022-11-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings
[ashmelev's solution](#)

425.

1760B

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

Quality: 53,339 global accepts · Rating: 800 · first AC: 2022-11-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings
[ashmelev's solution](#)

426.

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,935 global accepts · Rating: 800 · first AC: 2022-11-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[ashmelev's solution](#)

427.

1759B

[Lost Permutation](#) · [Tutorial](#)

Quality: 23,636 global accepts · Rating: 800 · first AC: 2022-11-19 · C++17 (GCC 7-32) (first AC) · Tags: math
[ashmelev's solution](#)

428.

1759A

[Yes-Yes?](#) · [Tutorial](#)

Quality: 32,664 global accepts · Rating: 800 · first AC: 2022-11-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[ashmelev's solution](#)

429.

1750A

[Indirect Sort](#) · [Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[ashmelev's solution](#)

430.

1748A

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Quality: 25,312 global accepts · Rating: 800 · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: math

[ashmelev's solution](#)

431.

1747A

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Quality: 26,484 global accepts · Rating: 800 · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

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432.

1725A

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Quality: 10,135 global accepts · Rating: 800 · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: math

[ashmelev's solution](#)

433.

1746B

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Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[ashmelev's solution](#)

434.

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

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435.

1740B

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

Quality: 14,352 global accepts · Rating: 800 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, sortings

[ashmelev's solution](#)

436.

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,156 global accepts · Rating: 800 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory

[ashmelev's solution](#)

437.

1741B

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

Quality: 26,762 global accepts · Rating: 800 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[ashmelev's solution](#)

438.

1749A

[Cowardly Rooks](#) · [Tutorial](#)

Quality: 23,303 global accepts · Rating: 800 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[ashmelev's solution](#)

439.

1754B

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

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440.

1754A

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Quality: 24,868 global accepts · Rating: 800 · first AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy
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441.

1744B

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Quality: 24,898 global accepts · Rating: 800 · first AC: 2022-10-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
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442.

1744A

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443.

1743A

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Quality: 29,540 global accepts · Rating: 800 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, implementation, math
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444.

1743B

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445.

1742B

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Quality: 61,093 global accepts · Rating: 800 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings
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446.

1742A

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Quality: 104,295 global accepts · Rating: 800 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[ashmelev's solution](#)

447.

1738A

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448.

1741A

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Quality: 33,802 global accepts · Rating: 800 · first AC: 2022-10-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[ashmelev's solution](#)

449.

1736A

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[ashmelev's solution](#)

450.

1735A

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Quality: 21,056 global accepts · Rating: 800 · first AC: 2022-10-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[ashmelev's solution](#)

451.

1739A

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Quality: 23,771 global accepts · Rating: 800 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[ashmelev's solution](#)

452.

1730A

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Quality: 24,815 global accepts · Rating: 800 · first AC: 2022-09-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings
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453.

1734B

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Quality: 16,404 global accepts · Rating: 800 · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[ashmelev's solution](#)

454.

1734A

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[ashmelev's solution](#)

455.

1733A

[Consecutive Sum](#) · [Tutorial](#)

Quality: 21,855 global accepts · Rating: 800 · first AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[ashmelev's solution](#)

456.

1729B

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[ashmelev's solution](#)

457.

1729A

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Quality: 45,899 global accepts · Rating: 800 · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: math
[ashmelev's solution](#)

458.

1704A

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

Quality: 16,651 global accepts · Rating: 800 · first AC: 2022-09-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[ashmelev's solution](#)

459.

1728B

[Best Permutation](#) · [Tutorial](#)

Quality: 20,672 global accepts · Rating: 800 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[ashmelev's solution](#)

460.

1728A

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Quality: 25,451 global accepts · Rating: 800 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings
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461.

1717A

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Quality: 20,957 global accepts · Rating: 800 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

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462.

1722C

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Quality: 36,175 global accepts · Rating: 800 · first AC: 2022-08-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

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463.

1722B

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Quality: 56,455 global accepts · Rating: 800 · first AC: 2022-08-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ashmelev's solution](#)

464.

1722A

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Quality: 65,624 global accepts · Rating: 800 · first AC: 2022-08-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ashmelev's solution](#)

465.

1721A

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466.

1715A

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[ashmelev's solution](#)

467.

1720B

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468.

1696A

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Quality: 20,260 global accepts · Rating: 800 · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

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469.

1719A

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470.

1719B

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471.

1712A

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Quality: 25,056 global accepts · Rating: 800 · first AC: 2022-08-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[ashmelev's solution](#)

472.

1712B

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

Quality: 22,398 global accepts · Rating: 800 · first AC: 2022-08-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

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473.

1713A

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Quality: 22,813 global accepts · Rating: 800 · first AC: 2022-08-07 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, implementation

[ashmelev's solution](#)

474.

1716B

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Quality: 21,953 global accepts · Rating: 800 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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475.

1716A

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Quality: 35,845 global accepts · Rating: 800 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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476.

1711A

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

Quality: 26,502 global accepts · Rating: 800 · first AC: 2022-08-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[ashmelev's solution](#)

477.

1714C

[Minimum Varied Number](#) · [Tutorial](#)

Quality: 33,426 global accepts · Rating: 800 · first AC: 2022-08-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[ashmelev's solution](#)

478.

1714B

[Remove Prefix](#) · [Tutorial](#)

Quality: 33,775 global accepts · Rating: 800 · first AC: 2022-08-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[ashmelev's solution](#)

479.

1709A

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Quality: 31,594 global accepts · Rating: 800 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

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480.

1706A

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Quality: 24,255 global accepts · Rating: 800 · first AC: 2022-07-20 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, greedy, string suffix structures, strings

[ashmelev's solution](#)

481.

1708A

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

Quality: 22,573 global accepts · Rating: 800 · first AC: 2022-07-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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482.

1705A

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Quality: 26,582 global accepts · Rating: 800 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

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483.

1703C

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Quality: 40,839 global accepts · Rating: 800 · first AC: 2022-07-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
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484.

1703B

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Quality: 66,168 global accepts · Rating: 800 · first AC: 2022-07-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[ashmelev's solution](#)

485.

1703A

[YES or YES?](#) · [Tutorial](#)

Quality: 97,238 global accepts · Rating: 800 · first AC: 2022-07-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
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486.

1702A

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

Quality: 38,179 global accepts · Rating: 800 · first AC: 2022-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
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487.

1702B

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

Quality: 29,305 global accepts · Rating: 800 · first AC: 2022-07-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[ashmelev's solution](#)

488.

1701B

[Permutation](#) · [Tutorial](#)

Quality: 20,810 global accepts · Rating: 800 · first AC: 2022-07-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[ashmelev's solution](#)

489.

1701A

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Quality: 27,542 global accepts · Rating: 800 · first AC: 2022-07-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[ashmelev's solution](#)

490.

1699A

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

Quality: 24,780 global accepts · Rating: 800 · first AC: 2022-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[ashmelev's solution](#)

491.

1698B

[Rising Sand](#) · [Tutorial](#)

Quality: 21,464 global accepts · Rating: 800 · first AC: 2022-06-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[ashmelev's solution](#)

492.

1698A

[XOR Mixup](#) · [Tutorial](#)

Quality: 32,878 global accepts · Rating: 800 · first AC: 2022-06-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force
[ashmelev's solution](#)

493.

177A1

[Good Matrix Elements](#) · [Tutorial](#)

Quality: 11,501 global accepts · Rating: 800 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[ashmelev's solution](#)

494.

177A2

[Good Matrix Elements](#) · [Tutorial](#)

Quality: 8,564 global accepts · Rating: 800 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[ashmelev's solution](#)

495.

818A

[Diplomas and Certificates](#) · [Tutorial](#)

Quality: 7,788 global accepts · Rating: 800 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[ashmelev's solution](#)

496.

278A

[Circle Line](#) · [Tutorial](#)

Quality: 12,824 global accepts · Rating: 800 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[ashmelev's solution](#)

497.

952A

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Quality: 11,975 global accepts · Rating: 800 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: *special, math
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498.

1695A

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Quality: 16,798 global accepts · Rating: 800 · first AC: 2022-06-24 · C++17 (GCC 7-32) (first AC) · Tags: games
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499.

802G1

[Fake News \(easy\)](#) · [Tutorial](#)

Quality: 8,142 global accepts · Rating: 800 · first AC: 2022-06-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
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500.

760A

[Petr and a calendar](#) · [Tutorial](#)

Quality: 8,644 global accepts · Rating: 800 · first AC: 2022-06-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[ashmelev's solution](#)

501.

363A

[Soroban](#) · [Tutorial](#)

Quality: 11,438 global accepts · Rating: 800 · first AC: 2022-06-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[ashmelev's solution](#)

502.

1009A

[Game Shopping](#) · [Tutorial](#)

Quality: 12,310 global accepts · Rating: 800 · first AC: 2022-06-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[ashmelev's solution](#)

503.

1131A

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Quality: 12,807 global accepts · Rating: 800 · first AC: 2022-06-22 · C++17 (GCC 7-32) (first AC) · Tags: math
[ashmelev's solution](#)

504.

202A

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Quality: 19,757 global accepts · Rating: 800 · first AC: 2022-06-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, strings
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505.

1654B

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Quality: 16,778 global accepts · Rating: 800 · first AC: 2022-06-22 · C++17 (GCC 7-32) (first AC) · Tags: strings

[ashmelev's solution](#)

506.

1056A

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Quality: 7,308 global accepts · Rating: 800 · first AC: 2022-06-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ashmelev's solution](#)

507.

181A

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524.

859A

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1684B

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1152A

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1676B

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1676A

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1674B

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302A

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618A

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607.

873A

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611.

1669C

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612.

1669B

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613.

1669A

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614.

673A

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615.

910A

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616.

888A

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617.

1668A

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618.

1099A

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619.

1060A

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620.

831B

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621.

32A

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622.

884A

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623.

932A

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624.

954A

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625.

1013A

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626.

1028A

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627.

931A

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628.

811A

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629.

855A

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630.

629A

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631.

1315A

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632.

992A

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633.

678A

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634.

712A

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635.

680A

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636.

938A

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637.

620A

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638.

735A

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639.

796A

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146A

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950A

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643.

676A

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644.

710A

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645.

1661A

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646.

1633B

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1665A

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648.

454A

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649.

688A

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770A

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937A

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672A

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780A

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654.

908A

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655.

361A

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656.

681A

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664A

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658.

1585A

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1660A

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1660B

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661.

1443A

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662.

987A

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663.

47A

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664.

384A

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665.

1139A

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666.

1228A

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667.

1243A

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668.

1194A

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669.

1244A

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670.

1658A

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671.

1658B

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1323A

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673.

1657A

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674.

1118A

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675.

1249A

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676.

946A

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677.

898A

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678.

1651A

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679.

919A

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680.

1093A

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681.

294A

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682.

1656A

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683.

1303A

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684.

702A

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685.

1097A

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686.

401A

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687.

764A

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688.

599A

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689.

749A

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690.

472A

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691.

977A

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692.

854A

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[ashmelev's solution](#)

693.

900A

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[ashmelev's solution](#)

694.

897A

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695.

755A

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696.

378A

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697.

448A

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698.

492A

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699.

731A

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700.

1325A

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701.

1650A

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702.

1647A

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703.

265A

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704.

486A

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705.

701A

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706.

1646A

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707.

1646B

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1644A

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709.

1644B

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710.

1635B

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711.

1635A

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712.

1638A

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713.

1634A

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714.

1095A

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715.

1312A

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716.

1400A

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1618B

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1455A

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926.

1433A

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927.

1478A

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928.

1574A

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1492A

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930.

1501A

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931.

1573A

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932.

1499A

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933.

1497A

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934.

1513A

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935.

1509A

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936.

1511A

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1514A

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1569A

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939.

1454B

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940.

1454A

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941.

1567A

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942.

1472B

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943.

1472A

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944.

1504A

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945.

1519B

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946.

1519A

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947.

1529A

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948.

1506A

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1556A

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950.

1562A

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956.

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961.

1536A

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962.

1552A

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963.

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964.

1551B1

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965.

1551A

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972.

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1550A

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974.

1546A

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979.

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982.

1490A

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983.

1474A

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984.

1473A

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985.

1398B

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986.

1398A

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1305A

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997.

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1196A

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1002.

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785A

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721A

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1009.

630A

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546A

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1011.

540A

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1012.

513A

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1013.

469A

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1014.

291A

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1015.

172A

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1016.

158A

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1017.

148A

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1018.

136A

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141A

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1020.

119A

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1021.

116A

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92A

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34A

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78A

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16A

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1027.

22A

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1029.

14A

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1030.

61A

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1031.

59A

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1032.

12A

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1033.

49A

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1034.

46A

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1035.

41A

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1036.

38A

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1037.

9A

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1038.

2216A

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1039.

2210B

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1040.

2209B

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1041.

1468N

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1042.

2200C

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1043.

2195B

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1044.

2185C

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1045.

1666D

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1046.

2178B

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1047.

2157B

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1048.

2171B

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1049.

2166B

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1050.

2169A

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Quality: 19,055 global accepts · Rating: 900 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[ashmelev's solution](#)

1051.

2149C

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1052.

2148C

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1053.

2140B

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1054.

2137B

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1055.

2136B

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1056.

2132B

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1057.

2125B

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1058.

2114B

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1059.

2110B

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1060.

2102B

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Quality: 19,837 global accepts · Rating: 900 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings
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1061.

2102A

[Dinner Time](#) · [Tutorial](#)

Quality: 21,463 global accepts · Rating: 900 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
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1062.

2106B

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Quality: 28,382 global accepts · Rating: 900 · first AC: 2025-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math
[ashmelev's solution](#)

1063.

2094C

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Quality: 30,489 global accepts · Rating: 900 · first AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
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1064.

2093B

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1065.

2085A

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1066.

2072B

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1067.

2062B

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1068.

2060C

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1069.

2042B

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Quality: 19,486 global accepts · Rating: 900 · first AC: 2024-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy
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1070.

2048B

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1071.

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1072.

2031B

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[ashmelev's solution](#)

1073.

2028A

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1074.

2026A

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1075.

2035B

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1076.

2033B

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[ashmelev's solution](#)

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2013B

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[ashmelev's solution](#)

1078.

2005A

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1079.

2007B

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1080.

1990A

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Quality: 26,866 global accepts · Rating: 900 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, sortings

[ashmelev's solution](#)

1081.

1988B

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Quality: 26,449 global accepts · Rating: 900 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[ashmelev's solution](#)

1082.

1988A

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

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1083.

1992C

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Quality: 33,257 global accepts · Rating: 900 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[ashmelev's solution](#)

1084.

1985D

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1085.

1973A

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Quality: 28,535 global accepts · Rating: 900 · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math

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1086.

1971C

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Quality: 41,574 global accepts · Rating: 900 · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation

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1087.

1972B

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Quality: 25,384 global accepts · Rating: 900 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: games

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1088.

1954A

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1089.

1951A

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Quality: 22,571 global accepts · Rating: 900 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

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1090.

1945B

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1091.

1941C

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[ashmelev's solution](#)

1092.

1927B

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[ashmelev's solution](#)

1093.

1918B

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1921C

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1095.

1915D

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1096.

648A

[A00011Că;DÄHC,,9 C6>CDJCT<](#)

Quality: 1,056 global accepts · Rating: 900 · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

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1097.

1904A

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Quality: 40,376 global accepts · Rating: 900 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

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1098.

1900B

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1099.

1896B

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1100.

847G

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1101.

1883B

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Quality: 59,680 global accepts · Rating: 900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: strings

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1102.

1881B

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[ashmelev's solution](#)

1103.

1875A

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Quality: 46,994 global accepts · Rating: 900 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

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1104.

1878C

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1105.

1879B

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1106.

1869A

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1107.

1872B

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1108.

1860A

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1109.

1850D

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1110.

1856B

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1111.

1855B

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1112.

1848A

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1113.

1837B

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1114.

1833B

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1115.

1828B

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1116.

1818B

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Quality: 17,051 global accepts · Rating: 900 · first AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

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1117.

1823B

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1118.

1808A

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1119.

1807D

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1120.

1806B

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[ashmelev's solution](#)

1121.

1794B

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[ashmelev's solution](#)

1122.

1795B

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Quality: 24,093 global accepts · Rating: 900 · first AC: 2023-02-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy

[ashmelev's solution](#)

1123.

1777B

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[ashmelev's solution](#)

1124.

1775A2

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Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
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1125.

1768B

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1126.

1779B

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1127.

1737A

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Quality: 10,851 global accepts · Rating: 900 · first AC: 2022-12-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings
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1128.

1505A

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Quality: 16,088 global accepts · Rating: 900 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation, interactive
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1129.

1025A

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Quality: 16,526 global accepts · Rating: 900 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
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1130.

1445B

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Quality: 15,925 global accepts · Rating: 900 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
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1131.

1612B

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

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[ashmelev's solution](#)

1132.

1758B

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Quality: 23,890 global accepts · Rating: 900 · first AC: 2022-12-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
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1133.

1764B

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1134.

1747B

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1135.

1726A

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1136.

1732B

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Quality: 17,261 global accepts · Rating: 900 · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

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1137.

1749B

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1138.

1742C

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1139.

1735B

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1733B

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1141.

611A

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1142.

834A

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1143.

916A

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1144.

1106C

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1145.

1057A

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1146.

1150B

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1147.

999B

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Quality: 19,432 global accepts · Rating: 900 · first AC: 2022-09-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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1148.

412B

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1149.

1080B

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1150.

1720A

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1151.

1714A

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1152.

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1153.

1705B

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1154.

918B

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1155.

1132B

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1156.

1055A

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Quality: 13,448 global accepts · Rating: 900 · first AC: 2022-07-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs

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1157.

1699B

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1158.

1696B

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1159.

1642B

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[ashmelev's solution](#)

1160.

412A

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Quality: 4,965 global accepts · Rating: 900 · first AC: 2022-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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1161.

1032A

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1162.

765A

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1163.

376A

[Lever](#) · [Tutorial](#)

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1164.

914A

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1165.

948A

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1166.

1107A

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1167.

1197A

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Quality: 14,034 global accepts · Rating: 900 · first AC: 2022-07-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
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1168.

1166A

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Quality: 15,076 global accepts · Rating: 900 · first AC: 2022-07-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy
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1169.

1008A

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Quality: 16,360 global accepts · Rating: 900 · first AC: 2022-07-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
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1170.

1321A

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1171.

1282A

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1172.

1208A

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Quality: 18,021 global accepts · Rating: 900 · first AC: 2022-07-01 · C++17 (GCC 7-32) (first AC) · Tags: math
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1173.

1016A

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1174.

1609A

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1175.

1351B

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Quality: 18,536 global accepts · Rating: 900 · first AC: 2022-06-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
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1176.

1047B

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Quality: 18,779 global accepts · Rating: 900 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math
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1177.

1279A

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1178.

1113A

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Quality: 18,318 global accepts · Rating: 900 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

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1179.

1144B

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1180.

1283B

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Quality: 23,084 global accepts · Rating: 900 · first AC: 2022-06-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[ashmelev's solution](#)

1181.

1326B

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Quality: 25,271 global accepts · Rating: 900 · first AC: 2022-06-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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1182.

1354A

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Quality: 24,891 global accepts · Rating: 900 · first AC: 2022-06-26 · C++17 (GCC 7-32) (first AC) · Tags: math

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1183.

1291A

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Quality: 20,683 global accepts · Rating: 900 · first AC: 2022-06-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings

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1184.

519A

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Quality: 20,130 global accepts · Rating: 900 · first AC: 2022-06-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ashmelev's solution](#)

1185.

1697B

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1186.

1689B

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1187.

1679A

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1188.

1011A

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Quality: 13,265 global accepts · Rating: 900 · first AC: 2022-05-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

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1189.

981A

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1190.

263B

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1191.

1675B

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1192.

1668B

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Quality: 17,924 global accepts · Rating: 900 · first AC: 2022-04-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
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1193.

1665B

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1194.

1313A

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Quality: 16,232 global accepts · Rating: 900 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
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1195.

1163A

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Quality: 13,862 global accepts · Rating: 900 · first AC: 2022-03-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
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1196.

801B

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1197.

48A

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1198.

44A

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1199.

975A

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1200.

246A

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1201.

808A

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1202.

1650B

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Quality: 29,993 global accepts · Rating: 900 · first AC: 2022-03-13 · C++17 (GCC 7-32) (first AC) · Tags: math

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1203.

415A

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Quality: 9,591 global accepts · Rating: 900 · first AC: 2022-03-10 · C++17 (GCC 9-64) (first AC) · Tags: implementation

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1204.

863A

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1205.

876A

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Quality: 10,022 global accepts · Rating: 900 · first AC: 2022-03-10 · C++17 (GCC 9-64) (first AC) · Tags: math

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1206.

52A

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1207.

793A

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1208.

820A

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1209.

373A

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1210.

893A

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1211.

776A

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1212.

424A

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1213.

868A

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1214.

194A

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Quality: 10,915 global accepts · Rating: 900 · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
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1215.

616A

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Quality: 10,830 global accepts · Rating: 900 · first AC: 2022-03-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
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1216.

387A

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1217.

1187A

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Quality: 15,544 global accepts · Rating: 900 · first AC: 2022-03-04 · C++17 (GCC 9-64) (first AC) · Tags: math
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1218.

1004A

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Quality: 11,858 global accepts · Rating: 900 · first AC: 2022-03-04 · C++17 (GCC 9-64) (first AC) · Tags: implementation
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1219.

903A

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Quality: 15,517 global accepts · Rating: 900 · first AC: 2022-03-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
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1220.

129A

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Quality: 25,210 global accepts · Rating: 900 · first AC: 2022-03-03 · C++17 (GCC 9-64) (first AC) · Tags: implementation
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1221.

621A

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1222.

989A

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1223.

745A

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Quality: 10,988 global accepts · Rating: 900 · first AC: 2022-03-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

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1224.

814A

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Quality: 11,046 global accepts · Rating: 900 · first AC: 2022-03-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

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1225.

586A

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Quality: 10,591 global accepts · Rating: 900 · first AC: 2022-03-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[ashmelev's solution](#)

1226.

622B

[The Time](#) · [Tutorial](#)

Quality: 10,959 global accepts · Rating: 900 · first AC: 2022-03-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[ashmelev's solution](#)

1227.

11A

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Quality: 15,494 global accepts · Rating: 900 · first AC: 2022-03-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math

[ashmelev's solution](#)

1228.

631A

[Interview](#) · [Tutorial](#)

Quality: 9,749 global accepts · Rating: 900 · first AC: 2022-03-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

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1229.

369A

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Quality: 12,220 global accepts · Rating: 900 · first AC: 2022-02-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

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1230.

408A

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Quality: 11,983 global accepts · Rating: 900 · first AC: 2022-02-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation

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1231.

598A

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Quality: 32,215 global accepts · Rating: 900 · first AC: 2022-02-28 · C++17 (GCC 9-64) (first AC) · Tags: math

[ashmelev's solution](#)

1232.

870A

[Search for Pretty Integers](#) · [Tutorial](#)

Quality: 10,787 global accepts · Rating: 900 · first AC: 2022-02-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[ashmelev's solution](#)

1233.

961A

[Tetris](#) · [Tutorial](#)

Quality: 10,852 global accepts · Rating: 900 · first AC: 2022-02-27 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[ashmelev's solution](#)

1234.

554A

[Kyoya and Photobooks](#) · [Tutorial](#)

Quality: 14,490 global accepts · Rating: 900 · first AC: 2022-02-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, strings

[ashmelev's solution](#)

1235.

465A

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Quality: 10,445 global accepts · Rating: 900 · first AC: 2022-02-26 · C++17 (GCC 9-64) (first AC) · Tags: implementation

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1236.

127A

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Quality: 12,591 global accepts · Rating: 900 · first AC: 2022-02-26 · C++17 (GCC 9-64) (first AC) · Tags: geometry

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1237.

810A

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Quality: 9,277 global accepts · Rating: 900 · first AC: 2022-02-26 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

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1238.

935B

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Quality: 12,418 global accepts · Rating: 900 · first AC: 2022-02-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation

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1239.

215A

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Quality: 16,159 global accepts · Rating: 900 · first AC: 2022-02-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

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1240.

545A

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Quality: 12,152 global accepts · Rating: 900 · first AC: 2022-02-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation

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1241.

980A

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Quality: 10,951 global accepts · Rating: 900 · first AC: 2022-02-24 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

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1242.

892A

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Quality: 14,942 global accepts · Rating: 900 · first AC: 2022-02-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

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1243.

764B

[Timofey and cubes](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 900 · first AC: 2022-02-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

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1244.

697A

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Quality: 13,352 global accepts · Rating: 900 · first AC: 2022-02-22 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
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1245.

591A

[Wizards' Duel](#) · [Tutorial](#)

Quality: 17,280 global accepts · Rating: 900 · first AC: 2022-02-22 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
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1246.

841A

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1247.

496A

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Quality: 17,173 global accepts · Rating: 900 · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math
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1248.

205A

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Quality: 25,226 global accepts · Rating: 900 · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
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1249.

839A

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Quality: 14,928 global accepts · Rating: 900 · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation
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1250.

915A

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Quality: 16,021 global accepts · Rating: 900 · first AC: 2022-02-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[ashmelev's solution](#)

1251.

152A

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Quality: 18,618 global accepts · Rating: 900 · first AC: 2022-02-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation
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1252.

706A

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Quality: 15,341 global accepts · Rating: 900 · first AC: 2022-02-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, implementation
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1253.

1110A

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Quality: 16,026 global accepts · Rating: 900 · first AC: 2022-02-17 · C++20 (GCC 11-64) (first AC) · Tags: math
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1254.

1201A

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Quality: 17,033 global accepts · Rating: 900 · first AC: 2022-02-17 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
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1255.

1138A

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Quality: 22,070 global accepts · Rating: 900 · first AC: 2022-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation

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1256.

1225A

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Quality: 16,623 global accepts · Rating: 900 · first AC: 2022-02-16 · C++20 (GCC 11-64) (first AC) · Tags: math

[ashmelev's solution](#)

1257.

1093B

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Quality: 17,704 global accepts · Rating: 900 · first AC: 2022-02-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

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1258.

807A

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Quality: 23,248 global accepts · Rating: 900 · first AC: 2022-02-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

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1259.

670A

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Quality: 18,634 global accepts · Rating: 900 · first AC: 2022-02-15 · Rust 2021 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[ashmelev's solution](#)

1260.

1183B

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Quality: 19,697 global accepts · Rating: 900 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: math

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1261.

1248B

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1262.

572A

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[ashmelev's solution](#)

1263.

1005B

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1264.

1095B

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Quality: 24,339 global accepts · Rating: 900 · first AC: 2022-02-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[ashmelev's solution](#)

1265.

501A

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1266.

746B

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1267.

1141B

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1268.

1330A

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1269.

1238A

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1270.

1380A

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1271.

1430A

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Quality: 21,754 global accepts · Rating: 900 · first AC: 2022-02-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

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1272.

1350A

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Quality: 27,380 global accepts · Rating: 900 · first AC: 2022-02-08 · C++20 (GCC 11-64) (first AC) · Tags: math

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1273.

1206B

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Quality: 29,510 global accepts · Rating: 900 · first AC: 2022-02-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

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1274.

1295A

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Quality: 24,148 global accepts · Rating: 900 · first AC: 2022-02-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[ashmelev's solution](#)

1275.

1462C

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Quality: 36,450 global accepts · Rating: 900 · first AC: 2022-02-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

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1276.

1339A

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Quality: 34,209 global accepts · Rating: 900 · first AC: 2022-02-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, math

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1277.

1337B

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Quality: 36,863 global accepts · Rating: 900 · first AC: 2022-02-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math
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1278.

275A

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Quality: 36,466 global accepts · Rating: 900 · first AC: 2022-02-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[ashmelev's solution](#)

1279.

439A

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[ashmelev's solution](#)

1280.

567A

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Quality: 35,975 global accepts · Rating: 900 · first AC: 2022-02-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
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1281.

709A

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Quality: 37,961 global accepts · Rating: 900 · first AC: 2022-02-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[ashmelev's solution](#)

1282.

588A

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[ashmelev's solution](#)

1283.

276A

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Quality: 30,063 global accepts · Rating: 900 · first AC: 2022-02-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation
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1284.

320A

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Quality: 45,417 global accepts · Rating: 900 · first AC: 2022-02-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
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1285.

337A

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[ashmelev's solution](#)

1286.

160A

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Quality: 143,703 global accepts · Rating: 900 · first AC: 2022-02-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[ashmelev's solution](#)

1287.

977B

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Quality: 49,775 global accepts · Rating: 900 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[ashmelev's solution](#)

1288.

149A

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Quality: 45,985 global accepts · Rating: 900 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

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1289.

556A

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Quality: 46,388 global accepts · Rating: 900 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy

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1290.

460A

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Quality: 52,023 global accepts · Rating: 900 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[ashmelev's solution](#)

1291.

474A

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Quality: 54,677 global accepts · Rating: 900 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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1292.

313A

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Quality: 65,037 global accepts · Rating: 900 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, number theory

[ashmelev's solution](#)

1293.

729A

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Quality: 8,096 global accepts · Rating: 900 · first AC: 2022-01-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[ashmelev's solution](#)

1294.

299B

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Quality: 6,440 global accepts · Rating: 900 · first AC: 2022-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[ashmelev's solution](#)

1295.

45A

[Codecraft III](#) · [Tutorial](#)

Quality: 8,111 global accepts · Rating: 900 · first AC: 2022-01-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[ashmelev's solution](#)

1296.

1624B

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1297.

1420A

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1298.

1440B

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Quality: 30,328 global accepts · Rating: 900 · first AC: 2021-12-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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1299.

1585B

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1300.

1610A

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1301.

1617B

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Quality: 26,829 global accepts · Rating: 900 · first AC: 2021-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

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1302.

1419A

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Quality: 20,526 global accepts · Rating: 900 · first AC: 2021-12-13 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, implementation

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1303.

1613A

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[ashmelev's solution](#)

1304.

451A

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Quality: 75,690 global accepts · Rating: 900 · first AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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1305.

208A

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Quality: 105,059 global accepts · Rating: 900 · first AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: strings

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1306.

405A

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Quality: 126,472 global accepts · Rating: 900 · first AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[ashmelev's solution](#)

1307.

318A

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Quality: 143,094 global accepts · Rating: 900 · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: math

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1308.

96A

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Quality: 193,642 global accepts · Rating: 900 · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

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1309.

133A

[HQ9+](#) · [Tutorial](#)

Quality: 125,004 global accepts · Rating: 900 · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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1310.

1436B

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1311.

1216B

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[ashmelev's solution](#)

1312.

1589C

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Rating: 900 · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[ashmelev's solution](#)

1313.

1451B

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Quality: 20,213 global accepts · Rating: 900 · first AC: 2021-11-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, strings

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1314.

1606A

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Quality: 37,480 global accepts · Rating: 900 · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: strings

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1315.

115A

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1316.

1582B

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Quality: 33,362 global accepts · Rating: 900 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

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1317.

1486A

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Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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1318.

1374B

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Quality: 71,581 global accepts · Rating: 900 · first AC: 2021-10-21 · C++17 (GCC 7-32) (first AC) · Tags: math

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1319.

747B

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Quality: 9,641 global accepts · Rating: 900 · first AC: 2021-10-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

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1320.

653A

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Quality: 9,181 global accepts · Rating: 900 · first AC: 2021-10-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, sortings

[ashmelev's solution](#)

1321.

1480B

[The Great Hero](#) · [Tutorial](#)

Quality: 17,930 global accepts · Rating: 900 · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

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1322.

1324A

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Quality: 27,314 global accepts · Rating: 900 · first AC: 2021-10-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory

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1323.

1426B

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Quality: 21,801 global accepts · Rating: 900 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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1324.

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,317 global accepts · Rating: 900 · first AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[ashmelev's solution](#)

1325.

1433C

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Quality: 28,606 global accepts · Rating: 900 · first AC: 2021-09-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[ashmelev's solution](#)

1326.

1501B

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Quality: 21,076 global accepts · Rating: 900 · first AC: 2021-09-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, sortings

[ashmelev's solution](#)

1327.

1496A

[Split it!](#) · [Tutorial](#)

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[ashmelev's solution](#)

1328.

1525B

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Quality: 26,659 global accepts · Rating: 900 · first AC: 2021-08-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

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1329.

1471A

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Quality: 38,204 global accepts · Rating: 900 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

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1330.

1559B

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

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1331.

1559A

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Quality: 45,582 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[ashmelev's solution](#)

1332.

1555A

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Quality: 30,345 global accepts · Rating: 900 · first AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[ashmelev's solution](#)

1333.

1427A

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Quality: 18,033 global accepts · Rating: 900 · first AC: 2021-07-24 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings

[ashmelev's solution](#)

1334.

1543B

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

[ashmelev's solution](#)

1335.

1543A

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Quality: 40,948 global accepts · Rating: 900 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[ashmelev's solution](#)

1336.

1537B

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Quality: 42,301 global accepts · Rating: 900 · first AC: 2021-07-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[ashmelev's solution](#)

1337.

1535B

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Quality: 34,199 global accepts · Rating: 900 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory, sortings

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1338.

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,811 global accepts · Rating: 900 · first AC: 2021-03-02 · last AC: 2021-03-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, implementation

[ashmelev's solution](#)

1339.

1475B

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

Quality: 57,244 global accepts · Rating: 900 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math

[ashmelev's solution](#)

1340.

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,811 global accepts · Rating: 900 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[ashmelev's solution](#)

1341.

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,983 global accepts · Rating: 900 · first AC: 2020-09-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[ashmelev's solution](#)

1342.

1401A

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

Quality: 28,635 global accepts · Rating: 900 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[ashmelev's solution](#)

1343.

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,674 global accepts · Rating: 900 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: games

[ashmelev's solution](#)

1344.

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,387 global accepts · Rating: 900 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[ashmelev's solution](#)

1345.

1335B

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Quality: 42,598 global accepts · Rating: 900 · first AC: 2020-04-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[ashmelev's solution](#)

1346.

1296B

[Food Buying](#) · [Tutorial](#)

Quality: 32,696 global accepts · Rating: 900 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: math

[ashmelev's solution](#)

1347.

1272A

[Three Friends](#) · [Tutorial](#)

Quality: 22,073 global accepts · Rating: 900 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings

[ashmelev's solution](#)

1348.

1213A

[Chips Moving](#) · [Tutorial](#)

Quality: 25,603 global accepts · Rating: 900 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: math

[ashmelev's solution](#)

1349.

1204B

[Mislove Has Lost an Array](#) · [Tutorial](#)

Quality: 18,329 global accepts · Rating: 900 · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[ashmelev's solution](#)

1350.

1175A

[From Hero to Zero](#) · [Tutorial](#)

Quality: 19,764 global accepts · Rating: 900 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[ashmelev's solution](#)

1351.

1169A

[Circle Metro](#) · [Tutorial](#)

Quality: 12,693 global accepts · Rating: 900 · first AC: 2019-05-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[ashmelev's solution](#)

1352.

199A

[Hexadecimal's theorem](#) · [Tutorial](#)

Quality: 30,288 global accepts · Rating: 900 · first AC: 2014-12-11 · last AC: 2018-11-25 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation, number theory

[ashmelev's solution](#)

1353.

913A

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

Quality: 24,178 global accepts · Rating: 900 · first AC: 2018-01-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[ashmelev's solution](#)

1354.

879A

[Borya's Diagnosis](#) · [Tutorial](#)

Quality: 9,573 global accepts · Rating: 900 · first AC: 2017-11-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ashmelev's solution](#)

1355.

768A

[Oath of the Night's Watch](#) · [Tutorial](#)

Quality: 30,842 global accepts · Rating: 900 · first AC: 2017-02-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[ashmelev's solution](#)

1356.

580A

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

Quality: 104,683 global accepts · Rating: 900 · first AC: 2015-09-23 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[ashmelev's solution](#)

1357.

549A

[Face Detection](#) · [Tutorial](#)

Quality: 10,156 global accepts · Rating: 900 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: implementation, strings

[ashmelev's solution](#)

1358.

267A

[Subtractions](#) · [Tutorial](#)

Quality: 9,558 global accepts · Rating: 900 · first AC: 2014-12-11 · GNU C++ (first AC) · Tags: math, number theory

[ashmelev's solution](#)

1359.

26A

[Almost Prime](#) · [Tutorial](#)

Quality: 42,748 global accepts · Rating: 900 · first AC: 2014-12-04 · GNU C++ (first AC) · Tags: number theory

[ashmelev's solution](#)

1360.

168A

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

Quality: 11,506 global accepts · Rating: 900 · first AC: 2012-03-30 · GNU C++ (first AC) · Tags: implementation, math

[ashmelev's solution](#)

1361.

137A

[Postcards and photos](#) · [Tutorial](#)

Quality: 7,834 global accepts · Rating: 900 · first AC: 2012-01-03 · GNU C++ (first AC) · Tags: implementation

[ashmelev's solution](#)

1362.

116C

[Party](#) · [Tutorial](#)

Rating: 900 · first AC: 2011-09-17 · GNU C++ (first AC) · Tags: dfs and similar, graphs, trees

[ashmelev's solution](#)

1363.

94A

[Restoring Password](#) · [Tutorial](#)

Quality: 12,266 global accepts · Rating: 900 · first AC: 2011-07-13 · GNU C++ (first AC) · Tags: implementation, strings

[ashmelev's solution](#)

1364.

34B

[Sale](#) · [Tutorial](#)

Quality: 66,023 global accepts · Rating: 900 · first AC: 2011-05-27 · GNU C++ (first AC) · Tags: greedy, sortings

[ashmelev's solution](#)

1365.

84A

[Toy Army](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 900 · first AC: 2011-05-19 · GNU C++ (first AC) · Tags: math, number theory

[ashmelev's solution](#)

1366.

16B

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

Quality: 20,767 global accepts · Rating: 900 · first AC: 2011-04-26 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[ashmelev's solution](#)

1367.

10A

[Power Consumption Calculation](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 900 · first AC: 2011-03-25 · GNU C++ (first AC) · Tags: implementation

[ashmelev's solution](#)

1368.

63A

[Sinking Ship](#) · [Tutorial](#)

Quality: 13,424 global accepts · Rating: 900 · first AC: 2011-03-01 · GNU C++ (first AC) · Tags: implementation, sortings, strings

[ashmelev's solution](#)

1369.

6A

[Triangle](#) · [Tutorial](#)

Quality: 22,847 global accepts · Rating: 900 · first AC: 2010-03-27 · GNU C++ (first AC) · Tags: brute force, geometry

[ashmelev's solution](#)

1370.

2217B

[Flip the Bit \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,050 global accepts · Rating: 1000 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[ashmelev's solution](#)

1371.

2204C

[Spring](#) · [Tutorial](#)

Quality: 17,392 global accepts · Rating: 1000 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[ashmelev's solution](#)

1372.

2203B

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

Quality: 14,287 global accepts · Rating: 1000 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, fft, greedy, math

[ashmelev's solution](#)

1373.

2192B

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

Quality: 14,548 global accepts · Rating: 1000 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, strings

[ashmelev's solution](#)

1374.

2194B

[Offshores](#) · [Tutorial](#)

Quality: 18,417 global accepts · Rating: 1000 · first AC: 2026-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[ashmelev's solution](#)

1375.

2188B

[Seats](#) · [Tutorial](#)

Quality: 21,011 global accepts · Rating: 1000 · first AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[ashmelev's solution](#)

1376.

2193C

[Replace and Sum](#) · [Tutorial](#)

Quality: 28,715 global accepts · Rating: 1000 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy
[ashmelev's solution](#)

1377.

2191B

[MEX Reordering](#) · [Tutorial](#)

Quality: 19,907 global accepts · Rating: 1000 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, sortings
[ashmelev's solution](#)

1378.

1906A

[Easy As ABC](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1000 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force
[ashmelev's solution](#)

1379.

2176B

[Optimal Shifts](#) · [Tutorial](#)

Quality: 22,902 global accepts · Rating: 1000 · first AC: 2025-12-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, strings
[ashmelev's solution](#)

1380.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,251 global accepts · Rating: 1000 · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[ashmelev's solution](#)

1381.

2167D

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

Quality: 30,204 global accepts · Rating: 1000 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory
[ashmelev's solution](#)

1382.

2156B

[Strange Machine](#) · [Tutorial](#)

Quality: 20,762 global accepts · Rating: 1000 · first AC: 2025-10-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation
[ashmelev's solution](#)

1383.

2154B

[Make it Zigzag](#) · [Tutorial](#)

Quality: 19,812 global accepts · Rating: 1000 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[ashmelev's solution](#)

1384.

2162B

[Beautiful String](#) · [Tutorial](#)

Quality: 27,906 global accepts · Rating: 1000 · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms
[ashmelev's solution](#)

1385.

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,547 global accepts · Rating: 1000 · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[ashmelev's solution](#)

1386.

2147B

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

Quality: 16,960 global accepts · Rating: 1000 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[ashmelev's solution](#)

1387.

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,913 global accepts · Rating: 1000 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers

[ashmelev's solution](#)

1388.

2144B

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

Quality: 18,470 global accepts · Rating: 1000 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[ashmelev's solution](#)

1389.

2148D

[Destruction of the Dandelion Fields](#) · [Tutorial](#)

Quality: 26,738 global accepts · Rating: 1000 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[ashmelev's solution](#)

1390.

2132C1

[The Cunning Seller \(easy version\)](#) · [Tutorial](#)

Quality: 27,735 global accepts · Rating: 1000 · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[ashmelev's solution](#)

1391.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,271 global accepts · Rating: 1000 · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[ashmelev's solution](#)

1392.

2123C

[Prefix Min and Suffix Max](#) · [Tutorial](#)

Quality: 30,879 global accepts · Rating: 1000 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures

[ashmelev's solution](#)

1393.

2120B

[Square Pool](#) · [Tutorial](#)

Quality: 17,740 global accepts · Rating: 1000 · first AC: 2025-06-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[ashmelev's solution](#)

1394.

2114C

[Need More Arrays](#) · [Tutorial](#)

Quality: 30,891 global accepts · Rating: 1000 · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[ashmelev's solution](#)

1395.

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[ashmelev's solution](#)

1396.

2106C

[Cherry Bomb](#) · [Tutorial](#)

Quality: 25,608 global accepts · Rating: 1000 · first AC: 2025-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[ashmelev's solution](#)

1397.

2093C

[Simple Repetition](#) · [Tutorial](#)

Quality: 30,844 global accepts · Rating: 1000 · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[ashmelev's solution](#)

1398.

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,818 global accepts · Rating: 1000 · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, implementation, math
[ashmelev's solution](#)

1399.

2090B

[Pushing Balls](#) · [Tutorial](#)

Quality: 16,467 global accepts · Rating: 1000 · first AC: 2025-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation
[ashmelev's solution](#)

1400.

2060B

[Farmer John's Card Game](#) · [Tutorial](#)

Quality: 28,590 global accepts · Rating: 1000 · first AC: 2025-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[ashmelev's solution](#)

1401.

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,282 global accepts · Rating: 1000 · first AC: 2025-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings
[ashmelev's solution](#)

1402.

2057B

[Gorilla and the Exam](#) · [Tutorial](#)

Quality: 23,275 global accepts · Rating: 1000 · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[ashmelev's solution](#)

1403.

2051C

[Preparing for the Exam](#) · [Tutorial](#)

Quality: 28,010 global accepts · Rating: 1000 · first AC: 2024-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation
[ashmelev's solution](#)

1404.

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,102 global accepts · Rating: 1000 · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math
[ashmelev's solution](#)

1405.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, two pointers
[ashmelev's solution](#)

1406.

2039B

[Shohag Loves Strings](#) · [Tutorial](#)

Quality: 17,296 global accepts · Rating: 1000 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[ashmelev's solution](#)

1407.

2037C

[Superultra's Favorite Permutation](#) · [Tutorial](#)

Quality: 25,530 global accepts · Rating: 1000 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[ashmelev's solution](#)

1408.

2005B1

[The Strict Teacher \(Easy Version\)](#) · [Tutorial](#)

Quality: 24,746 global accepts · Rating: 1000 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[ashmelev's solution](#)

1409.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,521 global accepts · Rating: 1000 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[ashmelev's solution](#)

1410.

2000C

[Numeric String Template](#) · [Tutorial](#)

Quality: 31,426 global accepts · Rating: 1000 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings

[ashmelev's solution](#)

1411.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[ashmelev's solution](#)

1412.

1998B

[Minimize Equal Sum Subarrays](#) · [Tutorial](#)

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[ashmelev's solution](#)

1413.

1999B

[Card Game](#) · [Tutorial](#)

Quality: 41,745 global accepts · Rating: 1000 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[ashmelev's solution](#)

1414.

1090M

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

Quality: 7,170 global accepts · Rating: 1000 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[ashmelev's solution](#)

1415.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,912 global accepts · Rating: 1000 · first AC: 2024-07-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[ashmelev's solution](#)

1416.

1986B

[Matrix Stabilization](#) · [Tutorial](#)

Quality: 30,132 global accepts · Rating: 1000 · first AC: 2024-06-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, sortings

[ashmelev's solution](#)

1417.

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,106 global accepts · Rating: 1000 · first AC: 2024-06-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[ashmelev's solution](#)

1418.

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,432 global accepts · Rating: 1000 · first AC: 2024-06-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[ashmelev's solution](#)

1419.

1975B

[378QAQ and Mocha's Array](#) · [Tutorial](#)

Quality: 21,070 global accepts · Rating: 1000 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings

[ashmelev's solution](#)

1420.

1970A1

[Balanced Shuffle \(Easy\)](#) · [Tutorial](#)

Quality: 7,237 global accepts · Rating: 1000 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[ashmelev's solution](#)

1421.

1968C

[Assembly via Remainders](#) · [Tutorial](#)

Quality: 29,262 global accepts · Rating: 1000 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[ashmelev's solution](#)

1422.

1969B

[Shifts and Sorting](#) · [Tutorial](#)

Quality: 22,329 global accepts · Rating: 1000 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[ashmelev's solution](#)

1423.

1955B

[Progressive Square](#) · [Tutorial](#)

Quality: 32,264 global accepts · Rating: 1000 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, implementation, sortings

[ashmelev's solution](#)

1424.

1941B

[Rudolf and 121](#) · [Tutorial](#)

Quality: 34,754 global accepts · Rating: 1000 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[ashmelev's solution](#)

1425.

1930B

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

Quality: 17,660 global accepts · Rating: 1000 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[ashmelev's solution](#)

1426.

1931C

[Make Equal Again](#) · [Tutorial](#)

Quality: 33,884 global accepts · Rating: 1000 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[ashmelev's solution](#)

1427.

1927C

[Choose the Different Ones!](#) · [Tutorial](#)

Quality: 31,567 global accepts · Rating: 1000 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
[ashmelev's solution](#)

1428.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,906 global accepts · Rating: 1000 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
[ashmelev's solution](#)

1429.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,245 global accepts · Rating: 1000 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: strings
[ashmelev's solution](#)

1430.

649A

[A'NO80ÄKCR GC,,AC'0 Aô>C'8C#0D ?C](#)

Quality: 1,618 global accepts · Rating: 1000 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation
[ashmelev's solution](#)

1431.

1907B

[YetnotherrokenKeoard](#) · [Tutorial](#)

Quality: 30,382 global accepts · Rating: 1000 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, strings
[ashmelev's solution](#)

1432.

1894B

[Two Out of Three](#) · [Tutorial](#)

Quality: 18,108 global accepts · Rating: 1000 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[ashmelev's solution](#)

1433.

847M

[Weather Tomorrow](#) · [Tutorial](#)

Quality: 6,808 global accepts · Rating: 1000 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[ashmelev's solution](#)

1434.

1225B1

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

Quality: 12,519 global accepts · Rating: 1000 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[ashmelev's solution](#)

1435.

1883C

[Raspberries](#) · [Tutorial](#)

Quality: 50,165 global accepts · Rating: 1000 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, math
[ashmelev's solution](#)

1436.

958B1

[Maximum Control \(easy\)](#) · [Tutorial](#)

Quality: 3,927 global accepts · Rating: 1000 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[ashmelev's solution](#)

1437.

74A

[Room Leader](#) · [Tutorial](#)

Quality: 5,871 global accepts · Rating: 1000 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[ashmelev's solution](#)

1438.

1877B

[Helmets in Night Light](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[ashmelev's solution](#)

1439.

1177A

[Digits Sequence \(Easy Edition\)](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1000 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[ashmelev's solution](#)

1440.

177B1

[Rectangular Game](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1000 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: number theory

[ashmelev's solution](#)

1441.

888B

[Buggy Robot](#) · [Tutorial](#)

Quality: 10,724 global accepts · Rating: 1000 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[ashmelev's solution](#)

1442.

1243B1

[Character Swap \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,359 global accepts · Rating: 1000 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: strings

[ashmelev's solution](#)

1443.

1165B

[Polycarp Training](#) · [Tutorial](#)

Quality: 24,282 global accepts · Rating: 1000 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[ashmelev's solution](#)

1444.

178A1

[Educational Game](#) · [Tutorial](#)

Quality: 1,835 global accepts · Rating: 1000 · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[ashmelev's solution](#)

1445.

178A2

[Educational Game](#) · [Tutorial](#)

Quality: 1,857 global accepts · Rating: 1000 · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[ashmelev's solution](#)

1446.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,034 global accepts · Rating: 1000 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[ashmelev's solution](#)

1447.

1861B

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

Quality: 24,006 global accepts · Rating: 1000 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[ashmelev's solution](#)

1448.

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[ashmelev's solution](#)

1449.

1859B

[Olya and Game with Arrays](#) · [Tutorial](#)

Quality: 43,897 global accepts · Rating: 1000 · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[ashmelev's solution](#)

1450.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,369 global accepts · Rating: 1000 · first AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[ashmelev's solution](#)

1451.

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,877 global accepts · Rating: 1000 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[ashmelev's solution](#)

1452.

1844B

[Permutations & Primes](#) · [Tutorial](#)

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[ashmelev's solution](#)

1453.

1761B

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

Quality: 14,714 global accepts · Rating: 1000 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[ashmelev's solution](#)

1454.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, two pointers

[ashmelev's solution](#)

1455.

1834B

[Maximum Strength](#) · [Tutorial](#)

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

[ashmelev's solution](#)

1456.

1840C

[Ski Resort](#) · [Tutorial](#)

Quality: 47,570 global accepts · Rating: 1000 · first AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, two pointers

[ashmelev's solution](#)

1457.

1831B

[Array merging](#) · [Tutorial](#)

Quality: 35,053 global accepts · Rating: 1000 · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[ashmelev's solution](#)

1458.

1234B1

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

Quality: 19,767 global accepts · Rating: 1000 · first AC: 2023-05-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[ashmelev's solution](#)

1459.

1837C

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

Quality: 24,576 global accepts · Rating: 1000 · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[ashmelev's solution](#)

1460.

1249B1

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

Quality: 22,292 global accepts · Rating: 1000 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: dsu, math
[ashmelev's solution](#)

1461.

1419D1

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

Quality: 26,386 global accepts · Rating: 1000 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings
[ashmelev's solution](#)

1462.

1430C

[Numbers on Whiteboard](#) · [Tutorial](#)

Quality: 28,234 global accepts · Rating: 1000 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math
[ashmelev's solution](#)

1463.

1825B

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

Quality: 16,096 global accepts · Rating: 1000 · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[ashmelev's solution](#)

1464.

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,165 global accepts · Rating: 1000 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation
[ashmelev's solution](#)

1465.

1816B

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

Quality: 16,689 global accepts · Rating: 1000 · first AC: 2023-04-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[ashmelev's solution](#)

1466.

1811B

[Conveyor Belts](#) · [Tutorial](#)

Quality: 22,331 global accepts · Rating: 1000 · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[ashmelev's solution](#)

1467.

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,797 global accepts · Rating: 1000 · first AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation
[ashmelev's solution](#)

1468.

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,347 global accepts · Rating: 1000 · first AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math
[ashmelev's solution](#)

1469.

1802B

[Settlement of Guinea Pigs](#) · [Tutorial](#)

Quality: 14,635 global accepts · Rating: 1000 · first AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math
[ashmelev's solution](#)

1470.

1796B

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

Quality: 18,314 global accepts · Rating: 1000 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[ashmelev's solution](#)

1471.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[ashmelev's solution](#)

1472.

1800C1

[Powering the Hero \(easy version\)](#) · [Tutorial](#)

Quality: 26,956 global accepts · Rating: 1000 · first AC: 2023-03-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[ashmelev's solution](#)

1473.

1800B

[Count the Number of Pairs](#) · [Tutorial](#)

Quality: 28,411 global accepts · Rating: 1000 · first AC: 2023-03-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[ashmelev's solution](#)

1474.

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,264 global accepts · Rating: 1000 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings
[ashmelev's solution](#)

1475.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2023-02-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[ashmelev's solution](#)

1476.

1770A

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

Quality: 25,244 global accepts · Rating: 1000 · first AC: 2023-02-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[ashmelev's solution](#)

1477.

1790C

[Premutation](#) · [Tutorial](#)

Quality: 26,845 global accepts · Rating: 1000 · first AC: 2023-01-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[ashmelev's solution](#)

1478.

1782B

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

Rating: 1000 · first AC: 2023-01-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings
[ashmelev's solution](#)

1479.

1772C

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

Quality: 26,143 global accepts · Rating: 1000 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[ashmelev's solution](#)

1480.

1769B1

[A = > 008D > C\\$0C08CR DC 9C' > C" •](#)

Quality: 1,602 global accepts · Rating: 1000 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, implementation, math
[ashmelev's solution](#)

1481.

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,777 global accepts · Rating: 1000 · first AC: 2022-12-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ashmelev's solution](#)

1482.

1744C

[Traffic Light](#) · [Tutorial](#)

Quality: 44,093 global accepts · Rating: 1000 · first AC: 2022-12-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[ashmelev's solution](#)

1483.

981B

[Businessmen Problems](#) · [Tutorial](#)

Quality: 8,045 global accepts · Rating: 1000 · first AC: 2022-12-05 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[ashmelev's solution](#)

1484.

1278A

[Shuffle Hashing](#) · [Tutorial](#)

Quality: 18,292 global accepts · Rating: 1000 · first AC: 2022-12-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[ashmelev's solution](#)

1485.

978C

[Letters](#) · [Tutorial](#)

Quality: 29,822 global accepts · Rating: 1000 · first AC: 2022-12-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[ashmelev's solution](#)

1486.

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1000 · first AC: 2022-11-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[ashmelev's solution](#)

1487.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,914 global accepts · Rating: 1000 · first AC: 2022-11-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[ashmelev's solution](#)

1488.

1244B

[Rooms and Staircases](#) · [Tutorial](#)

Quality: 17,543 global accepts · Rating: 1000 · first AC: 2022-11-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[ashmelev's solution](#)

1489.

1293B

[JOE is on TV!](#) · [Tutorial](#)

Quality: 22,295 global accepts · Rating: 1000 · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[ashmelev's solution](#)

1490.

1702D

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

Quality: 25,935 global accepts · Rating: 1000 · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[ashmelev's solution](#)

1491.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,038 global accepts · Rating: 1000 · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy

[ashmelev's solution](#)

1492.

1760D

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

Quality: 27,014 global accepts · Rating: 1000 · first AC: 2022-11-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[ashmelev's solution](#)

1493.

127B

[Canvas Frames](#) · [Tutorial](#)

Quality: 10,429 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ashmelev's solution](#)

1494.

1725B

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

Quality: 28,267 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[ashmelev's solution](#)

1495.

1040A

[Palindrome Dance](#) · [Tutorial](#)

Quality: 10,200 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[ashmelev's solution](#)

1496.

491A

[Up the hill](#) · [Tutorial](#)

Quality: 3,485 global accepts · Rating: 1000 · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[ashmelev's solution](#)

1497.

250A

[Paper Work](#) · [Tutorial](#)

Quality: 4,804 global accepts · Rating: 1000 · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[ashmelev's solution](#)

1498.

182B

[Vasya's Calendar](#) · [Tutorial](#)

Quality: 7,364 global accepts · Rating: 1000 · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[ashmelev's solution](#)

1499.

724A

[Checking the Calendar](#) · [Tutorial](#)

Quality: 7,555 global accepts · Rating: 1000 · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[ashmelev's solution](#)

1500.

234B

[Reading](#) · [Tutorial](#)

Quality: 7,696 global accepts · Rating: 1000 · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[ashmelev's solution](#)

1501.

1248A

[Integer Points](#) · [Tutorial](#)

Quality: 15,105 global accepts · Rating: 1000 · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[ashmelev's solution](#)

1502.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,539 global accepts · Rating: 1000 · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics,

constructive algorithms, implementation, math, number theory

[ashmelev's solution](#)

1503.

1084A

[The Fair Nut and Elevator](#) · [Tutorial](#)

Quality: 8,229 global accepts · Rating: 1000 · first AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[ashmelev's solution](#)

1504.

604A

[Uncowed Forces](#) · [Tutorial](#)

Quality: 9,374 global accepts · Rating: 1000 · first AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[ashmelev's solution](#)

1505.

652B

[z-sort](#) · [Tutorial](#)

Quality: 11,808 global accepts · Rating: 1000 · first AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[ashmelev's solution](#)

1506.

1054B

[Appending Mex](#) · [Tutorial](#)

Quality: 7,070 global accepts · Rating: 1000 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[ashmelev's solution](#)

1507.

284B

[Cows and Poker Game](#) · [Tutorial](#)

Quality: 7,365 global accepts · Rating: 1000 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[ashmelev's solution](#)

1508.

859B

[Lazy Security Guard](#) · [Tutorial](#)

Quality: 7,904 global accepts · Rating: 1000 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, math

[ashmelev's solution](#)

1509.

322A

[Ciel and Dancing](#) · [Tutorial](#)

Quality: 8,943 global accepts · Rating: 1000 · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[ashmelev's solution](#)

1510.

864B

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

Quality: 9,983 global accepts · Rating: 1000 · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[ashmelev's solution](#)

1511.

359A

[Table](#) · [Tutorial](#)

Quality: 9,140 global accepts · Rating: 1000 · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[ashmelev's solution](#)

1512.

1223B

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

Quality: 15,894 global accepts · Rating: 1000 · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: strings

[ashmelev's solution](#)

1513.

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,524 global accepts · Rating: 1000 · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: math

[ashmelev's solution](#)

1514.

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,311 global accepts · Rating: 1000 · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[ashmelev's solution](#)

1515.

660B

[Seating On Bus](#) · [Tutorial](#)

Quality: 5,882 global accepts · Rating: 1000 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[ashmelev's solution](#)

1516.

265B

[Roadside Trees \(Simplified Edition\)](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 1000 · first AC: 2022-09-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[ashmelev's solution](#)

1517.

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-09-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[ashmelev's solution](#)

1518.

1230B

[Ania and Minimizing](#) · [Tutorial](#)

Quality: 19,632 global accepts · Rating: 1000 · first AC: 2022-09-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[ashmelev's solution](#)

1519.

1632B

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

Quality: 31,537 global accepts · Rating: 1000 · first AC: 2022-09-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[ashmelev's solution](#)

1520.

1300B

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

Quality: 25,913 global accepts · Rating: 1000 · first AC: 2022-09-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[ashmelev's solution](#)

1521.

822B

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

Quality: 10,200 global accepts · Rating: 1000 · first AC: 2022-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[ashmelev's solution](#)

1522.

1139B

[Chocolates](#) · [Tutorial](#)

Quality: 19,391 global accepts · Rating: 1000 · first AC: 2022-08-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[ashmelev's solution](#)

1523.

1515B

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

Quality: 27,063 global accepts · Rating: 1000 · first AC: 2022-08-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, number theory

[ashmelev's solution](#)

1524.

1358B

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

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2022-08-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[ashmelev's solution](#)

1525.

1359B

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

Quality: 29,383 global accepts · Rating: 1000 · first AC: 2022-08-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers
[ashmelev's solution](#)

1526.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,879 global accepts · Rating: 1000 · first AC: 2022-08-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[ashmelev's solution](#)

1527.

1041B

[Buying a TV Set](#) · [Tutorial](#)

Quality: 15,025 global accepts · Rating: 1000 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: math
[ashmelev's solution](#)

1528.

1197B

[Pillars](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1000 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[ashmelev's solution](#)

1529.

1107B

[Digital root](#) · [Tutorial](#)

Quality: 17,721 global accepts · Rating: 1000 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[ashmelev's solution](#)

1530.

622A

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

Quality: 10,254 global accepts · Rating: 1000 · first AC: 2022-08-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[ashmelev's solution](#)

1531.

620B

[Grandfather Dovlet's calculator](#) · [Tutorial](#)

Quality: 10,510 global accepts · Rating: 1000 · first AC: 2022-08-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[ashmelev's solution](#)

1532.

805B

[3-palindrome](#) · [Tutorial](#)

Quality: 18,759 global accepts · Rating: 1000 · first AC: 2022-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[ashmelev's solution](#)

1533.

465B

[Inbox \(100500\)](#) · [Tutorial](#)

Quality: 10,870 global accepts · Rating: 1000 · first AC: 2022-08-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[ashmelev's solution](#)

1534.

616B

[Dinner with Emma](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1000 · first AC: 2022-08-25 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[ashmelev's solution](#)

1535.

670B

[Game of Robots](#) · [Tutorial](#)

Quality: 11,989 global accepts · Rating: 1000 · first AC: 2022-08-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ashmelev's solution](#)

1536.

893B

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

Quality: 12,664 global accepts · Rating: 1000 · first AC: 2022-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[ashmelev's solution](#)

1537.

1073B

[Vasya and Books](#) · [Tutorial](#)

Quality: 11,219 global accepts · Rating: 1000 · first AC: 2022-08-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[ashmelev's solution](#)

1538.

1008B

[Turn the Rectangles](#) · [Tutorial](#)

Quality: 12,563 global accepts · Rating: 1000 · first AC: 2022-08-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[ashmelev's solution](#)

1539.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,604 global accepts · Rating: 1000 · first AC: 2022-08-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[ashmelev's solution](#)

1540.

1023B

[Pair of Toys](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1000 · first AC: 2022-08-22 · C++17 (GCC 7-32) (first AC) · Tags: math

[ashmelev's solution](#)

1541.

1088B

[Ehab and subtraction](#) · [Tutorial](#)

Quality: 13,587 global accepts · Rating: 1000 · first AC: 2022-08-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[ashmelev's solution](#)

1542.

1117B

[Emotes](#) · [Tutorial](#)

Quality: 15,736 global accepts · Rating: 1000 · first AC: 2022-08-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[ashmelev's solution](#)

1543.

672B

[Different is Good](#) · [Tutorial](#)

Quality: 18,531 global accepts · Rating: 1000 · first AC: 2022-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings

[ashmelev's solution](#)

1544.

1051B

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Quality: 18,810 global accepts · Rating: 1000 · first AC: 2022-08-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[ashmelev's solution](#)

1545.

1077B

[Disturbed People](#) · [Tutorial](#)

Quality: 20,436 global accepts · Rating: 1000 · first AC: 2022-08-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[ashmelev's solution](#)

1546.

725A

[Jumping Ball](#) · [Tutorial](#)

Quality: 7,484 global accepts · Rating: 1000 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ashmelev's solution](#)

1547.

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,316 global accepts · Rating: 1000 · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[ashmelev's solution](#)

1548.

371A

[K-Periodic Array](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1000 · first AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[ashmelev's solution](#)

1549.

641A

[Little Artem and Grasshopper](#) · [Tutorial](#)

Quality: 6,322 global accepts · Rating: 1000 · first AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ashmelev's solution](#)

1550.

626A

[Robot Sequence](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1000 · first AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[ashmelev's solution](#)

1551.

920A

[Water The Garden](#) · [Tutorial](#)

Quality: 8,195 global accepts · Rating: 1000 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ashmelev's solution](#)

1552.

400A

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Quality: 6,865 global accepts · Rating: 1000 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ashmelev's solution](#)

1553.

299A

[Ksusha and Array](#) · [Tutorial](#)

Quality: 9,460 global accepts · Rating: 1000 · first AC: 2022-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory, sortings

[ashmelev's solution](#)

1554.

368A

[Sereja and Coat Rack](#) · [Tutorial](#)

Quality: 7,976 global accepts · Rating: 1000 · first AC: 2022-08-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ashmelev's solution](#)

1555.

452A

[Eevee](#) · [Tutorial](#)

Quality: 8,513 global accepts · Rating: 1000 · first AC: 2022-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[ashmelev's solution](#)

1556.

849A

[Odds and Ends](#) · [Tutorial](#)

Quality: 9,764 global accepts · Rating: 1000 · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ashmelev's solution](#)

1557.

909A

[Generate Login](#) · [Tutorial](#)

Quality: 10,364 global accepts · Rating: 1000 · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings
[ashmelev's solution](#)

1558.

259A

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

Quality: 10,034 global accepts · Rating: 1000 · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings
[ashmelev's solution](#)

1559.

753A

[Santa Claus and Candies](#) · [Tutorial](#)

Quality: 9,924 global accepts · Rating: 1000 · first AC: 2022-08-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[ashmelev's solution](#)

1560.

108A

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

Quality: 10,346 global accepts · Rating: 1000 · first AC: 2022-08-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[ashmelev's solution](#)

1561.

1020A

[New Building for SIS](#) · [Tutorial](#)

Quality: 9,453 global accepts · Rating: 1000 · first AC: 2022-08-12 · C++17 (GCC 7-32) (first AC) · Tags: math
[ashmelev's solution](#)

1562.

816A

[Karen and Morning](#) · [Tutorial](#)

Quality: 9,709 global accepts · Rating: 1000 · first AC: 2022-08-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[ashmelev's solution](#)

1563.

336A

[Vasily the Bear and Triangle](#) · [Tutorial](#)

Quality: 10,682 global accepts · Rating: 1000 · first AC: 2022-08-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[ashmelev's solution](#)

1564.

1100A

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

Quality: 10,674 global accepts · Rating: 1000 · first AC: 2022-08-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[ashmelev's solution](#)

1565.

862A

[Mahmoud and Ehab and the MEX](#) · [Tutorial](#)

Quality: 10,705 global accepts · Rating: 1000 · first AC: 2022-08-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[ashmelev's solution](#)

1566.

844A

[Diversity](#) · [Tutorial](#)

Quality: 12,209 global accepts · Rating: 1000 · first AC: 2022-08-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings
[ashmelev's solution](#)

1567.

435A

[Queue on Bus Stop](#) · [Tutorial](#)

Quality: 11,092 global accepts · Rating: 1000 · first AC: 2022-08-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[ashmelev's solution](#)

1568.

779A

[Pupils Redistribution](#) · [Tutorial](#)

Quality: 9,703 global accepts · Rating: 1000 · first AC: 2022-08-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[ashmelev's solution](#)

1569.

998A

[Balloons](#) · [Tutorial](#)

Quality: 10,109 global accepts · Rating: 1000 · first AC: 2022-08-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[ashmelev's solution](#)

1570.

691A

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

Quality: 11,122 global accepts · Rating: 1000 · first AC: 2022-08-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[ashmelev's solution](#)

1571.

777A

[Shell Game](#) · [Tutorial](#)

Quality: 10,884 global accepts · Rating: 1000 · first AC: 2022-08-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math
[ashmelev's solution](#)

1572.

1036A

[Function Height](#) · [Tutorial](#)

Quality: 10,583 global accepts · Rating: 1000 · first AC: 2022-08-08 · C++17 (GCC 7-32) (first AC) · Tags: math
[ashmelev's solution](#)

1573.

1713B

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

Quality: 22,689 global accepts · Rating: 1000 · first AC: 2022-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[ashmelev's solution](#)

1574.

143A

[Help Vasilisa the Wise 2](#) · [Tutorial](#)

Quality: 15,446 global accepts · Rating: 1000 · first AC: 2022-08-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[ashmelev's solution](#)

1575.

864A

[Fair Game](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1000 · first AC: 2022-08-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[ashmelev's solution](#)

1576.

1153A

[Serval and Bus](#) · [Tutorial](#)

Quality: 12,106 global accepts · Rating: 1000 · first AC: 2022-08-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[ashmelev's solution](#)

1577.

1151A

[Maxim and Biology](#) · [Tutorial](#)

Quality: 11,856 global accepts · Rating: 1000 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings
[ashmelev's solution](#)

1578.

990A

[Commentary Boxes](#) · [Tutorial](#)

Quality: 11,210 global accepts · Rating: 1000 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[ashmelev's solution](#)

1579.

831A

[Unimodal Array](#) · [Tutorial](#)

Quality: 11,027 global accepts · Rating: 1000 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ashmelev's solution](#)

1580.

583A

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Quality: 11,760 global accepts · Rating: 1000 · first AC: 2022-08-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ashmelev's solution](#)

1581.

1215A

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Quality: 12,184 global accepts · Rating: 1000 · first AC: 2022-08-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[ashmelev's solution](#)

1582.

1033A

[King Escape](#) · [Tutorial](#)

Quality: 16,053 global accepts · Rating: 1000 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation

[ashmelev's solution](#)

1583.

1155A

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Quality: 25,969 global accepts · Rating: 1000 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

[ashmelev's solution](#)

1584.

535A

[Tavas and Nafas](#) · [Tutorial](#)

Quality: 13,008 global accepts · Rating: 1000 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[ashmelev's solution](#)

1585.

1266A

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Quality: 17,511 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math

[ashmelev's solution](#)

1586.

1073A

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

Quality: 17,054 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[ashmelev's solution](#)

1587.

1133A

[Middle of the Contest](#) · [Tutorial](#)

Quality: 19,700 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ashmelev's solution](#)

1588.

1027A

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

Quality: 18,801 global accepts · Rating: 1000 · first AC: 2022-07-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[ashmelev's solution](#)

1589.

1174A

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Quality: 19,211 global accepts · Rating: 1000 · first AC: 2022-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy,

sortings

[ashmelev's solution](#)

1590.

1203A

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

Quality: 17,679 global accepts · Rating: 1000 · first AC: 2022-07-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ashmelev's solution](#)

1591.

1253A

[Single Push](#) · [Tutorial](#)

Quality: 19,434 global accepts · Rating: 1000 · first AC: 2022-07-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ashmelev's solution](#)

1592.

237A

[Free Cash](#) · [Tutorial](#)

Quality: 29,523 global accepts · Rating: 1000 · first AC: 2022-07-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ashmelev's solution](#)

1593.

1181A

[Chunga-Changa](#) · [Tutorial](#)

Quality: 14,793 global accepts · Rating: 1000 · first AC: 2022-07-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[ashmelev's solution](#)

1594.

1059A

[Cashier](#) · [Tutorial](#)

Quality: 13,810 global accepts · Rating: 1000 · first AC: 2022-07-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ashmelev's solution](#)

1595.

1277A

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Quality: 14,487 global accepts · Rating: 1000 · first AC: 2022-07-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ashmelev's solution](#)

1596.

1260A

[Heating](#) · [Tutorial](#)

Quality: 15,817 global accepts · Rating: 1000 · first AC: 2022-07-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[ashmelev's solution](#)

1597.

1251A

[Broken Keyboard](#) · [Tutorial](#)

Quality: 21,555 global accepts · Rating: 1000 · first AC: 2022-07-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[ashmelev's solution](#)

1598.

1111A

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

Quality: 18,097 global accepts · Rating: 1000 · first AC: 2022-07-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[ashmelev's solution](#)

1599.

1101A

[Minimum Integer](#) · [Tutorial](#)

Quality: 18,814 global accepts · Rating: 1000 · first AC: 2022-07-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[ashmelev's solution](#)

1600.

727A

[Transformation: from A to B](#) · [Tutorial](#)

Quality: 18,022 global accepts · Rating: 1000 · first AC: 2022-07-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, math

[ashmelev's solution](#)

1601.

757A

[Gotta Catch Em' All!](#) · [Tutorial](#)

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2022-07-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ashmelev's solution](#)

1602.

887A

[Div. 64](#) · [Tutorial](#)

Quality: 11,945 global accepts · Rating: 1000 · first AC: 2022-07-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ashmelev's solution](#)

1603.

221A

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

Quality: 16,802 global accepts · Rating: 1000 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[ashmelev's solution](#)

1604.

1140A

[Detective Book](#) · [Tutorial](#)

Quality: 12,808 global accepts · Rating: 1000 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ashmelev's solution](#)

1605.

389A

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

Quality: 14,976 global accepts · Rating: 1000 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[ashmelev's solution](#)

1606.

357A

[Group of Students](#) · [Tutorial](#)

Quality: 7,682 global accepts · Rating: 1000 · first AC: 2022-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

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1607.

125B

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Quality: 3,711 global accepts · Rating: 1000 · first AC: 2022-07-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ashmelev's solution](#)

1608.

420A

[Start Up](#) · [Tutorial](#)

Quality: 7,034 global accepts · Rating: 1000 · first AC: 2022-07-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ashmelev's solution](#)

1609.

699A

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Quality: 18,835 global accepts · Rating: 1000 · first AC: 2022-07-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ashmelev's solution](#)

1610.

979A

[Pizza, Pizza, Pizza!!!](#) · [Tutorial](#)

Quality: 14,575 global accepts · Rating: 1000 · first AC: 2022-07-22 · C++17 (GCC 7-32) (first AC) · Tags: math

[ashmelev's solution](#)

1611.

761A

[Dasha and Stairs](#) · [Tutorial](#)

Quality: 15,138 global accepts · Rating: 1000 · first AC: 2022-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[ashmelev's solution](#)

1612.

659A

[Round House](#) · [Tutorial](#)

Quality: 16,826 global accepts · Rating: 1000 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[ashmelev's solution](#)

1613.

733A

[Grasshopper And the String](#) · [Tutorial](#)

Quality: 16,959 global accepts · Rating: 1000 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ashmelev's solution](#)

1614.

385A

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

Quality: 17,324 global accepts · Rating: 1000 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[ashmelev's solution](#)

1615.

507A

[Amr and Music](#) · [Tutorial](#)

Quality: 21,742 global accepts · Rating: 1000 · first AC: 2022-07-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[ashmelev's solution](#)

1616.

804A

[Find Amir](#) · [Tutorial](#)

Quality: 16,508 global accepts · Rating: 1000 · first AC: 2022-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[ashmelev's solution](#)

1617.

462A

[Appleman and Easy Task](#) · [Tutorial](#)

Quality: 17,867 global accepts · Rating: 1000 · first AC: 2022-07-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

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1618.

441A

[Valera and Antique Items](#) · [Tutorial](#)

Quality: 19,293 global accepts · Rating: 1000 · first AC: 2022-07-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ashmelev's solution](#)

1619.

805A

[Fake NP](#) · [Tutorial](#)

Quality: 19,173 global accepts · Rating: 1000 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[ashmelev's solution](#)

1620.

334A

[Candy Bags](#) · [Tutorial](#)

Quality: 20,022 global accepts · Rating: 1000 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ashmelev's solution](#)

1621.

610A

[Pasha and Stick](#) · [Tutorial](#)

Quality: 27,554 global accepts · Rating: 1000 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[ashmelev's solution](#)

1622.

1020B

[Badge](#) · [Tutorial](#)

Quality: 25,124 global accepts · Rating: 1000 · first AC: 2022-07-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs

[ashmelev's solution](#)

1623.

447B

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

Quality: 21,023 global accepts · Rating: 1000 · first AC: 2022-07-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[ashmelev's solution](#)

1624.

766A

[Mahmoud and Longest Uncommon Subsequence](#) · [Tutorial](#)

Quality: 34,547 global accepts · Rating: 1000 · first AC: 2022-07-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[ashmelev's solution](#)

1625.

102B

[Sum of Digits](#) · [Tutorial](#)

Quality: 31,941 global accepts · Rating: 1000 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ashmelev's solution](#)

1626.

404A

[Valera and X](#) · [Tutorial](#)

Quality: 26,206 global accepts · Rating: 1000 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ashmelev's solution](#)

1627.

766B

[Mahmoud and a Triangle](#) · [Tutorial](#)

Quality: 38,355 global accepts · Rating: 1000 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, number theory, sortings

[ashmelev's solution](#)

1628.

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,727 global accepts · Rating: 1000 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[ashmelev's solution](#)

1629.

1144C

[Two Shuffled Sequences](#) · [Tutorial](#)

Quality: 16,362 global accepts · Rating: 1000 · first AC: 2022-06-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[ashmelev's solution](#)

1630.

1690D

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

Quality: 47,026 global accepts · Rating: 1000 · first AC: 2022-06-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[ashmelev's solution](#)

1631.

1136B

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

Quality: 12,273 global accepts · Rating: 1000 · first AC: 2022-05-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[ashmelev's solution](#)

1632.

967B

[Watering System](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1000 · first AC: 2022-05-15 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[ashmelev's solution](#)

1633.

628A

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Quality: 7,077 global accepts · Rating: 1000 · first AC: 2022-05-15 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[ashmelev's solution](#)

1634.

515A

[Brazil and Date](#) · [Tutorial](#)

Quality: 21,977 global accepts · Rating: 1000 · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: math

[ashmelev's solution](#)

1635.

1418A

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Quality: 33,846 global accepts · Rating: 1000 · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: math

[ashmelev's solution](#)

1636.

1326A

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Quality: 32,678 global accepts · Rating: 1000 · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory

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1637.

1676D

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Quality: 29,312 global accepts · Rating: 1000 · first AC: 2022-05-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

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1638.

339B

[Xenia and Ringroad](#) · [Tutorial](#)

Quality: 81,372 global accepts · Rating: 1000 · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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1639.

1362A

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Quality: 34,080 global accepts · Rating: 1000 · first AC: 2022-05-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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1640.

732B

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Quality: 25,768 global accepts · Rating: 1000 · first AC: 2022-05-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

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1641.

1674C

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Quality: 26,354 global accepts · Rating: 1000 · first AC: 2022-05-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, implementation, strings

[ashmelev's solution](#)

1642.

680B

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Quality: 26,242 global accepts · Rating: 1000 · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[ashmelev's solution](#)

1643.

139A

[Petr and Book](#) · [Tutorial](#)

Quality: 37,504 global accepts · Rating: 1000 · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[ashmelev's solution](#)

1644.

37A

[Towers](#) · [Tutorial](#)

Quality: 27,687 global accepts · Rating: 1000 · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[ashmelev's solution](#)

1645.

352A

[Jeff and Digits](#) · [Tutorial](#)

Quality: 28,531 global accepts · Rating: 1000 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[ashmelev's solution](#)

1646.

219A

[k-String](#) · [Tutorial](#)

Quality: 32,316 global accepts · Rating: 1000 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[ashmelev's solution](#)

1647.

688B

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

Quality: 36,023 global accepts · Rating: 1000 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[ashmelev's solution](#)

1648.

499A

[Watching a movie](#) · [Tutorial](#)

Quality: 14,718 global accepts · Rating: 1000 · first AC: 2022-05-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[ashmelev's solution](#)

1649.

499B

[Lecture](#) · [Tutorial](#)

Quality: 44,830 global accepts · Rating: 1000 · first AC: 2022-05-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[ashmelev's solution](#)

1650.

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,952 global accepts · Rating: 1000 · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[ashmelev's solution](#)

1651.

1671B

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

Quality: 19,737 global accepts · Rating: 1000 · first AC: 2022-04-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

[ashmelev's solution](#)

1652.

1141A

[Game 23](#) · [Tutorial](#)

Quality: 39,470 global accepts · Rating: 1000 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[ashmelev's solution](#)

1653.

742A

[Arpa's hard exam and Mehrdad's naive cheat](#) · [Tutorial](#)

Quality: 51,981 global accepts · Rating: 1000 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[ashmelev's solution](#)

1654.

577A

[Multiplication Table](#) · [Tutorial](#)

Quality: 45,283 global accepts · Rating: 1000 · first AC: 2022-03-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory

[ashmelev's solution](#)

1655.

500A

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

Quality: 62,688 global accepts · Rating: 1000 · first AC: 2022-03-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation

[ashmelev's solution](#)

1656.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,415 global accepts · Rating: 1000 · first AC: 2022-03-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[ashmelev's solution](#)

1657.

476A

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

Quality: 51,608 global accepts · Rating: 1000 · first AC: 2022-03-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[ashmelev's solution](#)

1658.

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,264 global accepts · Rating: 1000 · first AC: 2022-03-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ashmelev's solution](#)

1659.

1265A

[Beautiful String](#) · [Tutorial](#)

Quality: 15,950 global accepts · Rating: 1000 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[ashmelev's solution](#)

1660.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,087 global accepts · Rating: 1000 · first AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[ashmelev's solution](#)

1661.

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,049 global accepts · Rating: 1000 · first AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[ashmelev's solution](#)

1662.

124A

[The number of positions](#) · [Tutorial](#)

Quality: 44,205 global accepts · Rating: 1000 · first AC: 2022-01-04 · C++14 (GCC 6-32) (first AC) · Tags: math

[ashmelev's solution](#)

1663.

450A

[Jzzhu and Children](#) · [Tutorial](#)

Quality: 44,393 global accepts · Rating: 1000 · first AC: 2021-12-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[ashmelev's solution](#)

1664.

268B

[Buttons](#) · [Tutorial](#)

Quality: 35,783 global accepts · Rating: 1000 · first AC: 2021-12-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[ashmelev's solution](#)

1665.

584A

[Olesya and Rodion](#) · [Tutorial](#)

Quality: 52,608 global accepts · Rating: 1000 · first AC: 2021-12-25 · C++20 (GCC 11-64) (first AC) · Tags: math

[ashmelev's solution](#)

1666.

1620B

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

Quality: 31,473 global accepts · Rating: 1000 · first AC: 2021-12-19 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math
[ashmelev's solution](#)

1667.

1405B

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

Quality: 23,029 global accepts · Rating: 1000 · first AC: 2021-12-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation
[ashmelev's solution](#)

1668.

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,312 global accepts · Rating: 1000 · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings
[ashmelev's solution](#)

1669.

230A

[Dragons](#) · [Tutorial](#)

Quality: 97,481 global accepts · Rating: 1000 · first AC: 2021-11-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[ashmelev's solution](#)

1670.

131A

[cAPS LOCK](#) · [Tutorial](#)

Quality: 100,973 global accepts · Rating: 1000 · first AC: 2021-11-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[ashmelev's solution](#)

1671.

479A

[Expression](#) · [Tutorial](#)

Quality: 112,276 global accepts · Rating: 1000 · first AC: 2021-11-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
[ashmelev's solution](#)

1672.

1614B

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

Quality: 29,027 global accepts · Rating: 1000 · first AC: 2021-11-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings
[ashmelev's solution](#)

1673.

1611C

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

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2021-11-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[ashmelev's solution](#)

1674.

1438B

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

Quality: 29,069 global accepts · Rating: 1000 · first AC: 2021-11-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[ashmelev's solution](#)

1675.

1589B

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

Rating: 1000 · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[ashmelev's solution](#)

1676.

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,333 global accepts · Rating: 1000 · first AC: 2021-11-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[ashmelev's solution](#)

1677.

1395A

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

Quality: 25,495 global accepts · Rating: 1000 · first AC: 2021-11-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[ashmelev's solution](#)

1678.

1447B

[Numbers Box](#) · [Tutorial](#)

Quality: 26,446 global accepts · Rating: 1000 · first AC: 2021-11-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[ashmelev's solution](#)

1679.

1256A

[Payment Without Change](#) · [Tutorial](#)

Quality: 32,432 global accepts · Rating: 1000 · first AC: 2021-10-22 · C++17 (GCC 7-32) (first AC) · Tags: math

[ashmelev's solution](#)

1680.

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,915 global accepts · Rating: 1000 · first AC: 2021-10-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[ashmelev's solution](#)

1681.

1465B

[Fair Numbers](#) · [Tutorial](#)

Rating: 1000 · first AC: 2021-10-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[ashmelev's solution](#)

1682.

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,938 global accepts · Rating: 1000 · first AC: 2021-10-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[ashmelev's solution](#)

1683.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,141 global accepts · Rating: 1000 · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[ashmelev's solution](#)

1684.

1579E1

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

Quality: 25,200 global accepts · Rating: 1000 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[ashmelev's solution](#)

1685.

1469A

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

Quality: 30,033 global accepts · Rating: 1000 · first AC: 2021-09-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[ashmelev's solution](#)

1686.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,058 global accepts · Rating: 1000 · first AC: 2021-09-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[ashmelev's solution](#)

1687.

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-09-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy,

implementation

[ashmelev's solution](#)

1688.

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,862 global accepts · Rating: 1000 · first AC: 2021-09-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[ashmelev's solution](#)

1689.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,935 global accepts · Rating: 1000 · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy

[ashmelev's solution](#)

1690.

1506C

[Double-ended Strings](#) · [Tutorial](#)

Quality: 35,623 global accepts · Rating: 1000 · first AC: 2021-08-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[ashmelev's solution](#)

1691.

1562B

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

Quality: 20,543 global accepts · Rating: 1000 · first AC: 2021-08-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[ashmelev's solution](#)

1692.

1521A

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

Quality: 42,041 global accepts · Rating: 1000 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[ashmelev's solution](#)

1693.

1520C

[Not Adjacent Matrix](#) · [Tutorial](#)

Quality: 34,539 global accepts · Rating: 1000 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[ashmelev's solution](#)

1694.

1550B

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

Quality: 28,553 global accepts · Rating: 1000 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[ashmelev's solution](#)

1695.

1237A

[Balanced Rating Changes](#) · [Tutorial](#)

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[ashmelev's solution](#)

1696.

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,526 global accepts · Rating: 1000 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, geometry, greedy, math

[ashmelev's solution](#)

1697.

1490B

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

Quality: 27,900 global accepts · Rating: 1000 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

[ashmelev's solution](#)

1698.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,884 global accepts · Rating: 1000 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[ashmelev's solution](#)

1699.

1474B

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

Quality: 40,325 global accepts · Rating: 1000 · first AC: 2021-01-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[ashmelev's solution](#)

1700.

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory, strings

[ashmelev's solution](#)

1701.

1388B

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

Quality: 22,820 global accepts · Rating: 1000 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[ashmelev's solution](#)

1702.

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,479 global accepts · Rating: 1000 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[ashmelev's solution](#)

1703.

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,846 global accepts · Rating: 1000 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: math

[ashmelev's solution](#)

1704.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,928 global accepts · Rating: 1000 · first AC: 2020-04-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[ashmelev's solution](#)

1705.

272A

[Dima and Friends](#) · [Tutorial](#)

Quality: 27,678 global accepts · Rating: 1000 · first AC: 2020-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[ashmelev's solution](#)

1706.

157B

[Trace](#) · [Tutorial](#)

Quality: 14,187 global accepts · Rating: 1000 · first AC: 2020-03-21 · C++17 (GCC 7-32) (first AC) · Tags: geometry, sortings

[ashmelev's solution](#)

1707.

1245A

[Good ol' Numbers Coloring](#) · [Tutorial](#)

Quality: 14,893 global accepts · Rating: 1000 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[ashmelev's solution](#)

1708.

1221A

[2048 Game](#) · [Tutorial](#)

Quality: 18,161 global accepts · Rating: 1000 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[ashmelev's solution](#)

1709.

1204A

[BowWow and the Timetable](#) · [Tutorial](#)

Quality: 22,315 global accepts · Rating: 1000 · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: math
[ashmelev's solution](#)

1710.

1199B

[Water Lily](#) · [Tutorial](#)

Quality: 22,394 global accepts · Rating: 1000 · first AC: 2019-08-01 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math
[ashmelev's solution](#)

1711.

1199A

[City Day](#) · [Tutorial](#)

Quality: 16,295 global accepts · Rating: 1000 · first AC: 2019-08-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[ashmelev's solution](#)

1712.

1195B

[Sport Mafia](#) · [Tutorial](#)

Quality: 21,958 global accepts · Rating: 1000 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math
[ashmelev's solution](#)

1713.

1195A

[Drinks Choosing](#) · [Tutorial](#)

Quality: 14,200 global accepts · Rating: 1000 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[ashmelev's solution](#)

1714.

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,575 global accepts · Rating: 1000 · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, math
[ashmelev's solution](#)

1715.

890A

[ACM ICPC](#) · [Tutorial](#)

Rating: 1000 · first AC: 2017-11-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force
[ashmelev's solution](#)

1716.

890B

[Vlad and Cafes](#) · [Tutorial](#)

Rating: 1000 · first AC: 2017-11-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[ashmelev's solution](#)

1717.

798A

[Mike and palindrome](#) · [Tutorial](#)

Quality: 23,851 global accepts · Rating: 1000 · first AC: 2017-04-21 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, strings
[ashmelev's solution](#)

1718.

637A

[Voting for Photos](#) · [Tutorial](#)

Quality: 5,838 global accepts · Rating: 1000 · first AC: 2016-03-19 · GNU C++ (first AC) · Tags: *special, constructive algorithms, implementation
[ashmelev's solution](#)

1719.

644A

[Parliament of Berland](#) · [Tutorial](#)

Quality: 4,669 global accepts · Rating: 1000 · first AC: 2016-03-17 · GNU C++11 (first AC) · Tags: *special, constructive algorithms

[ashmelev's solution](#)

1720.

608A

[Saitama Destroys Hotel](#) · [Tutorial](#)

Quality: 9,916 global accepts · Rating: 1000 · first AC: 2015-12-26 · GNU C++11 (first AC) · Tags: implementation, math

[ashmelev's solution](#)

1721.

579A

[Raising Bacteria](#) · [Tutorial](#)

Quality: 78,920 global accepts · Rating: 1000 · first AC: 2015-09-20 · GNU C++11 (first AC) · Tags: bitmasks

[ashmelev's solution](#)

1722.

560A

[Currency System in Geraldion](#) · [Tutorial](#)

Quality: 19,885 global accepts · Rating: 1000 · first AC: 2015-07-30 · GNU C++11 (first AC) · Tags: implementation, sortings

[ashmelev's solution](#)

1723.

552A

[Vanya and Table](#) · [Tutorial](#)

Quality: 10,148 global accepts · Rating: 1000 · first AC: 2015-06-18 · GNU C++11 (first AC) · Tags: implementation, math

[ashmelev's solution](#)

1724.

17A

[Noldbach problem](#) · [Tutorial](#)

Quality: 21,400 global accepts · Rating: 1000 · first AC: 2014-12-04 · GNU C++ (first AC) · Tags: brute force, math, number theory

[ashmelev's solution](#)

1725.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,186 global accepts · Rating: 1000 · first AC: 2010-02-22 · last AC: 2012-08-13 · GNU C++ (first AC) · Tags: math

[ashmelev's solution](#)

1726.

195A

[Let's Watch Football](#) · [Tutorial](#)

Quality: 10,130 global accepts · Rating: 1000 · first AC: 2012-06-15 · GNU C++ (first AC) · Tags: binary search, brute force, math

[ashmelev's solution](#)

1727.

165A

[Supercentral Point](#) · [Tutorial](#)

Quality: 26,274 global accepts · Rating: 1000 · first AC: 2012-05-04 · GNU C++ (first AC) · Tags: implementation

[ashmelev's solution](#)

1728.

137B

[Permutation](#) · [Tutorial](#)

Quality: 15,037 global accepts · Rating: 1000 · first AC: 2012-01-03 · GNU C++ (first AC) · Tags: greedy

[ashmelev's solution](#)

1729.

122B

[Lucky Substring](#) · [Tutorial](#)

Quality: 13,266 global accepts · Rating: 1000 · first AC: 2011-11-08 · GNU C++ (first AC) · Tags: brute force, implementation

[ashmelev's solution](#)

1730.

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,794 global accepts · Rating: 1000 · first AC: 2011-11-08 · GNU C++ (first AC) · Tags: brute force, number theory

[ashmelev's solution](#)

1731.

120A

[Elevator](#) · [Tutorial](#)

Quality: 5,665 global accepts · Rating: 1000 · first AC: 2011-10-24 · GNU C++ (first AC) · Tags: brute force, implementation, math

[ashmelev's solution](#)

1732.

118B

[Present from Lena](#) · [Tutorial](#)

Quality: 34,581 global accepts · Rating: 1000 · first AC: 2011-10-14 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[ashmelev's solution](#)

1733.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,415 global accepts · Rating: 1000 · first AC: 2011-10-14 · GNU C++ (first AC) · Tags: implementation, strings

[ashmelev's solution](#)

1734.

114A

[Cifera](#) · [Tutorial](#)

Quality: 15,080 global accepts · Rating: 1000 · first AC: 2011-09-11 · GNU C++ (first AC) · Tags: math

[ashmelev's solution](#)

1735.

109A

[Lucky Sum of Digits](#) · [Tutorial](#)

Quality: 19,822 global accepts · Rating: 1000 · first AC: 2011-08-29 · GNU C++ (first AC) · Tags: brute force, implementation

[ashmelev's solution](#)

1736.

106B

[Choosing Laptop](#) · [Tutorial](#)

Quality: 6,867 global accepts · Rating: 1000 · first AC: 2011-08-20 · GNU C++ (first AC) · Tags: brute force, implementation

[ashmelev's solution](#)

1737.

106A

[Card Game](#) · [Tutorial](#)

Quality: 8,536 global accepts · Rating: 1000 · first AC: 2011-08-20 · GNU C++ (first AC) · Tags: implementation

[ashmelev's solution](#)

1738.

90A

[Cableway](#) · [Tutorial](#)

Quality: 5,494 global accepts · Rating: 1000 · first AC: 2011-06-18 · GNU C++ (first AC) · Tags: greedy, math

[ashmelev's solution](#)

1739.

29A

[Spit Problem](#) · [Tutorial](#)

Quality: 8,275 global accepts · Rating: 1000 · first AC: 2011-06-11 · GNU C++ (first AC) · Tags: brute force

[ashmelev's solution](#)

1740.

43A

[Football](#) · [Tutorial](#)

Quality: 69,161 global accepts · Rating: 1000 · first AC: 2011-05-29 · GNU C++ (first AC) · Tags: strings

[ashmelev's solution](#)

1741.

75A

[Life Without Zeros](#) · [Tutorial](#)

Quality: 29,721 global accepts · Rating: 1000 · first AC: 2011-05-21 · GNU C++ (first AC) · Tags: implementation

[ashmelev's solution](#)

1742.

14B

[Young Photographer](#) · [Tutorial](#)

Quality: 8,305 global accepts · Rating: 1000 · first AC: 2011-03-26 · GNU C++ (first AC) · Tags: implementation

[ashmelev's solution](#)

1743.

58A

[Chat room](#) · [Tutorial](#)

Quality: 155,986 global accepts · Rating: 1000 · first AC: 2011-03-23 · GNU C++ (first AC) · Tags: greedy, strings

[ashmelev's solution](#)

1744.

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,354 global accepts · Rating: 1000 · first AC: 2011-03-22 · GNU C++ (first AC) · Tags: implementation, math

[ashmelev's solution](#)

1745.

35A

[Shell Game](#) · [Tutorial](#)

Quality: 7,582 global accepts · Rating: 1000 · first AC: 2011-03-04 · GNU C++ (first AC) · Tags: implementation

[ashmelev's solution](#)

1746.

56A

[Bar](#) · [Tutorial](#)

Quality: 9,639 global accepts · Rating: 1000 · first AC: 2011-01-21 · GNU C++ (first AC) · Tags: implementation

[ashmelev's solution](#)

1747.

3A

[Shortest path of the king](#) · [Tutorial](#)

Quality: 22,142 global accepts · Rating: 1000 · first AC: 2011-01-08 · GNU C++ (first AC) · Tags: greedy, shortest paths

[ashmelev's solution](#)

1748.

13A

[Numbers](#) · [Tutorial](#)

Quality: 9,440 global accepts · Rating: 1000 · first AC: 2010-05-06 · GNU C++ (first AC) · Tags: implementation, math

[ashmelev's solution](#)

1749.

5A

[Chat Servers Outgoing Traffic](#) · [Tutorial](#)

Quality: 11,124 global accepts · Rating: 1000 · first AC: 2010-03-20 · GNU C++ (first AC) · Tags: implementation

[ashmelev's solution](#)

1750.

2218D

[The 67th OEIS Problem](#) · [Tutorial](#)

Quality: 18,399 global accepts · Rating: 1100 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

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1751.

2211B

[Mickey Mouse Constructive](#) · [Tutorial](#)

Quality: 11,620 global accepts · Rating: 1100 · first AC: 2026-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[ashmelev's solution](#)

1752.

2208B

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Quality: 13,666 global accepts · Rating: 1100 · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy, implementation, math, sortings

[ashmelev's solution](#)

1753.

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,387 global accepts · Rating: 1100 · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[ashmelev's solution](#)

1754.

2195C

[Dice Roll Sequence](#) · [Tutorial](#)

Quality: 20,524 global accepts · Rating: 1100 · first AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[ashmelev's solution](#)

1755.

2197B

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

Quality: 15,895 global accepts · Rating: 1100 · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, schedules, sortings, two pointers

[ashmelev's solution](#)

1756.

2193D

[Monster Game](#) · [Tutorial](#)

Quality: 21,572 global accepts · Rating: 1100 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, sortings, two pointers

[ashmelev's solution](#)

1757.

2185D

[OutOfMemoryError](#) · [Tutorial](#)

Quality: 20,679 global accepts · Rating: 1100 · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, two pointers

[ashmelev's solution](#)

1758.

2184C

[Huge Pile](#) · [Tutorial](#)

Quality: 21,853 global accepts · Rating: 1100 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, graphs, math

[ashmelev's solution](#)

1759.

2184B

[Hourglass](#) · [Tutorial](#)

Quality: 24,102 global accepts · Rating: 1100 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[ashmelev's solution](#)

1760.

2183B

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

Quality: 16,173 global accepts · Rating: 1100 · first AC: 2026-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[ashmelev's solution](#)

1761.

1070K

[Video Posts](#) · [Tutorial](#)

Quality: 5,378 global accepts · Rating: 1100 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[ashmelev's solution](#)

1762.

2086B

[Large Array and Segments](#) · [Tutorial](#)

Quality: 18,993 global accepts · Rating: 1100 · first AC: 2025-12-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy
[ashmelev's solution](#)

1763.

2179C

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

Quality: 22,297 global accepts · Rating: 1100 · first AC: 2025-12-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, number theory, sortings

[ashmelev's solution](#)

1764.

2173B

[Niko's Tactical Cards](#) · [Tutorial](#)

Quality: 18,127 global accepts · Rating: 1100 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[ashmelev's solution](#)

1765.

2171C1

[Renako Amaori and XOR Game \(easy version\)](#) · [Tutorial](#)

Quality: 19,239 global accepts · Rating: 1100 · first AC: 2025-11-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, games, greedy

[ashmelev's solution](#)

1766.

2169B

[Drifting Away](#) · [Tutorial](#)

Quality: 16,104 global accepts · Rating: 1100 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[ashmelev's solution](#)

1767.

2162C

[Beautiful XOR](#) · [Tutorial](#)

Quality: 21,324 global accepts · Rating: 1100 · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[ashmelev's solution](#)

1768.

2160B

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

Quality: 17,761 global accepts · Rating: 1100 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[ashmelev's solution](#)

1769.

2155B

[Abraham's Great Escape](#) · [Tutorial](#)

Quality: 16,988 global accepts · Rating: 1100 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs

[ashmelev's solution](#)

1770.

2146B

[Merging the Sets](#) · [Tutorial](#)

Quality: 15,921 global accepts · Rating: 1100 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[ashmelev's solution](#)

1771.

2139C

[Cake Assignment](#) · [Tutorial](#)

Rating: 1100 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[ashmelev's solution](#)

1772.

2137C

[Maximum Even Sum](#) · [Tutorial](#)

Quality: 22,911 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[ashmelev's solution](#)

1773.

2131C

[Make it Equal](#) · [Tutorial](#)

Quality: 21,618 global accepts · Rating: 1100 · first AC: 2025-08-12 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[ashmelev's solution](#)

1774.

2130B

[Pathless](#) · [Tutorial](#)

Quality: 21,395 global accepts · Rating: 1100 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[ashmelev's solution](#)

1775.

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,418 global accepts · Rating: 1100 · first AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers
[ashmelev's solution](#)

1776.

2125C

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

Quality: 22,750 global accepts · Rating: 1100 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory
[ashmelev's solution](#)

1777.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[ashmelev's solution](#)

1778.

2126C

[I Will Definitely Make It](#) · [Tutorial](#)

Quality: 26,277 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[ashmelev's solution](#)

1779.

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,116 global accepts · Rating: 1100 · first AC: 2025-06-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy
[ashmelev's solution](#)

1780.

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,435 global accepts · Rating: 1100 · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, two pointers
[ashmelev's solution](#)

1781.

2111B

[Fibonacci Cubes](#) · [Tutorial](#)

Quality: 17,883 global accepts · Rating: 1100 · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation, math
[ashmelev's solution](#)

1782.

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1100 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math
[ashmelev's solution](#)

1783.

2103B

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

Quality: 17,705 global accepts · Rating: 1100 · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[ashmelev's solution](#)

1784.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,569 global accepts · Rating: 1100 · first AC: 2025-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings
[ashmelev's solution](#)

1785.

2094D

[Tung Tung Sahur](#) · [Tutorial](#)

Quality: 23,860 global accepts · Rating: 1100 · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers
[ashmelev's solution](#)

1786.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,615 global accepts · Rating: 1100 · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory
[ashmelev's solution](#)

1787.

2074C

[XOR and Triangle](#) · [Tutorial](#)

Quality: 21,972 global accepts · Rating: 1100 · first AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, geometry, greedy, probabilities
[ashmelev's solution](#)

1788.

2078B

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

Quality: 18,314 global accepts · Rating: 1100 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, math
[ashmelev's solution](#)

1789.

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,886 global accepts · Rating: 1100 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[ashmelev's solution](#)

1790.

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,689 global accepts · Rating: 1100 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math
[ashmelev's solution](#)

1791.

2064B

[Variety is Discouraged](#) · [Tutorial](#)

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers
[ashmelev's solution](#)

1792.

2065C1

[Skibidus and Fanum Tax \(easy version\)](#) · [Tutorial](#)

Quality: 27,760 global accepts · Rating: 1100 · first AC: 2025-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy
[ashmelev's solution](#)

1793.

2061B

[Kevin and Geometry](#) · [Tutorial](#)

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry
[ashmelev's solution](#)

1794.

2060D

[Subtract Min Sort](#) · [Tutorial](#)

Quality: 26,197 global accepts · Rating: 1100 · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[ashmelev's solution](#)

1795.

2063B

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

Quality: 23,193 global accepts · Rating: 1100 · first AC: 2025-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[ashmelev's solution](#)

1796.

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,732 global accepts · Rating: 1100 · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[ashmelev's solution](#)

1797.

2044D

[Harder Problem](#) · [Tutorial](#)

Quality: 24,100 global accepts · Rating: 1100 · first AC: 2024-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math
[ashmelev's solution](#)

1798.

2050B

[Transfusion](#) · [Tutorial](#)

Quality: 27,059 global accepts · Rating: 1100 · first AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math
[ashmelev's solution](#)

1799.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,741 global accepts · Rating: 1100 · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, strings
[ashmelev's solution](#)

1800.

2036C

[Anya and 1100](#) · [Tutorial](#)

Quality: 22,199 global accepts · Rating: 1100 · first AC: 2024-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation
[ashmelev's solution](#)

1801.

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,592 global accepts · Rating: 1100 · first AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[ashmelev's solution](#)

1802.

2027B

[Stalin Sort](#) · [Tutorial](#)

Quality: 17,710 global accepts · Rating: 1100 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy
[ashmelev's solution](#)

1803.

2024B

[Buying Lemonade](#) · [Tutorial](#)

Quality: 17,043 global accepts · Rating: 1100 · first AC: 2024-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, sortings

[ashmelev's solution](#)

1804.

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy

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1805.

2025B

[Binomial Coefficients, Kind Of](#) · [Tutorial](#)

Quality: 19,615 global accepts · Rating: 1100 · first AC: 2024-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[ashmelev's solution](#)

1806.

2014C

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Quality: 27,457 global accepts · Rating: 1100 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[ashmelev's solution](#)

1807.

2009C

[The Legend of Freya the Frog](#) · [Tutorial](#)

Quality: 33,010 global accepts · Rating: 1100 · first AC: 2024-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[ashmelev's solution](#)

1808.

2008D

[Sakurako's Hobby](#) · [Tutorial](#)

Quality: 23,447 global accepts · Rating: 1100 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, dsu, graphs, math

[ashmelev's solution](#)

1809.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[ashmelev's solution](#)

1810.

1999D

[Slavic's Exam](#) · [Tutorial](#)

Quality: 32,672 global accepts · Rating: 1100 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings

[ashmelev's solution](#)

1811.

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,447 global accepts · Rating: 1100 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[ashmelev's solution](#)

1812.

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,432 global accepts · Rating: 1100 · first AC: 2024-07-31 · last AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[ashmelev's solution](#)

1813.

1997B

[Make Three Regions](#) · [Tutorial](#)

Quality: 23,469 global accepts · Rating: 1100 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers

[ashmelev's solution](#)

1814.

1991B

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

Quality: 18,903 global accepts · Rating: 1100 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[ashmelev's solution](#)

1815.

1995B1

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

Quality: 20,984 global accepts · Rating: 1100 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers

[ashmelev's solution](#)

1816.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,489 global accepts · Rating: 1100 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[ashmelev's solution](#)

1817.

1986C

[Update Queries](#) · [Tutorial](#)

Quality: 26,020 global accepts · Rating: 1100 · first AC: 2024-06-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[ashmelev's solution](#)

1818.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,954 global accepts · Rating: 1100 · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[ashmelev's solution](#)

1819.

1976B

[Increase/Decrease/Copy](#) · [Tutorial](#)

Quality: 25,080 global accepts · Rating: 1100 · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[ashmelev's solution](#)

1820.

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,898 global accepts · Rating: 1100 · first AC: 2024-05-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[ashmelev's solution](#)

1821.

1971D

[Binary Cut](#) · [Tutorial](#)

Quality: 30,555 global accepts · Rating: 1100 · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, sortings, strings

[ashmelev's solution](#)

1822.

1966B

[Rectangle Filling](#) · [Tutorial](#)

Quality: 17,210 global accepts · Rating: 1100 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[ashmelev's solution](#)

1823.

1957B

[A BIT of a Construction](#) · [Tutorial](#)

Quality: 20,408 global accepts · Rating: 1100 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms,

greedy, implementation

[ashmelev's solution](#)

1824.

1950D

[Product of Binary Decimals](#) · [Tutorial](#)

Quality: 26,495 global accepts · Rating: 1100 · first AC: 2024-04-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, number theory

[ashmelev's solution](#)

1825.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,498 global accepts · Rating: 1100 · first AC: 2024-03-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[ashmelev's solution](#)

1826.

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,526 global accepts · Rating: 1100 · first AC: 2024-03-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[ashmelev's solution](#)

1827.

1944B

[Equal XOR](#) · [Tutorial](#)

Quality: 18,164 global accepts · Rating: 1100 · first AC: 2024-03-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[ashmelev's solution](#)

1828.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,272 global accepts · Rating: 1100 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[ashmelev's solution](#)

1829.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,879 global accepts · Rating: 1100 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[ashmelev's solution](#)

1830.

1933C

[Turtle Fingers: Count the Values of k](#) · [Tutorial](#)

Quality: 25,372 global accepts · Rating: 1100 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[ashmelev's solution](#)

1831.

1932B

[Chaya Calendar](#) · [Tutorial](#)

Quality: 23,666 global accepts · Rating: 1100 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: number theory

[ashmelev's solution](#)

1832.

1921D

[Very Different Array](#) · [Tutorial](#)

Quality: 24,277 global accepts · Rating: 1100 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[ashmelev's solution](#)

1833.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,123 global accepts · Rating: 1100 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings

[ashmelev's solution](#)

1834.

1917B

[Erase First or Second Letter](#) · [Tutorial](#)

Quality: 36,353 global accepts · Rating: 1100 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings

[ashmelev's solution](#)

1835.

1914C

[Quests](#) · [Tutorial](#)

Quality: 39,530 global accepts · Rating: 1100 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[ashmelev's solution](#)

1836.

1905B

[Begginer's Zelda](#) · [Tutorial](#)

Quality: 18,590 global accepts · Rating: 1100 · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, trees

[ashmelev's solution](#)

1837.

648C

[A<C<D\\$1 B >C >D\\$0](#)

Quality: 1,352 global accepts · Rating: 1100 · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[ashmelev's solution](#)

1838.

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,917 global accepts · Rating: 1100 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[ashmelev's solution](#)

1839.

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy

[ashmelev's solution](#)

1840.

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,949 global accepts · Rating: 1100 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[ashmelev's solution](#)

1841.

1566D1

[Seating Arrangements \(easy version\)](#) · [Tutorial](#)

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[ashmelev's solution](#)

1842.

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,859 global accepts · Rating: 1100 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, two pointers

[ashmelev's solution](#)

1843.

1899B

[250 Thousand Tons of TNT](#) · [Tutorial](#)

Quality: 33,355 global accepts · Rating: 1100 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, number theory

[ashmelev's solution](#)

1844.

638A

[Home Numbers](#) · [Tutorial](#)

Quality: 4,374 global accepts · Rating: 1100 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: *special, constructive algorithms, math

[ashmelev's solution](#)

1845.

159B

[Matchmaker](#) · [Tutorial](#)

Quality: 4,180 global accepts · Rating: 1100 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: *special, greedy, sortings

[ashmelev's solution](#)

1846.

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,703 global accepts · Rating: 1100 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[ashmelev's solution](#)

1847.

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,013 global accepts · Rating: 1100 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

[ashmelev's solution](#)

1848.

522B

[Photo to Remember](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1100 · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: *special, data structures, dp, implementation

[ashmelev's solution](#)

1849.

602A

[Two Bases](#) · [Tutorial](#)

Quality: 8,796 global accepts · Rating: 1100 · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[ashmelev's solution](#)

1850.

501B

[Misha and Changing Handles](#) · [Tutorial](#)

Quality: 19,422 global accepts · Rating: 1100 · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, strings

[ashmelev's solution](#)

1851.

1873E

[Building an Aquarium](#) · [Tutorial](#)

Quality: 43,456 global accepts · Rating: 1100 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, sortings

[ashmelev's solution](#)

1852.

316A1

[Special Task](#) · [Tutorial](#)

Quality: 2,888 global accepts · Rating: 1100 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[ashmelev's solution](#)

1853.

331C1

[The Great Julya Calendar](#) · [Tutorial](#)

Quality: 7,085 global accepts · Rating: 1100 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: dp

[ashmelev's solution](#)

1854.

1791G1

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

Quality: 33,918 global accepts · Rating: 1100 · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[ashmelev's solution](#)

1855.

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,631 global accepts · Rating: 1100 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, strings

[ashmelev's solution](#)

1856.

1869B

[2D Traveling](#) · [Tutorial](#)

Quality: 25,719 global accepts · Rating: 1100 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, shortest paths, sortings

[ashmelev's solution](#)

1857.

1850E

[Cardboard for Pictures](#) · [Tutorial](#)

Quality: 34,998 global accepts · Rating: 1100 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, implementation, math

[ashmelev's solution](#)

1858.

1872C

[Non-coprime Split](#) · [Tutorial](#)

Quality: 26,383 global accepts · Rating: 1100 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[ashmelev's solution](#)

1859.

178A3

[Educational Game](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 1100 · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[ashmelev's solution](#)

1860.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,532 global accepts · Rating: 1100 · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[ashmelev's solution](#)

1861.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[ashmelev's solution](#)

1862.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,614 global accepts · Rating: 1100 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[ashmelev's solution](#)

1863.

1862C

[Flower City Fence](#) · [Tutorial](#)

Quality: 23,084 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, sortings

[ashmelev's solution](#)

1864.

190A

[Vasya and the Bus](#) · [Tutorial](#)

Quality: 6,259 global accepts · Rating: 1100 · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[ashmelev's solution](#)

1865.

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,713 global accepts · Rating: 1100 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[ashmelev's solution](#)

1866.

884B

[Japanese Crosswords Strike Back](#) · [Tutorial](#)

Quality: 7,564 global accepts · Rating: 1100 · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[ashmelev's solution](#)

1867.

629B

[Far Relative's Problem](#) · [Tutorial](#)

Quality: 8,338 global accepts · Rating: 1100 · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[ashmelev's solution](#)

1868.

1842B

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

Quality: 25,540 global accepts · Rating: 1100 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[ashmelev's solution](#)

1869.

1836B

[Astrophysicists](#) · [Tutorial](#)

Quality: 13,592 global accepts · Rating: 1100 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[ashmelev's solution](#)

1870.

1840B

[Binary Cafe](#) · [Tutorial](#)

Quality: 24,724 global accepts · Rating: 1100 · first AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math

[ashmelev's solution](#)

1871.

1838B

[Minimize Permutation Subarrays](#) · [Tutorial](#)

Quality: 17,807 global accepts · Rating: 1100 · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[ashmelev's solution](#)

1872.

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,549 global accepts · Rating: 1100 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[ashmelev's solution](#)

1873.

1787B

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

Quality: 14,891 global accepts · Rating: 1100 · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[ashmelev's solution](#)

1874.

1173B

[Nauuo and Chess](#) · [Tutorial](#)

Quality: 9,441 global accepts · Rating: 1100 · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[ashmelev's solution](#)

1875.

955A

[Feed the cat](#) · [Tutorial](#)

Quality: 7,024 global accepts · Rating: 1100 · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[ashmelev's solution](#)

1876.

1828C

[Counting Orders](#) · [Tutorial](#)

Rating: 1100 · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, sortings

[ashmelev's solution](#)

1877.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,490 global accepts · Rating: 1100 · first AC: 2023-05-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings, two pointers

[ashmelev's solution](#)

1878.

1826B

[Lunatic Never Content](#) · [Tutorial](#)

Quality: 28,162 global accepts · Rating: 1100 · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[ashmelev's solution](#)

1879.

1829E

[The Lakes](#) · [Tutorial](#)

Quality: 26,629 global accepts · Rating: 1100 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation

[ashmelev's solution](#)

1880.

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,096 global accepts · Rating: 1100 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[ashmelev's solution](#)

1881.

1821B

[Sort the Subarray](#) · [Tutorial](#)

Quality: 28,329 global accepts · Rating: 1100 · first AC: 2023-04-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[ashmelev's solution](#)

1882.

1820B

[JoJo's Incredible Adventures](#) · [Tutorial](#)

Quality: 23,008 global accepts · Rating: 1100 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: math, strings, two pointers

[ashmelev's solution](#)

1883.

1797B

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

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

[ashmelev's solution](#)

1884.

1811C

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

Quality: 22,227 global accepts · Rating: 1100 · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[ashmelev's solution](#)

1885.

1293A

[ConneR and the A.R.C. Markland-N](#) · [Tutorial](#)

Quality: 16,152 global accepts · Rating: 1100 · first AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation

[ashmelev's solution](#)

1886.

1593D1

[All are Same](#) · [Tutorial](#)

Quality: 21,803 global accepts · Rating: 1100 · first AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[ashmelev's solution](#)

1887.

1807G2

[Subsequence Addition \(Hard Version\)](#) · [Tutorial](#)

Quality: 27,843 global accepts · Rating: 1100 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings

[ashmelev's solution](#)

1888.

1807G1

[Subsequence Addition \(Easy Version\)](#) · [Tutorial](#)

Quality: 22,250 global accepts · Rating: 1100 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings

[ashmelev's solution](#)

1889.

1800C2

[Powering the Hero \(hard version\)](#) · [Tutorial](#)

Quality: 27,088 global accepts · Rating: 1100 · first AC: 2023-03-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[ashmelev's solution](#)

1890.

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,976 global accepts · Rating: 1100 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[ashmelev's solution](#)

1891.

1788B

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

Quality: 22,357 global accepts · Rating: 1100 · first AC: 2023-02-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities

[ashmelev's solution](#)

1892.

1791E

[Negatives and Positives](#) · [Tutorial](#)

Quality: 41,282 global accepts · Rating: 1100 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[ashmelev's solution](#)

1893.

690A1

[Collective Mindsets \(easy\)](#) · [Tutorial](#)

Quality: 3,094 global accepts · Rating: 1100 · first AC: 2023-01-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[ashmelev's solution](#)

1894.

842B

[Gleb And Pizza](#) · [Tutorial](#)

Quality: 10,954 global accepts · Rating: 1100 · first AC: 2023-01-13 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[ashmelev's solution](#)

1895.

1060B

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

Quality: 9,497 global accepts · Rating: 1100 · first AC: 2023-01-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[ashmelev's solution](#)

1896.

1726B

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

Quality: 16,848 global accepts · Rating: 1100 · first AC: 2023-01-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[ashmelev's solution](#)

1897.

1783B

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

Quality: 19,319 global accepts · Rating: 1100 · first AC: 2023-01-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[ashmelev's solution](#)

1898.

1762B

[Make Array Good](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2023-01-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings

[ashmelev's solution](#)

1899.

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,796 global accepts · Rating: 1100 · first AC: 2023-01-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[ashmelev's solution](#)

1900.

169B

[Replacing Digits](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 1100 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[ashmelev's solution](#)

1901.

1231C

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

Quality: 4,363 global accepts · Rating: 1100 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[ashmelev's solution](#)

1902.

813A

[The Contest](#) · [Tutorial](#)

Quality: 5,435 global accepts · Rating: 1100 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ashmelev's solution](#)

1903.

174A

[Problem About Equation](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 1100 · first AC: 2022-12-15 · C++17 (GCC 7-32) (first AC) · Tags: math

[ashmelev's solution](#)

1904.

667B

[Coat of Anticubism](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1100 · first AC: 2022-12-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry

[ashmelev's solution](#)

1905.

1575A

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

Quality: 5,182 global accepts · Rating: 1100 · first AC: 2022-12-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, strings

[ashmelev's solution](#)

1906.

192B

[Walking in the Rain](#) · [Tutorial](#)

Quality: 6,799 global accepts · Rating: 1100 · first AC: 2022-12-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[ashmelev's solution](#)

1907.

381B

[Sereja and Stairs](#) · [Tutorial](#)

Quality: 7,355 global accepts · Rating: 1100 · first AC: 2022-12-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[ashmelev's solution](#)

1908.

405B

[Domino Effect](#) · [Tutorial](#)

Quality: 6,107 global accepts · Rating: 1100 · first AC: 2022-12-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[ashmelev's solution](#)

1909.

39D

[Cubical Planet](#) · [Tutorial](#)

Quality: 4,665 global accepts · Rating: 1100 · first AC: 2022-12-13 · C++17 (GCC 7-32) (first AC) · Tags: math

[ashmelev's solution](#)

1910.

635A

[Orchestra](#) · [Tutorial](#)

Quality: 3,202 global accepts · Rating: 1100 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[ashmelev's solution](#)

1911.

245B

[Internet Address](#) · [Tutorial](#)

Quality: 5,521 global accepts · Rating: 1100 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[ashmelev's solution](#)

1912.

475A

[Bayan Bus](#) · [Tutorial](#)

Quality: 4,931 global accepts · Rating: 1100 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ashmelev's solution](#)

1913.

312A

[Whose sentence is it?](#) · [Tutorial](#)

Quality: 5,357 global accepts · Rating: 1100 · first AC: 2022-12-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[ashmelev's solution](#)

1914.

967A

[Mind the Gap](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1100 · first AC: 2022-12-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ashmelev's solution](#)

1915.

355B

[Vasya and Public Transport](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 1100 · first AC: 2022-12-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[ashmelev's solution](#)

1916.

686B

[Little Robber Girl's Zoo](#) · [Tutorial](#)

Quality: 8,011 global accepts · Rating: 1100 · first AC: 2022-12-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[ashmelev's solution](#)

1917.

950B

[Intercepted Message](#) · [Tutorial](#)

Quality: 8,000 global accepts · Rating: 1100 · first AC: 2022-12-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[ashmelev's solution](#)

1918.

389B

[Fox and Cross](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1100 · first AC: 2022-12-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[ashmelev's solution](#)

1919.

1121A

[Technogoblet of Fire](#) · [Tutorial](#)

Quality: 7,466 global accepts · Rating: 1100 · first AC: 2022-12-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[ashmelev's solution](#)

1920.

975B

[Mancala](#) · [Tutorial](#)

Quality: 7,110 global accepts · Rating: 1100 · first AC: 2022-12-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[ashmelev's solution](#)

1921.

505A

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

Quality: 6,921 global accepts · Rating: 1100 · first AC: 2022-12-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[ashmelev's solution](#)

1922.

731B

[Coupons and Discounts](#) · [Tutorial](#)

Quality: 8,344 global accepts · Rating: 1100 · first AC: 2022-12-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[ashmelev's solution](#)

1923.

765B

[Code obfuscation](#) · [Tutorial](#)

Quality: 7,553 global accepts · Rating: 1100 · first AC: 2022-12-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[ashmelev's solution](#)

1924.

754B

[Ilya and tic-tac-toe game](#) · [Tutorial](#)

Quality: 7,505 global accepts · Rating: 1100 · first AC: 2022-12-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[ashmelev's solution](#)

1925.

556B

[Case of Fake Numbers](#) · [Tutorial](#)

Quality: 8,194 global accepts · Rating: 1100 · first AC: 2022-12-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[ashmelev's solution](#)

1926.

712B

[Memory and Trident](#) · [Tutorial](#)

Quality: 10,315 global accepts · Rating: 1100 · first AC: 2022-12-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[ashmelev's solution](#)

1927.

1038B

[Non-Coprime Partition](#) · [Tutorial](#)

Quality: 14,718 global accepts · Rating: 1100 · first AC: 2022-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[ashmelev's solution](#)

1928.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2022-12-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[ashmelev's solution](#)

1929.

495A

[Digital Counter](#) · [Tutorial](#)

Quality: 8,963 global accepts · Rating: 1100 · first AC: 2022-12-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ashmelev's solution](#)

1930.

218A

[Mountain Scenery](#) · [Tutorial](#)

Quality: 10,532 global accepts · Rating: 1100 · first AC: 2022-12-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[ashmelev's solution](#)

1931.

1616B

[Mirror in the String](#) · [Tutorial](#)

Quality: 20,709 global accepts · Rating: 1100 · first AC: 2022-12-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[ashmelev's solution](#)

1932.

1105B

[Zuhair and Strings](#) · [Tutorial](#)

Quality: 10,558 global accepts · Rating: 1100 · first AC: 2022-12-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[ashmelev's solution](#)

1933.

758B

[Blown Garland](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1100 · first AC: 2022-12-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, number theory

[ashmelev's solution](#)

1934.

225A

[Dice Tower](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1100 · first AC: 2022-12-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[ashmelev's solution](#)

1935.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2022-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[ashmelev's solution](#)

1936.

1015C

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

Quality: 21,400 global accepts · Rating: 1100 · first AC: 2022-11-29 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[ashmelev's solution](#)

1937.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2022-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings

[ashmelev's solution](#)

1938.

1741C

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

Quality: 19,361 global accepts · Rating: 1100 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, two pointers

[ashmelev's solution](#)

1939.

1760E

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

Quality: 23,007 global accepts · Rating: 1100 · first AC: 2022-11-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[ashmelev's solution](#)

1940.

755B

[PolandBall and Game](#) · [Tutorial](#)

Quality: 12,880 global accepts · Rating: 1100 · first AC: 2022-11-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, games, greedy, sortings, strings

[ashmelev's solution](#)

1941.

1415B

[Repainting Street](#) · [Tutorial](#)

Quality: 12,533 global accepts · Rating: 1100 · first AC: 2022-11-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[ashmelev's solution](#)

1942.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,035 global accepts · Rating: 1100 · first AC: 2022-11-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[ashmelev's solution](#)

1943.

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,394 global accepts · Rating: 1100 · first AC: 2022-11-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, shortest paths

[ashmelev's solution](#)

1944.

801A

[Vicious Keyboard](#) · [Tutorial](#)

Quality: 7,659 global accepts · Rating: 1100 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[ashmelev's solution](#)

1945.

596A

[Wilbur and Swimming Pool](#) · [Tutorial](#)

Quality: 8,091 global accepts · Rating: 1100 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation

[ashmelev's solution](#)

1946.

1146B

[Hate "A"](#) · [Tutorial](#)

Quality: 9,319 global accepts · Rating: 1100 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

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1947.

633A

[Ebony and Ivory](#) · [Tutorial](#)

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[ashmelev's solution](#)

1948.

1255B

[Fridge Lockers](#) · [Tutorial](#)

Quality: 12,526 global accepts · Rating: 1100 · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: graphs, implementation

[ashmelev's solution](#)

1949.

545B

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

Quality: 12,237 global accepts · Rating: 1100 · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[ashmelev's solution](#)

1950.

519B

[A and B and Compilation Errors](#) · [Tutorial](#)

Quality: 43,709 global accepts · Rating: 1100 · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation,

sortings

[ashmelev's solution](#)

1951.

349A

[Cinema Line](#) · [Tutorial](#)

Quality: 33,727 global accepts · Rating: 1100 · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[ashmelev's solution](#)

1952.

1108B

[Divisors of Two Integers](#) · [Tutorial](#)

Quality: 25,193 global accepts · Rating: 1100 · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[ashmelev's solution](#)

1953.

1099B

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

Quality: 11,478 global accepts · Rating: 1100 · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, math

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1954.

596B

[Wilbur and Array](#) · [Tutorial](#)

Quality: 10,891 global accepts · Rating: 1100 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[ashmelev's solution](#)

1955.

779B

[Weird Rounding](#) · [Tutorial](#)

Quality: 10,709 global accepts · Rating: 1100 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

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1956.

723B

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Quality: 10,856 global accepts · Rating: 1100 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: expression parsing, implementation, strings

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1957.

705B

[Spider Man](#) · [Tutorial](#)

Quality: 9,566 global accepts · Rating: 1100 · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: games, math

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1958.

834B

[The Festive Evening](#) · [Tutorial](#)

Quality: 9,372 global accepts · Rating: 1100 · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[ashmelev's solution](#)

1959.

735B

[Urbanization](#) · [Tutorial](#)

Quality: 8,744 global accepts · Rating: 1100 · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory, sortings

[ashmelev's solution](#)

1960.

825A

[Binary Protocol](#) · [Tutorial](#)

Quality: 8,197 global accepts · Rating: 1100 · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[ashmelev's solution](#)

1961.

618B

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

Quality: 8,324 global accepts · Rating: 1100 · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[ashmelev's solution](#)

1962.

609B

[The Best Gift](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 1100 · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation
[ashmelev's solution](#)

1963.

196A

[Lexicographically Maximum Subsequence](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1100 · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[ashmelev's solution](#)

1964.

988B

[Substrings Sort](#) · [Tutorial](#)

Quality: 20,285 global accepts · Rating: 1100 · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: sortings, strings
[ashmelev's solution](#)

1965.

1189B

[Number Circle](#) · [Tutorial](#)

Quality: 15,307 global accepts · Rating: 1100 · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
[ashmelev's solution](#)

1966.

160B

[Unlucky Ticket](#) · [Tutorial](#)

Quality: 15,557 global accepts · Rating: 1100 · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[ashmelev's solution](#)

1967.

1413B

[A New Technique](#) · [Tutorial](#)

Quality: 12,013 global accepts · Rating: 1100 · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[ashmelev's solution](#)

1968.

527A

[Playing with Paper](#) · [Tutorial](#)

Quality: 15,552 global accepts · Rating: 1100 · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[ashmelev's solution](#)

1969.

1685A

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

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings
[ashmelev's solution](#)

1970.

1700B

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

Quality: 19,887 global accepts · Rating: 1100 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math
[ashmelev's solution](#)

1971.

535B

[Tavas and SaDDas](#) · [Tutorial](#)

Quality: 26,661 global accepts · Rating: 1100 · first AC: 2022-10-27 · last AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, implementation

[ashmelev's solution](#)

1972.

402A

[Nuts](#) · [Tutorial](#)

Quality: 4,879 global accepts · Rating: 1100 · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[ashmelev's solution](#)

1973.

252A

[Little Xor](#) · [Tutorial](#)

Quality: 5,860 global accepts · Rating: 1100 · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[ashmelev's solution](#)

1974.

544A

[Set of Strings](#) · [Tutorial](#)

Quality: 8,810 global accepts · Rating: 1100 · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[ashmelev's solution](#)

1975.

508A

[Pasha and Pixels](#) · [Tutorial](#)

Quality: 8,454 global accepts · Rating: 1100 · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[ashmelev's solution](#)

1976.

624B

[Making a String](#) · [Tutorial](#)

Quality: 8,398 global accepts · Rating: 1100 · first AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[ashmelev's solution](#)

1977.

984B

[Minesweeper](#) · [Tutorial](#)

Quality: 7,979 global accepts · Rating: 1100 · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[ashmelev's solution](#)

1978.

289A

[Polo the Penguin and Segments](#) · [Tutorial](#)

Quality: 10,327 global accepts · Rating: 1100 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[ashmelev's solution](#)

1979.

845A

[Chess Tourney](#) · [Tutorial](#)

Quality: 8,479 global accepts · Rating: 1100 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[ashmelev's solution](#)

1980.

667A

[Pouring Rain](#) · [Tutorial](#)

Quality: 8,470 global accepts · Rating: 1100 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[ashmelev's solution](#)

1981.

25B

[Phone numbers](#) · [Tutorial](#)

Quality: 11,255 global accepts · Rating: 1100 · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[ashmelev's solution](#)

1982.

242A

[Heads or Tails](#) · [Tutorial](#)

Quality: 6,794 global accepts · Rating: 1100 · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[ashmelev's solution](#)

1983.

257A

[Sockets](#) · [Tutorial](#)

Quality: 6,914 global accepts · Rating: 1100 · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[ashmelev's solution](#)

1984.

858A

[k-rounding](#) · [Tutorial](#)

Quality: 8,996 global accepts · Rating: 1100 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[ashmelev's solution](#)

1985.

898B

[Proper Nutrition](#) · [Tutorial](#)

Quality: 10,647 global accepts · Rating: 1100 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, number theory

[ashmelev's solution](#)

1986.

938B

[Run For Your Prize](#) · [Tutorial](#)

Quality: 9,303 global accepts · Rating: 1100 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[ashmelev's solution](#)

1987.

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,104 global accepts · Rating: 1100 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, number theory

[ashmelev's solution](#)

1988.

1743C

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

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[ashmelev's solution](#)

1989.

362B

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

Quality: 14,732 global accepts · Rating: 1100 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[ashmelev's solution](#)

1990.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,383 global accepts · Rating: 1100 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, two pointers

[ashmelev's solution](#)

1991.

259B

[Little Elephant and Magic Square](#) · [Tutorial](#)

Quality: 14,697 global accepts · Rating: 1100 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[ashmelev's solution](#)

1992.

792A

[New Bus Route](#) · [Tutorial](#)

Quality: 9,708 global accepts · Rating: 1100 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[ashmelev's solution](#)

1993.

985A

[Chess Placing](#) · [Tutorial](#)

Quality: 8,424 global accepts · Rating: 1100 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[ashmelev's solution](#)

1994.

370A

[Rook, Bishop and King](#) · [Tutorial](#)

Quality: 12,027 global accepts · Rating: 1100 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: graphs, math, shortest paths

[ashmelev's solution](#)

1995.

365B

[The Fibonacci Segment](#) · [Tutorial](#)

Quality: 15,370 global accepts · Rating: 1100 · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[ashmelev's solution](#)

1996.

471A

[MUH and Sticks](#) · [Tutorial](#)

Quality: 13,763 global accepts · Rating: 1100 · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[ashmelev's solution](#)

1997.

1165A

[Remainder](#) · [Tutorial](#)

Quality: 14,688 global accepts · Rating: 1100 · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[ashmelev's solution](#)

1998.

592B

[The Monster and the Squirrel](#) · [Tutorial](#)

Quality: 8,823 global accepts · Rating: 1100 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: math

[ashmelev's solution](#)

1999.

1033B

[Square Difference](#) · [Tutorial](#)

Quality: 11,955 global accepts · Rating: 1100 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[ashmelev's solution](#)

2000.

355A

[Vasya and Digital Root](#) · [Tutorial](#)

Quality: 9,838 global accepts · Rating: 1100 · first AC: 2022-10-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[ashmelev's solution](#)

2001.

110B

[Lucky String](#) · [Tutorial](#)

Quality: 11,020 global accepts · Rating: 1100 · first AC: 2022-10-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[ashmelev's solution](#)

2002.

789A

[Anastasia and pebbles](#) · [Tutorial](#)

Quality: 9,823 global accepts · Rating: 1100 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[ashmelev's solution](#)

2003.

1132A

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

Quality: 10,178 global accepts · Rating: 1100 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[ashmelev's solution](#)

2004.

155B

[Combination](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 1100 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[ashmelev's solution](#)

2005.

1227A

[Math Problem](#) · [Tutorial](#)

Quality: 10,266 global accepts · Rating: 1100 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: math

[ashmelev's solution](#)

2006.

347B

[Fixed Points](#) · [Tutorial](#)

Quality: 9,870 global accepts · Rating: 1100 · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[ashmelev's solution](#)

2007.

869A

[The Artful Expedient](#) · [Tutorial](#)

Quality: 9,795 global accepts · Rating: 1100 · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[ashmelev's solution](#)

2008.

558A

[Lala Land and Apple Trees](#) · [Tutorial](#)

Quality: 10,995 global accepts · Rating: 1100 · first AC: 2022-10-08 · last AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, sortings

[ashmelev's solution](#)

2009.

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,477 global accepts · Rating: 1100 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[ashmelev's solution](#)

2010.

253A

[Boys and Girls](#) · [Tutorial](#)

Quality: 12,150 global accepts · Rating: 1100 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[ashmelev's solution](#)

2011.

382A

[Ksenia and Pan Scales](#) · [Tutorial](#)

Quality: 13,668 global accepts · Rating: 1100 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[ashmelev's solution](#)

2012.

1119A

[Ilya and a Colorful Walk](#) · [Tutorial](#)

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[ashmelev's solution](#)

2013.

733B

[Parade](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 1100 · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: math

[ashmelev's solution](#)

2014.

714A

[Meeting of Old Friends](#) · [Tutorial](#)

Quality: 11,145 global accepts · Rating: 1100 · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[ashmelev's solution](#)

2015.

835B

[The number on the board](#) · [Tutorial](#)

Quality: 11,420 global accepts · Rating: 1100 · first AC: 2022-10-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[ashmelev's solution](#)

2016.

525A

[Vitaliy and Pie](#) · [Tutorial](#)

Quality: 16,378 global accepts · Rating: 1100 · first AC: 2022-10-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, hashing, strings

[ashmelev's solution](#)

2017.

1117A

[Best Subsegment](#) · [Tutorial](#)

Quality: 11,457 global accepts · Rating: 1100 · first AC: 2022-10-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[ashmelev's solution](#)

2018.

366A

[Dima and Guards](#) · [Tutorial](#)

Quality: 4,756 global accepts · Rating: 1100 · first AC: 2022-10-04 · last AC: 2022-10-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[ashmelev's solution](#)

2019.

797A

[k-Factorization](#) · [Tutorial](#)

Quality: 19,884 global accepts · Rating: 1100 · first AC: 2022-10-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory

[ashmelev's solution](#)

2020.

946B

[Weird Subtraction Process](#) · [Tutorial](#)

Quality: 11,474 global accepts · Rating: 1100 · first AC: 2022-10-04 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[ashmelev's solution](#)

2021.

877A

[Alex and broken contest](#) · [Tutorial](#)

Quality: 11,552 global accepts · Rating: 1100 · first AC: 2022-10-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[ashmelev's solution](#)

2022.

841B

[Godsend](#) · [Tutorial](#)

Quality: 13,186 global accepts · Rating: 1100 · first AC: 2022-10-03 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[ashmelev's solution](#)

2023.

721B

[Passwords](#) · [Tutorial](#)

Quality: 12,466 global accepts · Rating: 1100 · first AC: 2022-10-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, sortings, strings

[ashmelev's solution](#)

2024.

869B

[The Eternal Immortality](#) · [Tutorial](#)

Quality: 15,555 global accepts · Rating: 1100 · first AC: 2022-10-03 · C++20 (GCC 11-64) (first AC) · Tags: math

[ashmelev's solution](#)

2025.

1030B

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

Quality: 13,230 global accepts · Rating: 1100 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[ashmelev's solution](#)

2026.

1166B

[All the Vowels Please](#) · [Tutorial](#)

Quality: 11,920 global accepts · Rating: 1100 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[ashmelev's solution](#)

2027.

1609B

[William the Vigilant](#) · [Tutorial](#)

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[ashmelev's solution](#)

2028.

987B

[High School: Become Human](#) · [Tutorial](#)

Quality: 12,222 global accepts · Rating: 1100 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: math

[ashmelev's solution](#)

2029.

1066A

[Vova and Train](#) · [Tutorial](#)

Quality: 15,428 global accepts · Rating: 1100 · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: math

[ashmelev's solution](#)

2030.

218B

[Airport](#) · [Tutorial](#)

Quality: 18,375 global accepts · Rating: 1100 · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[ashmelev's solution](#)

2031.

433A

[Kitahara Haruki's Gift](#) · [Tutorial](#)

Quality: 17,890 global accepts · Rating: 1100 · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[ashmelev's solution](#)

2032.

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,436 global accepts · Rating: 1100 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[ashmelev's solution](#)

2033.

1105A

[Salem and Sticks](#) · [Tutorial](#)

Quality: 11,553 global accepts · Rating: 1100 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[ashmelev's solution](#)

2034.

911A

[Nearest Minimums](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1100 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[ashmelev's solution](#)

2035.

1263A

[Sweet Problem](#) · [Tutorial](#)

Quality: 17,225 global accepts · Rating: 1100 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: math

[ashmelev's solution](#)

2036.

1534B

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

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[ashmelev's solution](#)

2037.

285A

[Slightly Decreasing Permutations](#) · [Tutorial](#)

Quality: 14,138 global accepts · Rating: 1100 · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[ashmelev's solution](#)

2038.

1042A

[Benches](#) · [Tutorial](#)

Quality: 14,078 global accepts · Rating: 1100 · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation

[ashmelev's solution](#)

2039.

581B

[Luxurious Houses](#) · [Tutorial](#)

Quality: 13,646 global accepts · Rating: 1100 · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[ashmelev's solution](#)

2040.

427B

[Prison Transfer](#) · [Tutorial](#)

Quality: 15,511 global accepts · Rating: 1100 · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[ashmelev's solution](#)

2041.

488A

[Giga Tower](#) · [Tutorial](#)

Quality: 14,943 global accepts · Rating: 1100 · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[ashmelev's solution](#)

2042.

365A

[Good Number](#) · [Tutorial](#)

Quality: 22,976 global accepts · Rating: 1100 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[ashmelev's solution](#)

2043.

570A

[Elections](#) · [Tutorial](#)

Quality: 14,331 global accepts · Rating: 1100 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[ashmelev's solution](#)

2044.

242B

[Big Segment](#) · [Tutorial](#)

Quality: 17,358 global accepts · Rating: 1100 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[ashmelev's solution](#)

2045.

675A

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

Quality: 15,575 global accepts · Rating: 1100 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: math

[ashmelev's solution](#)

2046.

1157A

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

Quality: 16,566 global accepts · Rating: 1100 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[ashmelev's solution](#)

2047.

186A

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

Quality: 18,464 global accepts · Rating: 1100 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[ashmelev's solution](#)

2048.

1370B

[GCD Compression](#) · [Tutorial](#)

Quality: 25,015 global accepts · Rating: 1100 · first AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[ashmelev's solution](#)

2049.

1382B

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2151.

292A

[SMSC](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 1100 · first AC: 2013-04-15 · GNU C++ (first AC) · Tags: implementation

[ashmelev's solution](#)

2152.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,812 global accepts · Rating: 1100 · first AC: 2012-03-04 · GNU C++ (first AC) · Tags: *special, greedy, implementation

[ashmelev's solution](#)

2153.

136B

[Ternary Logic](#) · [Tutorial](#)

Quality: 5,329 global accepts · Rating: 1100 · first AC: 2012-01-11 · GNU C++ (first AC) · Tags: implementation, math

[ashmelev's solution](#)

2154.

122C

[Lucky Sum](#) · [Tutorial](#)

Rating: 1100 · first AC: 2011-11-08 · GNU C++ (first AC) · Tags: brute force, math

[ashmelev's solution](#)

2155.

120C

[Winnie-the-Pooh and honey](#) · [Tutorial](#)

Quality: 3,947 global accepts · Rating: 1100 · first AC: 2011-10-24 · GNU C++ (first AC) · Tags: implementation, math

[ashmelev's solution](#)

2156.

120B

[Quiz League](#) · [Tutorial](#)

Quality: 3,668 global accepts · Rating: 1100 · first AC: 2011-10-24 · GNU C++ (first AC) · Tags: implementation

[ashmelev's solution](#)

2157.

116B

[Little Pigs and Wolves](#) · [Tutorial](#)

Quality: 14,614 global accepts · Rating: 1100 · first AC: 2011-09-17 · GNU C++ (first AC) · Tags: greedy, implementation

[ashmelev's solution](#)

2158.

104B

[Testing Pants for Sadness](#) · [Tutorial](#)

Rating: 1100 · first AC: 2011-08-08 · GNU C++ (first AC) · Tags: math

[ashmelev's solution](#)

2159.

90B

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

Quality: 5,715 global accepts · Rating: 1100 · first AC: 2011-06-18 · GNU C++ (first AC) · Tags: implementation, strings

[ashmelev's solution](#)

2160.

43B

[Letter](#) · [Tutorial](#)

Quality: 20,487 global accepts · Rating: 1100 · first AC: 2011-05-29 · GNU C++ (first AC) · Tags: implementation, strings

[ashmelev's solution](#)

2161.

82A

[Double Cola](#) · [Tutorial](#)

Quality: 32,234 global accepts · Rating: 1100 · first AC: 2011-05-07 · GNU C++ (first AC) · Tags: implementation, math

[ashmelev's solution](#)

2162.

68A

[Irrational problem](#) · [Tutorial](#)

Quality: 5,363 global accepts · Rating: 1100 · first AC: 2011-03-18 · GNU C++ (first AC) · Tags: implementation, number theory

[ashmelev's solution](#)

2163.

66B

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

Quality: 23,109 global accepts · Rating: 1100 · first AC: 2011-03-07 · GNU C++ (first AC) · Tags: brute force, implementation

[ashmelev's solution](#)

2164.

12C

[Fruits](#) · [Tutorial](#)

Quality: 7,353 global accepts · Rating: 1100 · first AC: 2011-01-17 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[ashmelev's solution](#)

2165.

12B

[Correct Solution?](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1100 · first AC: 2011-01-17 · GNU C++ (first AC) · Tags: implementation, sortings

[ashmelev's solution](#)

2166.

53A

[Autocomplete](#) · [Tutorial](#)

Quality: 5,793 global accepts · Rating: 1100 · first AC: 2011-01-07 · GNU C++ (first AC) · Tags: implementation

[ashmelev's solution](#)

2167.

46B

[T-shirts from Sponsor](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 1100 · first AC: 2010-12-05 · GNU C++ (first AC) · Tags: implementation

[ashmelev's solution](#)

2168.

7A

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

Quality: 8,023 global accepts · Rating: 1100 · first AC: 2010-04-01 · GNU C++ (first AC) · Tags: brute force, constructive algorithms

[ashmelev's solution](#)

2169.

6B

[President's Office](#) · [Tutorial](#)

Quality: 14,826 global accepts · Rating: 1100 · first AC: 2010-03-27 · GNU C++ (first AC) · Tags: implementation

[ashmelev's solution](#)

2170.

2218E

[The 67th XOR Problem](#) · [Tutorial](#)

Quality: 14,061 global accepts · Rating: 1200 · first AC: 2026-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force

[ashmelev's solution](#)

2171.

2210C1

[A Simple GCD Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,803 global accepts · Rating: 1200 · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, number theory

[ashmelev's solution](#)

2172.

2202B

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

Quality: 11,142 global accepts · Rating: 1200 · first AC: 2026-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[ashmelev's solution](#)

2173.

2197C

[Game with a Fraction](#) · [Tutorial](#)

Rating: 1200 · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[ashmelev's solution](#)

2174.

2189B

[The Curse of the Frog](#) · [Tutorial](#)

Quality: 15,309 global accepts · Rating: 1200 · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[ashmelev's solution](#)

2175.

2191C

[Sorting Game](#) · [Tutorial](#)

Rating: 1200 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[ashmelev's solution](#)

2176.

2182C

[Production of Snowmen](#) · [Tutorial](#)

Quality: 15,516 global accepts · Rating: 1200 · first AC: 2025-12-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp

[ashmelev's solution](#)

2177.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,698 global accepts · Rating: 1200 · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[ashmelev's solution](#)

2178.

2056C

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

Quality: 19,433 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math

[ashmelev's solution](#)

2179.

2181H

[Honey Cake](#) · [Tutorial](#)

Quality: 6,603 global accepts · Rating: 1200 · first AC: 2025-12-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[ashmelev's solution](#)

2180.

2175C

[Needle in a Haystack](#) · [Tutorial](#)

Rating: 1200 · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[ashmelev's solution](#)

2181.

2041B

[Bowling Frame](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math

[ashmelev's solution](#)

2182.

2158B

[Split](#) · [Tutorial](#)

Quality: 13,947 global accepts · Rating: 1200 · first AC: 2025-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[ashmelev's solution](#)

2183.

2170B

[Addition on a Segment](#) · [Tutorial](#)

Quality: 14,286 global accepts · Rating: 1200 · first AC: 2025-11-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[ashmelev's solution](#)

2184.

2172E

[Number Maze](#) · [Tutorial](#)

Quality: 5,898 global accepts · Rating: 1200 · first AC: 2025-11-25 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[ashmelev's solution](#)

2185.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,553 global accepts · Rating: 1200 · first AC: 2025-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[ashmelev's solution](#)

2186.

2149D

[A and B](#) · [Tutorial](#)

Quality: 19,350 global accepts · Rating: 1200 · first AC: 2025-09-27 · C++20 (GCC 13-64) (first AC) · Tags: strings

[ashmelev's solution](#)

2187.

2148E

[Split](#) · [Tutorial](#)

Quality: 14,063 global accepts · Rating: 1200 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

[ashmelev's solution](#)

2188.

2137D

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

Quality: 19,545 global accepts · Rating: 1200 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[ashmelev's solution](#)

2189.

2136C

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

Rating: 1200 · first AC: 2025-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[ashmelev's solution](#)

2190.

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,678 global accepts · Rating: 1200 · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[ashmelev's solution](#)

2191.

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,870 global accepts · Rating: 1200 · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[ashmelev's solution](#)

2192.

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,592 global accepts · Rating: 1200 · first AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[ashmelev's solution](#)

2193.

2126D

[This Is the Last Time](#) · [Tutorial](#)

Quality: 24,012 global accepts · Rating: 1200 · first AC: 2025-07-18 · last AC: 2025-07-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[ashmelev's solution](#)

2194.

2119B

[Line Segments](#) · [Tutorial](#)

Quality: 18,304 global accepts · Rating: 1200 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[ashmelev's solution](#)

2195.

2123D

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

Quality: 21,889 global accepts · Rating: 1200 · first AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy

[ashmelev's solution](#)

2196.

2121C

[Those Who Are With Us](#) · [Tutorial](#)

Quality: 21,743 global accepts · Rating: 1200 · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[ashmelev's solution](#)

2197.

2113B

[Good Start](#) · [Tutorial](#)

Quality: 14,623 global accepts · Rating: 1200 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
[ashmelev's solution](#)

2198.

2118B

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

Quality: 20,036 global accepts · Rating: 1200 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[ashmelev's solution](#)

2199.

2117D

[Retaliation](#) · [Tutorial](#)

Quality: 22,121 global accepts · Rating: 1200 · first AC: 2025-06-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, number theory
[ashmelev's solution](#)

2200.

2117C

[Cool Partition](#) · [Tutorial](#)

Quality: 21,068 global accepts · Rating: 1200 · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy
[ashmelev's solution](#)

2201.

2109B

[Slice to Survive](#) · [Tutorial](#)

Quality: 17,335 global accepts · Rating: 1200 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math
[ashmelev's solution](#)

2202.

2094E

[Boneca Ambalabu](#) · [Tutorial](#)

Quality: 18,567 global accepts · Rating: 1200 · first AC: 2025-04-14 · last AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks
[ashmelev's solution](#)

2203.

2092C

[Asuna and the Mosquitoes](#) · [Tutorial](#)

Quality: 22,580 global accepts · Rating: 1200 · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math
[ashmelev's solution](#)

2204.

2085B

[Serval and Final MEX](#) · [Tutorial](#)

Quality: 17,098 global accepts · Rating: 1200 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation
[ashmelev's solution](#)

2205.

2072C

[Creating Keys for StORages Has Become My Main Skill](#) · [Tutorial](#)

Quality: 19,574 global accepts · Rating: 1200 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[ashmelev's solution](#)

2206.

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,813 global accepts · Rating: 1200 · first AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, matrices
[ashmelev's solution](#)

2207.

2067B

[Two Large Bags](#) · [Tutorial](#)

Quality: 18,992 global accepts · Rating: 1200 · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, sortings
[ashmelev's solution](#)

2208.

2065D

[Skibidus and Sigma](#) · [Tutorial](#)

Quality: 20,629 global accepts · Rating: 1200 · first AC: 2025-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[ashmelev's solution](#)

2209.

2062C

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

Quality: 18,388 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math
[ashmelev's solution](#)

2210.

2041E

[Beautiful Array](#) · [Tutorial](#)

Quality: 9,882 global accepts · Rating: 1200 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
[ashmelev's solution](#)

2211.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,016 global accepts · Rating: 1200 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry, math
[ashmelev's solution](#)

2212.

2053B

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

Quality: 16,976 global accepts · Rating: 1200 · first AC: 2024-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy
[ashmelev's solution](#)

2213.

2048C

[Kevin and Binary Strings](#) · [Tutorial](#)

Quality: 15,143 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings
[ashmelev's solution](#)

2214.

2051D

[Counting Pairs](#) · [Tutorial](#)

Quality: 23,918 global accepts · Rating: 1200 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, sortings, two pointers
[ashmelev's solution](#)

2215.

2050C

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

Quality: 25,000 global accepts · Rating: 1200 · first AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math
[ashmelev's solution](#)

2216.

2047C

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

Rating: 1200 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[ashmelev's solution](#)

2217.

2039C1

[Shohag Loves XOR \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,520 global accepts · Rating: 1200 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory

[ashmelev's solution](#)

2218.

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,818 global accepts · Rating: 1200 · first AC: 2024-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory

[ashmelev's solution](#)

2219.

2020B

[Brightness Begins](#) · [Tutorial](#)

Quality: 21,665 global accepts · Rating: 1200 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[ashmelev's solution](#)

2220.

2019B

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

Quality: 17,280 global accepts · Rating: 1200 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[ashmelev's solution](#)

2221.

2005B2

[The Strict Teacher \(Hard Version\)](#) · [Tutorial](#)

Quality: 21,682 global accepts · Rating: 1200 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings

[ashmelev's solution](#)

2222.

2003C

[Turtle and Good Pairs](#) · [Tutorial](#)

Quality: 21,663 global accepts · Rating: 1200 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[ashmelev's solution](#)

2223.

2000D

[Right Left Wrong](#) · [Tutorial](#)

Quality: 28,837 global accepts · Rating: 1200 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, two pointers

[ashmelev's solution](#)

2224.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1200 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math

[ashmelev's solution](#)

2225.

1996C

[Sort](#) · [Tutorial](#)

Quality: 28,028 global accepts · Rating: 1200 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings, strings

[ashmelev's solution](#)

2226.

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,863 global accepts · Rating: 1200 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[ashmelev's solution](#)

2227.

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 24,004 global accepts · Rating: 1200 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation
[ashmelev's solution](#)

2228.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,412 global accepts · Rating: 1200 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[ashmelev's solution](#)

2229.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,763 global accepts · Rating: 1200 · first AC: 2024-07-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[ashmelev's solution](#)

2230.

1989B

[Substring and Subsequence](#) · [Tutorial](#)

Quality: 23,315 global accepts · Rating: 1200 · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings
[ashmelev's solution](#)

2231.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,899 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers
[ashmelev's solution](#)

2232.

1982B

[Collatz Conjecture](#) · [Tutorial](#)

Quality: 19,754 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory
[ashmelev's solution](#)

2233.

1985E

[Secret Box](#) · [Tutorial](#)

Quality: 23,536 global accepts · Rating: 1200 · first AC: 2024-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math
[ashmelev's solution](#)

2234.

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,186 global accepts · Rating: 1200 · first AC: 2024-06-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory
[ashmelev's solution](#)

2235.

1975C

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

Quality: 17,165 global accepts · Rating: 1200 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy
[ashmelev's solution](#)

2236.

1954C

[Long Multiplication](#) · [Tutorial](#)

Quality: 22,744 global accepts · Rating: 1200 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory
[ashmelev's solution](#)

2237.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,512 global accepts · Rating: 1200 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[ashmelev's solution](#)

2238.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy
[ashmelev's solution](#)

2239.

1945C

[Left and Right Houses](#) · [Tutorial](#)

Quality: 17,394 global accepts · Rating: 1200 · first AC: 2024-03-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force
[ashmelev's solution](#)

2240.

1935B

[Informatics in MAC](#) · [Tutorial](#)

Quality: 20,895 global accepts · Rating: 1200 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[ashmelev's solution](#)

2241.

1933D

[Turtle Tenacity: Continual Mods](#) · [Tutorial](#)

Quality: 23,528 global accepts · Rating: 1200 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, sortings
[ashmelev's solution](#)

2242.

1934B

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

Quality: 22,014 global accepts · Rating: 1200 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math
[ashmelev's solution](#)

2243.

1926C

[Vlad and a Sum of Sum of Digits](#) · [Tutorial](#)

Quality: 32,745 global accepts · Rating: 1200 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation
[ashmelev's solution](#)

2244.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,752 global accepts · Rating: 1200 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, two pointers
[ashmelev's solution](#)

2245.

1925B

[A Balanced Problemset?](#) · [Tutorial](#)

Quality: 23,129 global accepts · Rating: 1200 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory
[ashmelev's solution](#)

2246.

1922B

[Forming Triangles](#) · [Tutorial](#)

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings
[ashmelev's solution](#)

2247.

1916C

[Training Before the Olympiad](#) · [Tutorial](#)

Quality: 19,882 global accepts · Rating: 1200 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[ashmelev's solution](#)

2248.

1909B

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

Quality: 30,959 global accepts · Rating: 1200 · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[ashmelev's solution](#)

2249.

523A

[Rotate, Flip and Zoom](#) · [Tutorial](#)

Quality: 2,856 global accepts · Rating: 1200 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: *special, implementation

[ashmelev's solution](#)

2250.

1914D

[Three Activities](#) · [Tutorial](#)

Quality: 38,089 global accepts · Rating: 1200 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[ashmelev's solution](#)

2251.

1907C

[Removal of Unattractive Pairs](#) · [Tutorial](#)

Quality: 23,136 global accepts · Rating: 1200 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[ashmelev's solution](#)

2252.

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,834 global accepts · Rating: 1200 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[ashmelev's solution](#)

2253.

1822D

[Super-Permutation](#) · [Tutorial](#)

Quality: 19,020 global accepts · Rating: 1200 · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[ashmelev's solution](#)

2254.

774C

[Maximum Number](#) · [Tutorial](#)

Quality: 4,383 global accepts · Rating: 1200 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: *special, constructive algorithms, greedy, implementation

[ashmelev's solution](#)

2255.

302B

[Eugeny and Play List](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 1200 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, two pointers

[ashmelev's solution](#)

2256.

171A

[Mysterious numbers - 1](#) · [Tutorial](#)

Quality: 5,067 global accepts · Rating: 1200 · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: *special, constructive algorithms

[ashmelev's solution](#)

2257.

143B

[Help Kingdom of Far Far Away 2](#) · [Tutorial](#)

Quality: 5,333 global accepts · Rating: 1200 · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[ashmelev's solution](#)

2258.

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[ashmelev's solution](#)

2259.

592A

[PawnChess](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1200 · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[ashmelev's solution](#)

2260.

234A

[Lefthanders and Righthanders](#) · [Tutorial](#)

Quality: 4,679 global accepts · Rating: 1200 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[ashmelev's solution](#)

2261.

722B

[Verse Pattern](#) · [Tutorial](#)

Quality: 6,766 global accepts · Rating: 1200 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[ashmelev's solution](#)

2262.

424B

[Megacity](#) · [Tutorial](#)

Quality: 8,467 global accepts · Rating: 1200 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, sortings
[ashmelev's solution](#)

2263.

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,097 global accepts · Rating: 1200 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, two pointers
[ashmelev's solution](#)

2264.

958C1

[Encryption \(easy\)](#) · [Tutorial](#)

Quality: 3,178 global accepts · Rating: 1200 · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force
[ashmelev's solution](#)

2265.

812A

[Sagheer and Crossroads](#) · [Tutorial](#)

Quality: 6,449 global accepts · Rating: 1200 · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[ashmelev's solution](#)

2266.

802M1

[April Fools' Problem \(easy\)](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 1200 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[ashmelev's solution](#)

2267.

401B

[Sereja and Contests](#) · [Tutorial](#)

Quality: 4,599 global accepts · Rating: 1200 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[ashmelev's solution](#)

2268.

1881C

[Perfect Square](#) · [Tutorial](#)

Quality: 19,255 global accepts · Rating: 1200 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[ashmelev's solution](#)

2269.

1877C

[Joyboard](#) · [Tutorial](#)

Quality: 12,836 global accepts · Rating: 1200 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[ashmelev's solution](#)

2270.

129B

[Students and Shoelaces](#) · [Tutorial](#)

Quality: 13,865 global accepts · Rating: 1200 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[ashmelev's solution](#)

2271.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[ashmelev's solution](#)

2272.

101A

[Homework](#) · [Tutorial](#)

Quality: 4,369 global accepts · Rating: 1200 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[ashmelev's solution](#)

2273.

914B

[Conan and Agasa play a Card Game](#) · [Tutorial](#)

Quality: 9,061 global accepts · Rating: 1200 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, implementation

[ashmelev's solution](#)

2274.

1023A

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

Quality: 9,263 global accepts · Rating: 1200 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[ashmelev's solution](#)

2275.

1140D

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

Quality: 13,167 global accepts · Rating: 1200 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[ashmelev's solution](#)

2276.

177D1

[Encrypting Messages](#) · [Tutorial](#)

Quality: 2,730 global accepts · Rating: 1200 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[ashmelev's solution](#)

2277.

412C

[Pattern](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1200 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[ashmelev's solution](#)

2278.

1315C

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

Quality: 10,656 global accepts · Rating: 1200 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[ashmelev's solution](#)

2279.

959B

[Mahmoud and Ehab and the message](#) · [Tutorial](#)

Quality: 10,556 global accepts · Rating: 1200 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: dsu, greedy, implementation

[ashmelev's solution](#)

2280.

408B

[Garland](#) · [Tutorial](#)

Quality: 10,291 global accepts · Rating: 1200 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[ashmelev's solution](#)

2281.

1875B

[Jellyfish and Game](#) · [Tutorial](#)

Rating: 1200 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[ashmelev's solution](#)

2282.

112B

[Petya and Square](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 1200 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[ashmelev's solution](#)

2283.

1184A1

[Heidi Learns Hashing \(Easy\)](#) · [Tutorial](#)

Quality: 6,585 global accepts · Rating: 1200 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[ashmelev's solution](#)

2284.

908B

[New Year and Buggy Bot](#) · [Tutorial](#)

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[ashmelev's solution](#)

2285.

811B

[Vladik and Complicated Book](#) · [Tutorial](#)

Quality: 6,798 global accepts · Rating: 1200 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[ashmelev's solution](#)

2286.

690D1

[The Wall \(easy\)](#) · [Tutorial](#)

Quality: 2,904 global accepts · Rating: 1200 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[ashmelev's solution](#)

2287.

717C

[Potions Homework](#) · [Tutorial](#)

Quality: 4,285 global accepts · Rating: 1200 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[ashmelev's solution](#)

2288.

33A

[What is for dinner?](#) · [Tutorial](#)

Quality: 4,852 global accepts · Rating: 1200 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[ashmelev's solution](#)

2289.

134A

[Average Numbers](#) · [Tutorial](#)

Quality: 4,793 global accepts · Rating: 1200 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[ashmelev's solution](#)

2290.

203A

[Two Problems](#) · [Tutorial](#)

Quality: 4,424 global accepts · Rating: 1200 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[ashmelev's solution](#)

2291.

151B

[Phone Numbers](#) · [Tutorial](#)

Quality: 6,862 global accepts · Rating: 1200 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[ashmelev's solution](#)

2292.

639A

[Bear and Displayed Friends](#) · [Tutorial](#)

Quality: 6,415 global accepts · Rating: 1200 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[ashmelev's solution](#)

2293.

1011B

[Planning The Expedition](#) · [Tutorial](#)

Quality: 11,029 global accepts · Rating: 1200 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation

[ashmelev's solution](#)

2294.

1091B

[New Year and the Treasure Geolocation](#) · [Tutorial](#)

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[ashmelev's solution](#)

2295.

940A

[Points on the line](#) · [Tutorial](#)

Quality: 8,815 global accepts · Rating: 1200 · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[ashmelev's solution](#)

2296.

133B

[Unary](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 1200 · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[ashmelev's solution](#)

2297.

1872D

[Plus Minus Permutation](#) · [Tutorial](#)

Quality: 38,823 global accepts · Rating: 1200 · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: math

[ashmelev's solution](#)

2298.

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,890 global accepts · Rating: 1200 · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[ashmelev's solution](#)

2299.

1859C

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

Quality: 18,656 global accepts · Rating: 1200 · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[ashmelev's solution](#)

2300.

1857C

[Assembly via Minimums](#) · [Tutorial](#)

Quality: 41,751 global accepts · Rating: 1200 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[ashmelev's solution](#)

2301.

1853B

[Fibonaccharsis](#) · [Tutorial](#)

Quality: 19,727 global accepts · Rating: 1200 · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math
[ashmelev's solution](#)

2302.

870B

[Maximum of Maximums of Minimums](#) · [Tutorial](#)

Quality: 10,639 global accepts · Rating: 1200 · first AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[ashmelev's solution](#)

2303.

732C

[Sanatorium](#) · [Tutorial](#)

Quality: 10,171 global accepts · Rating: 1200 · first AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math
[ashmelev's solution](#)

2304.

1799B

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

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[ashmelev's solution](#)

2305.

1848B

[Vika and the Bridge](#) · [Tutorial](#)

Quality: 24,404 global accepts · Rating: 1200 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings
[ashmelev's solution](#)

2306.

1846D

[Rudolph and Christmas Tree](#) · [Tutorial](#)

Quality: 22,448 global accepts · Rating: 1200 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, math
[ashmelev's solution](#)

2307.

1846C

[Rudolf and the Another Competition](#) · [Tutorial](#)

Quality: 21,475 global accepts · Rating: 1200 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings
[ashmelev's solution](#)

2308.

208D

[Prizes, Prizes, more Prizes](#) · [Tutorial](#)

Quality: 8,049 global accepts · Rating: 1200 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[ashmelev's solution](#)

2309.

1064B

[Equations of Mathematical Magic](#) · [Tutorial](#)

Quality: 7,937 global accepts · Rating: 1200 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: math
[ashmelev's solution](#)

2310.

934B

[A Prosperous Lot](#) · [Tutorial](#)

Quality: 9,163 global accepts · Rating: 1200 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[ashmelev's solution](#)

2311.

1191B

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

Quality: 9,864 global accepts · Rating: 1200 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[ashmelev's solution](#)

2312.

1582C

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

Quality: 23,649 global accepts · Rating: 1200 · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers

[ashmelev's solution](#)

2313.

222A

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

Quality: 11,765 global accepts · Rating: 1200 · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[ashmelev's solution](#)

2314.

18C

[Stripe](#) · [Tutorial](#)

Quality: 15,418 global accepts · Rating: 1200 · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[ashmelev's solution](#)

2315.

1800D

[Remove Two Letters](#) · [Tutorial](#)

Quality: 29,346 global accepts · Rating: 1200 · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, hashing, strings

[ashmelev's solution](#)

2316.

1143B

[Nirvana](#) · [Tutorial](#)

Quality: 11,544 global accepts · Rating: 1200 · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[ashmelev's solution](#)

2317.

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,692 global accepts · Rating: 1200 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[ashmelev's solution](#)

2318.

1834C

[Game with Reversing](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1200 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, strings

[ashmelev's solution](#)

2319.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,393 global accepts · Rating: 1200 · first AC: 2023-05-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[ashmelev's solution](#)

2320.

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,281 global accepts · Rating: 1200 · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[ashmelev's solution](#)

2321.

708A

[Letters Cyclic Shift](#) · [Tutorial](#)

Quality: 9,800 global accepts · Rating: 1200 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[ashmelev's solution](#)

2322.

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[ashmelev's solution](#)

2323.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[ashmelev's solution](#)

2324.

1808B

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

Quality: 29,668 global accepts · Rating: 1200 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[ashmelev's solution](#)

2325.

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,937 global accepts · Rating: 1200 · first AC: 2023-02-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[ashmelev's solution](#)

2326.

1657C

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

Quality: 17,683 global accepts · Rating: 1200 · first AC: 2023-02-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[ashmelev's solution](#)

2327.

1097B

[Petr and a Combination Lock](#) · [Tutorial](#)

Quality: 35,951 global accepts · Rating: 1200 · first AC: 2023-02-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[ashmelev's solution](#)

2328.

1729D

[Friends and the Restaurant](#) · [Tutorial](#)

Quality: 30,749 global accepts · Rating: 1200 · first AC: 2023-02-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[ashmelev's solution](#)

2329.

48B

[Land Lot](#) · [Tutorial](#)

Quality: 3,042 global accepts · Rating: 1200 · first AC: 2023-02-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[ashmelev's solution](#)

2330.

413A

[Data Recovery](#) · [Tutorial](#)

Quality: 2,967 global accepts · Rating: 1200 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ashmelev's solution](#)

2331.

102A

[Clothes](#) · [Tutorial](#)

Quality: 3,421 global accepts · Rating: 1200 · first AC: 2023-02-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[ashmelev's solution](#)

2332.

769B

[News About Credit](#) · [Tutorial](#)

Quality: 3,442 global accepts · Rating: 1200 · first AC: 2023-02-17 · C++17 (GCC 7-32) (first AC) · Tags: *special, greedy, two pointers

[ashmelev's solution](#)

2333.

194B

[Square](#) · [Tutorial](#)

Quality: 3,987 global accepts · Rating: 1200 · first AC: 2023-02-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[ashmelev's solution](#)

2334.

928A

[Login Verification](#) · [Tutorial](#)

Quality: 3,594 global accepts · Rating: 1200 · first AC: 2023-02-17 · C++17 (GCC 7-32) (first AC) · Tags: *special, strings

[ashmelev's solution](#)

2335.

1075B

[Taxi drivers and Lyft](#) · [Tutorial](#)

Quality: 4,527 global accepts · Rating: 1200 · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[ashmelev's solution](#)

2336.

632A

[Grandma Laura and Apples](#) · [Tutorial](#)

Quality: 4,920 global accepts · Rating: 1200 · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[ashmelev's solution](#)

2337.

23A

[You're Given a String...](#) · [Tutorial](#)

Quality: 6,303 global accepts · Rating: 1200 · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[ashmelev's solution](#)

2338.

186B

[Growing Mushrooms](#) · [Tutorial](#)

Quality: 6,178 global accepts · Rating: 1200 · first AC: 2023-02-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[ashmelev's solution](#)

2339.

255B

[Code Parsing](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1200 · first AC: 2023-02-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ashmelev's solution](#)

2340.

216A

[Tiling with Hexagons](#) · [Tutorial](#)

Quality: 5,270 global accepts · Rating: 1200 · first AC: 2023-02-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[ashmelev's solution](#)

2341.

899B

[Months and Years](#) · [Tutorial](#)

Quality: 6,436 global accepts · Rating: 1200 · first AC: 2023-02-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ashmelev's solution](#)

2342.

131B

[Opposites Attract](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1200 · first AC: 2023-02-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[ashmelev's solution](#)

2343.

379B

[New Year Present](#) · [Tutorial](#)

Quality: 7,613 global accepts · Rating: 1200 · first AC: 2023-02-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[ashmelev's solution](#)

2344.

920B

[Tea Queue](#) · [Tutorial](#)

Quality: 8,114 global accepts · Rating: 1200 · first AC: 2023-02-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[ashmelev's solution](#)

2345.

569B

[Inventory](#) · [Tutorial](#)

Quality: 7,508 global accepts · Rating: 1200 · first AC: 2023-02-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[ashmelev's solution](#)

2346.

989B

[A Tide of Riverscape](#) · [Tutorial](#)

Quality: 7,286 global accepts · Rating: 1200 · first AC: 2023-02-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
[ashmelev's solution](#)

2347.

817A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 6,822 global accepts · Rating: 1200 · first AC: 2023-02-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory
[ashmelev's solution](#)

2348.

725B

[Food on the Plane](#) · [Tutorial](#)

Quality: 5,321 global accepts · Rating: 1200 · first AC: 2023-02-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[ashmelev's solution](#)

2349.

1032B

[Personalized Cup](#) · [Tutorial](#)

Quality: 5,145 global accepts · Rating: 1200 · first AC: 2023-02-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[ashmelev's solution](#)

2350.

612B

[HDD is Outdated Technology](#) · [Tutorial](#)

Quality: 7,603 global accepts · Rating: 1200 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[ashmelev's solution](#)

2351.

145A

[Lucky Conversion](#) · [Tutorial](#)

Quality: 7,937 global accepts · Rating: 1200 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[ashmelev's solution](#)

2352.

931B

[World Cup](#) · [Tutorial](#)

Quality: 7,457 global accepts · Rating: 1200 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms,

implementation

[ashmelev's solution](#)

2353.

985B

[Switches and Lamps](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1200 · first AC: 2023-02-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ashmelev's solution](#)

2354.

854B

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Quality: 8,582 global accepts · Rating: 1200 · first AC: 2023-02-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[ashmelev's solution](#)

2355.

1028B

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Quality: 10,241 global accepts · Rating: 1200 · first AC: 2023-02-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[ashmelev's solution](#)

2356.

729B

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Quality: 8,703 global accepts · Rating: 1200 · first AC: 2023-02-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[ashmelev's solution](#)

2357.

631B

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Quality: 7,871 global accepts · Rating: 1200 · first AC: 2023-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[ashmelev's solution](#)

2358.

1013B

[And](#) · [Tutorial](#)

Quality: 8,300 global accepts · Rating: 1200 · first AC: 2023-02-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[ashmelev's solution](#)

2359.

990B

[Micro-World](#) · [Tutorial](#)

Quality: 8,616 global accepts · Rating: 1200 · first AC: 2023-02-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[ashmelev's solution](#)

2360.

892B

[Wrath](#) · [Tutorial](#)

Quality: 9,978 global accepts · Rating: 1200 · first AC: 2023-02-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, two pointers

[ashmelev's solution](#)

2361.

903B

[The Modcrab](#) · [Tutorial](#)

Quality: 8,125 global accepts · Rating: 1200 · first AC: 2023-02-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[ashmelev's solution](#)

2362.

366B

[Dima and To-do List](#) · [Tutorial](#)

Quality: 7,153 global accepts · Rating: 1200 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[ashmelev's solution](#)

2363.

315B

[Sereja and Array](#) · [Tutorial](#)

Quality: 7,721 global accepts · Rating: 1200 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ashmelev's solution](#)

2364.

254A

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

Quality: 7,736 global accepts · Rating: 1200 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[ashmelev's solution](#)

2365.

1084B

[Kvass and the Fair Nut](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 1200 · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[ashmelev's solution](#)

2366.

1082A

[Vasya and Book](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 1200 · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[ashmelev's solution](#)

2367.

749B

[Parallelogram is Back](#) · [Tutorial](#)

Quality: 8,933 global accepts · Rating: 1200 · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry

[ashmelev's solution](#)

2368.

1130B

[Two Cakes](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1200 · first AC: 2023-01-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[ashmelev's solution](#)

2369.

591B

[Rebranding](#) · [Tutorial](#)

Quality: 8,644 global accepts · Rating: 1200 · first AC: 2023-01-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[ashmelev's solution](#)

2370.

765C

[Table Tennis Game 2](#) · [Tutorial](#)

Quality: 7,429 global accepts · Rating: 1200 · first AC: 2023-01-30 · C++17 (GCC 7-32) (first AC) · Tags: math

[ashmelev's solution](#)

2371.

554B

[Ohana Cleans Up](#) · [Tutorial](#)

Quality: 10,864 global accepts · Rating: 1200 · first AC: 2023-01-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

[ashmelev's solution](#)

2372.

361B

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

Quality: 8,797 global accepts · Rating: 1200 · first AC: 2023-01-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[ashmelev's solution](#)

2373.

1131C

[Birthday](#) · [Tutorial](#)

Quality: 15,658 global accepts · Rating: 1200 · first AC: 2023-01-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[ashmelev's solution](#)

2374.

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,560 global accepts · Rating: 1200 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[ashmelev's solution](#)

2375.

583B

[Robot's Task](#) · [Tutorial](#)

Quality: 8,989 global accepts · Rating: 1200 · first AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[ashmelev's solution](#)

2376.

344B

[Simple Molecules](#) · [Tutorial](#)

Quality: 9,591 global accepts · Rating: 1200 · first AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, math
[ashmelev's solution](#)

2377.

1051A

[Vasya And Password](#) · [Tutorial](#)

Quality: 8,886 global accepts · Rating: 1200 · first AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings
[ashmelev's solution](#)

2378.

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,198 global accepts · Rating: 1200 · first AC: 2023-01-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[ashmelev's solution](#)

2379.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,791 global accepts · Rating: 1200 · first AC: 2023-01-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[ashmelev's solution](#)

2380.

1118B

[Tanya and Candies](#) · [Tutorial](#)

Quality: 13,245 global accepts · Rating: 1200 · first AC: 2023-01-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[ashmelev's solution](#)

2381.

1792B

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

Quality: 24,141 global accepts · Rating: 1200 · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[ashmelev's solution](#)

2382.

828A

[Restaurant Tables](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1200 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[ashmelev's solution](#)

2383.

1121B

[Mike and Children](#) · [Tutorial](#)

Quality: 10,027 global accepts · Rating: 1200 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[ashmelev's solution](#)

2384.

960A

[Check the string](#) · [Tutorial](#)

Quality: 8,786 global accepts · Rating: 1200 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[ashmelev's solution](#)

2385.

754A

[Lesha and array splitting](#) · [Tutorial](#)

Quality: 9,375 global accepts · Rating: 1200 · first AC: 2023-01-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[ashmelev's solution](#)

2386.

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2023-01-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[ashmelev's solution](#)

2387.

1027B

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

Quality: 8,744 global accepts · Rating: 1200 · first AC: 2023-01-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[ashmelev's solution](#)

2388.

1100C

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

Quality: 10,931 global accepts · Rating: 1200 · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math

[ashmelev's solution](#)

2389.

264A

[Escape from Stones](#) · [Tutorial](#)

Quality: 11,814 global accepts · Rating: 1200 · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, two pointers

[ashmelev's solution](#)

2390.

482A

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

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2023-01-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[ashmelev's solution](#)

2391.

1000A

[Codehorses T-shirts](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1200 · first AC: 2023-01-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[ashmelev's solution](#)

2392.

574A

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

Quality: 9,523 global accepts · Rating: 1200 · first AC: 2023-01-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[ashmelev's solution](#)

2393.

1153B

[Serval and Toy Bricks](#) · [Tutorial](#)

Quality: 9,403 global accepts · Rating: 1200 · first AC: 2023-01-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[ashmelev's solution](#)

2394.

1099C

[Postcard](#) · [Tutorial](#)

Quality: 10,424 global accepts · Rating: 1200 · first AC: 2023-01-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[ashmelev's solution](#)

2395.

1227B

[Box](#) · [Tutorial](#)

Quality: 10,432 global accepts · Rating: 1200 · first AC: 2023-01-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[ashmelev's solution](#)

2396.

982A

[Row](#) · [Tutorial](#)

Quality: 9,711 global accepts · Rating: 1200 · first AC: 2023-01-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[ashmelev's solution](#)

2397.

803B

[Distances to Zero](#) · [Tutorial](#)

Quality: 7,578 global accepts · Rating: 1200 · first AC: 2023-01-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[ashmelev's solution](#)

2398.

304A

[Pythagorean Theorem II](#) · [Tutorial](#)

Quality: 12,039 global accepts · Rating: 1200 · first AC: 2023-01-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[ashmelev's solution](#)

2399.

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2023-01-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[ashmelev's solution](#)

2400.

625B

[War of the Corporations](#) · [Tutorial](#)

Quality: 11,451 global accepts · Rating: 1200 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[ashmelev's solution](#)

2401.

875A

[Classroom Watch](#) · [Tutorial](#)

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[ashmelev's solution](#)

2402.

842A

[Kirill And The Game](#) · [Tutorial](#)

Quality: 11,231 global accepts · Rating: 1200 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, two pointers

[ashmelev's solution](#)

2403.

1257C

[Dominated Subarray](#) · [Tutorial](#)

Quality: 17,145 global accepts · Rating: 1200 · first AC: 2023-01-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings, two pointers

[ashmelev's solution](#)

2404.

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2023-01-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[ashmelev's solution](#)

2405.

1155B

[Game with Telephone Numbers](#) · [Tutorial](#)

Quality: 12,523 global accepts · Rating: 1200 · first AC: 2023-01-12 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation

[ashmelev's solution](#)

2406.

431B

[Shower Line](#) · [Tutorial](#)

Quality: 11,673 global accepts · Rating: 1200 · first AC: 2023-01-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[ashmelev's solution](#)

2407.

262B

[Roma and Changing Signs](#) · [Tutorial](#)

Quality: 12,316 global accepts · Rating: 1200 · first AC: 2023-01-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[ashmelev's solution](#)

2408.

682B

[Alyona and Mex](#) · [Tutorial](#)

Quality: 12,747 global accepts · Rating: 1200 · first AC: 2023-01-11 · C++17 (GCC 7-32) (first AC) · Tags: sortings
[ashmelev's solution](#)

2409.

999C

[Alphabetic Removals](#) · [Tutorial](#)

Quality: 20,987 global accepts · Rating: 1200 · first AC: 2023-01-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[ashmelev's solution](#)

2410.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2023-01-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[ashmelev's solution](#)

2411.

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,535 global accepts · Rating: 1200 · first AC: 2023-01-09 · C++17 (GCC 7-32) (first AC) · Tags: games
[ashmelev's solution](#)

2412.

1015B

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

Quality: 12,411 global accepts · Rating: 1200 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[ashmelev's solution](#)

2413.

779C

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Quality: 12,774 global accepts · Rating: 1200 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[ashmelev's solution](#)

2414.

911B

[Two Cakes](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1200 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation
[ashmelev's solution](#)

2415.

47B

[Coins](#) · [Tutorial](#)

Quality: 16,078 global accepts · Rating: 1200 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[ashmelev's solution](#)

2416.

1140B

[Good String](#) · [Tutorial](#)

Quality: 11,719 global accepts · Rating: 1200 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[ashmelev's solution](#)

2417.

701B

[Cells Not Under Attack](#) · [Tutorial](#)

Quality: 12,541 global accepts · Rating: 1200 · first AC: 2023-01-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math
[ashmelev's solution](#)

2418.

659C

[Tanya and Toys](#) · [Tutorial](#)

Quality: 11,960 global accepts · Rating: 1200 · first AC: 2023-01-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[ashmelev's solution](#)

2419.

903C

[Boxes Packing](#) · [Tutorial](#)

Quality: 22,635 global accepts · Rating: 1200 · first AC: 2023-01-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[ashmelev's solution](#)

2420.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2023-01-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[ashmelev's solution](#)

2421.

1738B

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

Quality: 18,791 global accepts · Rating: 1200 · first AC: 2023-01-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings
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2422.

1133B

[Preparation for International Women's Day](#) · [Tutorial](#)

Quality: 14,370 global accepts · Rating: 1200 · first AC: 2023-01-01 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[ashmelev's solution](#)

2423.

432B

[Football Kit](#) · [Tutorial](#)

Quality: 12,259 global accepts · Rating: 1200 · first AC: 2022-12-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[ashmelev's solution](#)

2424.

387B

[George and Round](#) · [Tutorial](#)

Quality: 12,970 global accepts · Rating: 1200 · first AC: 2022-12-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, two pointers
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2425.

714B

[Filya and Homework](#) · [Tutorial](#)

Quality: 15,523 global accepts · Rating: 1200 · first AC: 2022-12-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[ashmelev's solution](#)

2426.

1076A

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

Quality: 14,102 global accepts · Rating: 1200 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
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2427.

1006B

[Polycarp's Practice](#) · [Tutorial](#)

Quality: 14,655 global accepts · Rating: 1200 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[ashmelev's solution](#)

2428.

1076B

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

Quality: 14,586 global accepts · Rating: 1200 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory
[ashmelev's solution](#)

2429.

998B

[Cutting](#) · [Tutorial](#)

Quality: 14,410 global accepts · Rating: 1200 · first AC: 2022-12-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings
[ashmelev's solution](#)

2430.

298B

[Sail](#) · [Tutorial](#)

Quality: 15,801 global accepts · Rating: 1200 · first AC: 2022-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
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2431.

1277B

[Make Them Odd](#) · [Tutorial](#)

Quality: 17,044 global accepts · Rating: 1200 · first AC: 2022-12-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory
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2432.

1174B

[Ehab Is an Odd Person](#) · [Tutorial](#)

Quality: 16,855 global accepts · Rating: 1200 · first AC: 2022-12-28 · C++17 (GCC 7-32) (first AC) · Tags: sortings
[ashmelev's solution](#)

2433.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2022-12-28 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation
[ashmelev's solution](#)

2434.

1104B

[Game with string](#) · [Tutorial](#)

Quality: 16,846 global accepts · Rating: 1200 · first AC: 2022-12-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math
[ashmelev's solution](#)

2435.

1042B

[Vitamins](#) · [Tutorial](#)

Quality: 19,150 global accepts · Rating: 1200 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, implementation
[ashmelev's solution](#)

2436.

439B

[Devu, the Dumb Guy](#) · [Tutorial](#)

Quality: 15,017 global accepts · Rating: 1200 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[ashmelev's solution](#)

2437.

1203B

[Equal Rectangles](#) · [Tutorial](#)

Quality: 16,944 global accepts · Rating: 1200 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[ashmelev's solution](#)

2438.

1029B

[Creating the Contest](#) · [Tutorial](#)

Quality: 18,464 global accepts · Rating: 1200 · first AC: 2022-12-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[ashmelev's solution](#)

2439.

1637C

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

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-12-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[ashmelev's solution](#)

2440.

1694B

[Paranoid String](#) · [Tutorial](#)

Quality: 20,651 global accepts · Rating: 1200 · first AC: 2022-12-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[ashmelev's solution](#)

2441.

1362B

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

Quality: 21,042 global accepts · Rating: 1200 · first AC: 2022-12-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force
[ashmelev's solution](#)

2442.

1006C

[Three Parts of the Array](#) · [Tutorial](#)

Quality: 25,361 global accepts · Rating: 1200 · first AC: 2022-12-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers
[ashmelev's solution](#)

2443.

285C

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

Quality: 26,331 global accepts · Rating: 1200 · first AC: 2022-12-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[ashmelev's solution](#)

2444.

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,571 global accepts · Rating: 1200 · first AC: 2022-12-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings
[ashmelev's solution](#)

2445.

1339B

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

Quality: 28,342 global accepts · Rating: 1200 · first AC: 2022-12-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[ashmelev's solution](#)

2446.

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,331 global accepts · Rating: 1200 · first AC: 2022-12-24 · C++17 (GCC 7-32) (first AC) · Tags: sortings
[ashmelev's solution](#)

2447.

1270B

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

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2022-12-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[ashmelev's solution](#)

2448.

1154B

[Make Them Equal](#) · [Tutorial](#)

Quality: 17,660 global accepts · Rating: 1200 · first AC: 2022-12-23 · C++17 (GCC 7-32) (first AC) · Tags: math
[ashmelev's solution](#)

2449.

961B

[Lecture Sleep](#) · [Tutorial](#)

Quality: 26,344 global accepts · Rating: 1200 · first AC: 2022-12-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[ashmelev's solution](#)

2450.

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2022-12-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings

[ashmelev's solution](#)

2451.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2022-12-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[ashmelev's solution](#)

2452.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,686 global accepts · Rating: 1200 · first AC: 2022-12-20 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[ashmelev's solution](#)

2453.

454B

[Little Pony and Sort by Shift](#) · [Tutorial](#)

Quality: 19,164 global accepts · Rating: 1200 · first AC: 2022-12-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ashmelev's solution](#)

2454.

1133C

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2455.

1355B

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2456.

1392C

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2457.

1769C1

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2458.

1744D

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2459.

1149A

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2460.

1205A

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2461.

350A

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1371B

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2463.

1327B

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2464.

1384A

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2465.

456B

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461A

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285B

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794B

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787A

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1641A

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239A

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2472.

353A

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776B

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327B

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217A

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1355A

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1364A

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474B

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327A

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1363A

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1742E

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1736B

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2486.

1734C

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660A

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1713C

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1703E

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1692E

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1102C

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514A

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2496.

1674D

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459A

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2498.

492B

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2499.

1671C

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2500.

1669G

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1669E

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2502.

1656C

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2503.

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2504.

1647B

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466A

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1420B

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1608B

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2509.

1068B

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1619C

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1419B

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2512.

522A

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1613C

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1437B

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1598C

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1592B

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1594C

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1311B

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1328C

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1485B

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2526.

1352C

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1352B

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1433D

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1496C

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1497B

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1497C1

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1514B

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1472D

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1504B

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1559C

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1520D

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1536B

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1553C

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1541B

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2541.

1544C

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1546B

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1537C

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1539C

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1512C

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1490D

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1399C

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1343C

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1334A

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2554.

1294B

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Quality: 22,921 global accepts · Rating: 1200 · first AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[ashmelev's solution](#)

2555.

1272C

[Yet Another Broken Keyboard](#) · [Tutorial](#)

Quality: 30,741 global accepts · Rating: 1200 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation

[ashmelev's solution](#)

2556.

1272B

[Snow Walking Robot](#) · [Tutorial](#)

Quality: 14,682 global accepts · Rating: 1200 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[ashmelev's solution](#)

2557.

1245B

[Restricted RPS](#) · [Tutorial](#)

Quality: 14,531 global accepts · Rating: 1200 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

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2558.

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,674 global accepts · Rating: 1200 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[ashmelev's solution](#)

2559.

1213C

[Book Reading](#) · [Tutorial](#)

Quality: 19,623 global accepts · Rating: 1200 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: math

[ashmelev's solution](#)

2560.

1196B

[Odd Sum Segments](#) · [Tutorial](#)

Quality: 17,538 global accepts · Rating: 1200 · first AC: 2019-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[ashmelev's solution](#)

2561.

1185C1

[Exam in BerSU \(easy version\)](#) · [Tutorial](#)

Quality: 11,899 global accepts · Rating: 1200 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[ashmelev's solution](#)

2562.

1185B

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Quality: 14,221 global accepts · Rating: 1200 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[ashmelev's solution](#)

2563.

913B

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Quality: 19,463 global accepts · Rating: 1200 · first AC: 2018-01-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees

[ashmelev's solution](#)

2564.

895A

[Pizza Separation](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 1200 · first AC: 2017-11-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[ashmelev's solution](#)

2565.

879B

[Table Tennis](#) · [Tutorial](#)

Quality: 14,405 global accepts · Rating: 1200 · first AC: 2017-11-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[ashmelev's solution](#)

2566.

743B

[Chloe and the sequence](#) · [Tutorial](#)

Quality: 16,049 global accepts · Rating: 1200 · first AC: 2016-12-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, implementation

[ashmelev's solution](#)

2567.

743A

[Vladik and flights](#) · [Tutorial](#)

Quality: 11,729 global accepts · Rating: 1200 · first AC: 2016-12-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[ashmelev's solution](#)

2568.

740B

[Alyona and flowers](#) · [Tutorial](#)

Quality: 8,871 global accepts · Rating: 1200 · first AC: 2016-11-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[ashmelev's solution](#)

2569.

637B

[Chat Order](#) · [Tutorial](#)

Quality: 22,844 global accepts · Rating: 1200 · first AC: 2016-03-19 · GNU C++ (first AC) · Tags: *special, binary search, constructive algorithms, data structures, sortings

[ashmelev's solution](#)

2570.

645B

[Mischievous Mess Makers](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1200 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: greedy, math

[ashmelev's solution](#)

2571.

645A

[Amity Assessment](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1200 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[ashmelev's solution](#)

2572.

651B

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

Quality: 12,224 global accepts · Rating: 1200 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: greedy, sortings

[ashmelev's solution](#)

2573.

630R

[Game](#) · [Tutorial](#)

Quality: 9,587 global accepts · Rating: 1200 · first AC: 2016-02-24 · GNU C++11 (first AC) · Tags: games, math

[ashmelev's solution](#)

2574.

630B

[Moore's Law](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1200 · first AC: 2016-02-24 · last AC: 2016-02-24 · GNU C++11 (first AC) · Tags: math

[ashmelev's solution](#)

2575.

606A

[Magic Spheres](#) · [Tutorial](#)

Quality: 8,239 global accepts · Rating: 1200 · first AC: 2015-12-15 · GNU C++11 (first AC) · Tags: implementation

[ashmelev's solution](#)

2576.

593A

[2Char](#) · [Tutorial](#)

Quality: 6,156 global accepts · Rating: 1200 · first AC: 2015-11-05 · GNU C++11 (first AC) · Tags: brute force, implementation

[ashmelev's solution](#)

2577.

560B

[Gerald is into Art](#) · [Tutorial](#)

Quality: 8,253 global accepts · Rating: 1200 · first AC: 2015-07-30 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[ashmelev's solution](#)

2578.

552B

[Vanya and Books](#) · [Tutorial](#)

Quality: 16,071 global accepts · Rating: 1200 · first AC: 2015-06-18 · GNU C++11 (first AC) · Tags: implementation, math

[ashmelev's solution](#)

2579.

546B

[Soldier and Badges](#) · [Tutorial](#)

Quality: 18,608 global accepts · Rating: 1200 · first AC: 2015-06-09 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, sortings

[ashmelev's solution](#)

2580.

177B2

[Rectangular Game](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 1200 · first AC: 2014-12-11 · GNU C++ (first AC) · Tags: number theory

[ashmelev's solution](#)

2581.

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,737 global accepts · Rating: 1200 · first AC: 2014-11-17 · GNU C++ (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers

[ashmelev's solution](#)

2582.

489A

[SwapSort](#) · [Tutorial](#)

Quality: 10,587 global accepts · Rating: 1200 · first AC: 2014-11-17 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[ashmelev's solution](#)

2583.

463A

[Caisa and Sugar](#) · [Tutorial](#)

Quality: 9,561 global accepts · Rating: 1200 · first AC: 2014-09-06 · GNU C++ (first AC) · Tags: brute force, implementation

[ashmelev's solution](#)

2584.

340A

[The Wall](#) · [Tutorial](#)

Quality: 8,339 global accepts · Rating: 1200 · first AC: 2013-09-20 · GNU C++ (first AC) · Tags: math

[ashmelev's solution](#)

2585.

342A

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

Quality: 13,874 global accepts · Rating: 1200 · first AC: 2013-09-07 · last AC: 2013-09-07 · FPC (first AC) · Tags: greedy, implementation

[ashmelev's solution](#)

2586.

292B

[Network Topology](#) · [Tutorial](#)

Quality: 10,513 global accepts · Rating: 1200 · first AC: 2013-04-15 · GNU C++ (first AC) · Tags: graphs, implementation

[ashmelev's solution](#)

2587.

180F

[Mathematical Analysis Rocks!](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 1200 · first AC: 2012-04-22 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math

[ashmelev's solution](#)

2588.

176A

[Trading Business](#) · [Tutorial](#)

Quality: 1,806 global accepts · Rating: 1200 · first AC: 2012-04-20 · GNU C++ (first AC) · Tags: greedy, sortings

[ashmelev's solution](#)

2589.

172B

[Pseudorandom Sequence Period](#) · [Tutorial](#)

Quality: 3,155 global accepts · Rating: 1200 · first AC: 2012-04-04 · GNU C++ (first AC) · Tags: *special, implementation, number theory

[ashmelev's solution](#)

2590.

31A

[Worms Evolution](#) · [Tutorial](#)

Quality: 12,652 global accepts · Rating: 1200 · first AC: 2011-07-23 · GNU C++ (first AC) · Tags: implementation

[ashmelev's solution](#)

2591.

88A

[Chord](#) · [Tutorial](#)

Quality: 4,089 global accepts · Rating: 1200 · first AC: 2011-06-10 · GNU C++ (first AC) · Tags: brute force, implementation

[ashmelev's solution](#)

2592.

79A

[Bus Game](#) · [Tutorial](#)

Quality: 4,556 global accepts · Rating: 1200 · first AC: 2011-05-29 · GNU C++ (first AC) · Tags: greedy

[ashmelev's solution](#)

2593.

27A

[Next Test](#) · [Tutorial](#)

Quality: 23,005 global accepts · Rating: 1200 · first AC: 2011-05-03 · GNU C++ (first AC) · Tags: implementation, sortings

[ashmelev's solution](#)

2594.

78B

[Easter Eggs](#) · [Tutorial](#)

Quality: 15,348 global accepts · Rating: 1200 · first AC: 2011-04-28 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[ashmelev's solution](#)

2595.

80B

[Depression](#) · [Tutorial](#)

Quality: 4,998 global accepts · Rating: 1200 · first AC: 2011-04-21 · GNU C++ (first AC) · Tags: geometry, math

[ashmelev's solution](#)

2596.

69B

[Bets](#) · [Tutorial](#)

Quality: 3,619 global accepts · Rating: 1200 · first AC: 2011-03-22 · GNU C++ (first AC) · Tags: greedy, implementation

[ashmelev's solution](#)

2597.

63B

[Settlers' Training](#) · [Tutorial](#)

Quality: 5,211 global accepts · Rating: 1200 · first AC: 2011-03-01 · GNU C++ (first AC) · Tags: implementation

[ashmelev's solution](#)

2598.

59B

[Fortune Telling](#) · [Tutorial](#)

Quality: 7,952 global accepts · Rating: 1200 · first AC: 2011-02-14 · GNU C++ (first AC) · Tags: implementation, number theory

[ashmelev's solution](#)

2599.

55A

[Flea travel](#) · [Tutorial](#)

Quality: 3,886 global accepts · Rating: 1200 · first AC: 2011-01-14 · GNU C++ (first AC) · Tags: implementation, math

[ashmelev's solution](#)

2600.

53C

[Little Frog](#) · [Tutorial](#)

Quality: 7,125 global accepts · Rating: 1200 · first AC: 2011-01-07 · GNU C++ (first AC) · Tags: constructive algorithms

[ashmelev's solution](#)

2601.

38B

[Chess](#) · [Tutorial](#)

Quality: 4,031 global accepts · Rating: 1200 · first AC: 2010-10-30 · GNU C++ (first AC) · Tags: brute force, implementation, math

[ashmelev's solution](#)

2602.

15A

[Cottage Village](#) · [Tutorial](#)

Quality: 4,496 global accepts · Rating: 1200 · first AC: 2010-05-30 · GNU C++ (first AC) · Tags: implementation, sortings

[ashmelev's solution](#)

2603.

9C

[Hexadecimal's Numbers](#) · [Tutorial](#)

Quality: 14,346 global accepts · Rating: 1200 · first AC: 2010-04-22 · GNU C++ (first AC) · Tags: brute force, implementation, math

[ashmelev's solution](#)

2604.

9B

[Running Student](#) · [Tutorial](#)

Quality: 6,188 global accepts · Rating: 1200 · first AC: 2010-04-22 · GNU C++ (first AC) · Tags: brute force, geometry, implementation

[ashmelev's solution](#)

2605.

8A

[Train and Peter](#) · [Tutorial](#)

Quality: 6,727 global accepts · Rating: 1200 · first AC: 2010-04-08 · GNU C++ (first AC) · Tags: strings

[ashmelev's solution](#)

2606.

6C

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

Quality: 17,478 global accepts · Rating: 1200 · first AC: 2010-03-27 · GNU C++ (first AC) · Tags: greedy, two pointers

[ashmelev's solution](#)

2607.

5B

[Center Alignment](#) · [Tutorial](#)

Quality: 6,763 global accepts · Rating: 1200 · first AC: 2010-03-20 · GNU C++ (first AC) · Tags: implementation, strings

[ashmelev's solution](#)

2608.

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,472 global accepts · Rating: 1200 · first AC: 2010-03-12 · GNU C++ (first AC) · Tags: constructive algorithms, greedy
[ashmelev's solution](#)

2609.

730H

[Delete Them](#) · [Tutorial](#)

Quality: 3,274 global accepts · Rating: 1300 · first AC: 2026-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation
[ashmelev's solution](#)

2610.

2216B

[THU Packing Puzzle](#) · [Tutorial](#)

Quality: 3,464 global accepts · Rating: 1300 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[ashmelev's solution](#)

2611.

2217C

[Grid Covering](#) · [Tutorial](#)

Quality: 10,426 global accepts · Rating: 1300 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, math, number theory
[ashmelev's solution](#)

2612.

2211C1

[Equal Multisets \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,106 global accepts · Rating: 1300 · first AC: 2026-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers
[ashmelev's solution](#)

2613.

2208C

[Stamina and Tasks](#) · [Tutorial](#)

Quality: 11,090 global accepts · Rating: 1300 · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math
[ashmelev's solution](#)

2614.

2200D

[Portal](#) · [Tutorial](#)

Quality: 11,780 global accepts · Rating: 1300 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[ashmelev's solution](#)

2615.

2202C1

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

Rating: 1300 · first AC: 2026-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, greedy
[ashmelev's solution](#)

2616.

2192C

[All-in-one Gun](#) · [Tutorial](#)

Quality: 11,012 global accepts · Rating: 1300 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math
[ashmelev's solution](#)

2617.

2195D

[Absolute Cinema](#) · [Tutorial](#)

Quality: 13,658 global accepts · Rating: 1300 · first AC: 2026-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[ashmelev's solution](#)

2618.

2194C

[Secret message](#) · [Tutorial](#)

Quality: 10,899 global accepts · Rating: 1300 · first AC: 2026-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[ashmelev's solution](#)

2619.

171D

[Broken checker](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 1300 · first AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, brute force

[ashmelev's solution](#)

2620.

2188C

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

Rating: 1300 · first AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[ashmelev's solution](#)

2621.

2193E

[Product Queries](#) · [Tutorial](#)

Quality: 15,200 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory, shortest paths

[ashmelev's solution](#)

2622.

2189C1

[XOR Convenience \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,897 global accepts · Rating: 1300 · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[ashmelev's solution](#)

2623.

1070D

[Garbage Disposal](#) · [Tutorial](#)

Quality: 5,234 global accepts · Rating: 1300 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[ashmelev's solution](#)

2624.

2086C

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

Quality: 16,126 global accepts · Rating: 1300 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation

[ashmelev's solution](#)

2625.

2179D

[Blackslex and Penguin Civilization](#) · [Tutorial](#)

Quality: 13,512 global accepts · Rating: 1300 · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[ashmelev's solution](#)

2626.

2181A

[Alphabet City](#) · [Tutorial](#)

Quality: 3,733 global accepts · Rating: 1300 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, strings

[ashmelev's solution](#)

2627.

2176C

[Odd Process](#) · [Tutorial](#)

Quality: 15,719 global accepts · Rating: 1300 · first AC: 2025-12-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[ashmelev's solution](#)

2628.

2175B

[XOR Array](#) · [Tutorial](#)

Quality: 12,222 global accepts · Rating: 1300 · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[ashmelev's solution](#)

2629.

2169C

[Range Operation](#) · [Tutorial](#)

Quality: 12,668 global accepts · Rating: 1300 · first AC: 2025-12-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math, two pointers

[ashmelev's solution](#)

2630.

2170C

[Quotient and Remainder](#) · [Tutorial](#)

Quality: 11,246 global accepts · Rating: 1300 · first AC: 2025-12-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers

[ashmelev's solution](#)

2631.

2172M

[Maximum Distance To Port](#) · [Tutorial](#)

Quality: 5,818 global accepts · Rating: 1300 · first AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[ashmelev's solution](#)

2632.

2166C

[Cyclic Merging](#) · [Tutorial](#)

Rating: 1300 · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy

[ashmelev's solution](#)

2633.

2160C

[Reverse XOR](#) · [Tutorial](#)

Quality: 15,157 global accepts · Rating: 1300 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks

[ashmelev's solution](#)

2634.

2145C

[Monocarp's String](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1300 · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings

[ashmelev's solution](#)

2635.

2152B

[Catching the Krug](#) · [Tutorial](#)

Quality: 12,852 global accepts · Rating: 1300 · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: games

[ashmelev's solution](#)

2636.

2151B

[Incremental Path](#) · [Tutorial](#)

Rating: 1300 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[ashmelev's solution](#)

2637.

2146C

[Wrong Binary Search](#) · [Tutorial](#)

Quality: 13,311 global accepts · Rating: 1300 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms

[ashmelev's solution](#)

2638.

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,099 global accepts · Rating: 1300 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[ashmelev's solution](#)

2639.

2144C

[Non-Descending Arrays](#) · [Tutorial](#)

Quality: 14,988 global accepts · Rating: 1300 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[ashmelev's solution](#)

2640.

2127B

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

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-08 · last AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[ashmelev's solution](#)

2641.

2130C

[Double Perspective](#) · [Tutorial](#)

Rating: 1300 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, greedy

[ashmelev's solution](#)

2642.

2124C

[Subset Multiplication](#) · [Tutorial](#)

Quality: 14,592 global accepts · Rating: 1300 · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[ashmelev's solution](#)

2643.

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,302 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[ashmelev's solution](#)

2644.

2112C

[Coloring Game](#) · [Tutorial](#)

Quality: 17,727 global accepts · Rating: 1300 · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers

[ashmelev's solution](#)

2645.

2121D

[1709](#) · [Tutorial](#)

Quality: 18,205 global accepts · Rating: 1300 · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[ashmelev's solution](#)

2646.

2118C

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

Quality: 18,477 global accepts · Rating: 1300 · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, greedy, math

[ashmelev's solution](#)

2647.

2116B

[Gellyfish and Baby's Breath](#) · [Tutorial](#)

Quality: 17,554 global accepts · Rating: 1300 · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[ashmelev's solution](#)

2648.

2102C

[Mex in the Grid](#) · [Tutorial](#)

Rating: 1300 · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[ashmelev's solution](#)

2649.

2108B

[SUMdamental Decomposition](#) · [Tutorial](#)

Quality: 14,544 global accepts · Rating: 1300 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[ashmelev's solution](#)

2650.

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,833 global accepts · Rating: 1300 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[ashmelev's solution](#)

2651.

2072D

[For Wizards, the Exam Is Easy, but I Couldn't Handle It](#) · [Tutorial](#)

Quality: 17,639 global accepts · Rating: 1300 · first AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[ashmelev's solution](#)

2652.

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,787 global accepts · Rating: 1300 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[ashmelev's solution](#)

2653.

2065C2

[Skibidus and Fanum Tax \(hard version\)](#) · [Tutorial](#)

Quality: 18,795 global accepts · Rating: 1300 · first AC: 2025-02-10 · last AC: 2025-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[ashmelev's solution](#)

2654.

2059B

[Cost of the Array](#) · [Tutorial](#)

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[ashmelev's solution](#)

2655.

2056B

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

Quality: 17,922 global accepts · Rating: 1300 · first AC: 2025-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

[ashmelev's solution](#)

2656.

1425H

[Huge Boxes of Animal Toys](#) · [Tutorial](#)

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1942C1

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1927D

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665C

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Quality: 17,240 global accepts · Rating: 1300 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, strings

[ashmelev's solution](#)

2756.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[ashmelev's solution](#)

2757.

257B

[Playing Cubes](#) · [Tutorial](#)

Quality: 7,776 global accepts · Rating: 1300 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, implementation

[ashmelev's solution](#)

2758.

1225B2

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Quality: 12,197 global accepts · Rating: 1300 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers

[ashmelev's solution](#)

2759.

1736C1

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

Quality: 16,529 global accepts · Rating: 1300 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, schedules, two pointers

[ashmelev's solution](#)

2760.

964B

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Quality: 4,584 global accepts · Rating: 1300 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: math

[ashmelev's solution](#)

2761.

221B

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

Quality: 4,909 global accepts · Rating: 1300 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[ashmelev's solution](#)

2762.

965B

[Battleship](#) · [Tutorial](#)

Quality: 4,767 global accepts · Rating: 1300 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[ashmelev's solution](#)

2763.

653B

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

Quality: 5,335 global accepts · Rating: 1300 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, strings

[ashmelev's solution](#)

2764.

962B

[Students in Railway Carriage](#) · [Tutorial](#)

Quality: 8,033 global accepts · Rating: 1300 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy,

implementation

[ashmelev's solution](#)

2765.

567B

[Berland National Library](#) · [Tutorial](#)

Quality: 8,699 global accepts · Rating: 1300 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[ashmelev's solution](#)

2766.

932B

[Recursive Queries](#) · [Tutorial](#)

Quality: 9,261 global accepts · Rating: 1300 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar

[ashmelev's solution](#)

2767.

1249C1

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

Quality: 16,557 global accepts · Rating: 1300 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[ashmelev's solution](#)

2768.

1364B

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

Quality: 26,177 global accepts · Rating: 1300 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, two pointers

[ashmelev's solution](#)

2769.

1271C

[Shawarma Tent](#) · [Tutorial](#)

Quality: 11,120 global accepts · Rating: 1300 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, greedy, implementation

[ashmelev's solution](#)

2770.

1055B

[Alice and Hairdresser](#) · [Tutorial](#)

Quality: 5,542 global accepts · Rating: 1300 · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: dsu, implementation

[ashmelev's solution](#)

2771.

471B

[MUH and Important Things](#) · [Tutorial](#)

Quality: 6,205 global accepts · Rating: 1300 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[ashmelev's solution](#)

2772.

222B

[Cosmic Tables](#) · [Tutorial](#)

Quality: 6,567 global accepts · Rating: 1300 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[ashmelev's solution](#)

2773.

976B

[Lara Croft and the New Game](#) · [Tutorial](#)

Quality: 6,045 global accepts · Rating: 1300 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[ashmelev's solution](#)

2774.

625C

[K-special Tables](#) · [Tutorial](#)

Quality: 7,170 global accepts · Rating: 1300 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[ashmelev's solution](#)

2775.

1040B

[Shashlik Cooking](#) · [Tutorial](#)

Quality: 7,485 global accepts · Rating: 1300 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math
[ashmelev's solution](#)

2776.

755C

[PolandBall and Forest](#) · [Tutorial](#)

Quality: 15,005 global accepts · Rating: 1300 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees
[ashmelev's solution](#)

2777.

347A

[Difference Row](#) · [Tutorial](#)

Quality: 9,798 global accepts · Rating: 1300 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, sortings
[ashmelev's solution](#)

2778.

1063A

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

Quality: 11,056 global accepts · Rating: 1300 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings
[ashmelev's solution](#)

2779.

1794C

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

Quality: 22,083 global accepts · Rating: 1300 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers
[ashmelev's solution](#)

2780.

1879C

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

Quality: 27,111 global accepts · Rating: 1300 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, greedy
[ashmelev's solution](#)

2781.

1650D

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

Quality: 14,693 global accepts · Rating: 1300 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math
[ashmelev's solution](#)

2782.

288A

[Polo the Penguin and Strings](#) · [Tutorial](#)

Quality: 6,754 global accepts · Rating: 1300 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[ashmelev's solution](#)

2783.

899C

[Dividing the numbers](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 1300 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math
[ashmelev's solution](#)

2784.

1737B

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

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math
[ashmelev's solution](#)

2785.

777B

[Game of Credit Cards](#) · [Tutorial](#)

Quality: 9,969 global accepts · Rating: 1300 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, sortings
[ashmelev's solution](#)

2786.

1315B

[Homecoming](#) · [Tutorial](#)

Quality: 9,608 global accepts · Rating: 1300 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, strings
[ashmelev's solution](#)

2787.

750B

[New Year and North Pole](#) · [Tutorial](#)

Quality: 9,721 global accepts · Rating: 1300 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation
[ashmelev's solution](#)

2788.

1326C

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

Quality: 16,400 global accepts · Rating: 1300 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, math
[ashmelev's solution](#)

2789.

1220B

[Multiplication Table](#) · [Tutorial](#)

Quality: 12,135 global accepts · Rating: 1300 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[ashmelev's solution](#)

2790.

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,806 global accepts · Rating: 1300 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math
[ashmelev's solution](#)

2791.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,416 global accepts · Rating: 1300 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy
[ashmelev's solution](#)

2792.

493A

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

Quality: 6,448 global accepts · Rating: 1300 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[ashmelev's solution](#)

2793.

909B

[Segments](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1300 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[ashmelev's solution](#)

2794.

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,319 global accepts · Rating: 1300 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings, trees
[ashmelev's solution](#)

2795.

1420C1

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

Quality: 18,975 global accepts · Rating: 1300 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy
[ashmelev's solution](#)

2796.

1867C

[Salyg1n and the MEX Game](#) · [Tutorial](#)

Quality: 12,669 global accepts · Rating: 1300 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

[ashmelev's solution](#)

2797.

1869C

[Fill in the Matrix](#) · [Tutorial](#)

Rating: 1300 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[ashmelev's solution](#)

2798.

1850F

[We Were Both Children](#) · [Tutorial](#)

Quality: 24,585 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[ashmelev's solution](#)

2799.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1300 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[ashmelev's solution](#)

2800.

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,839 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math

[ashmelev's solution](#)

2801.

814B

[An express train to reveries](#) · [Tutorial](#)

Quality: 5,883 global accepts · Rating: 1300 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[ashmelev's solution](#)

2802.

787B

[Not Afraid](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 1300 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[ashmelev's solution](#)

2803.

370B

[Berland Bingo](#) · [Tutorial](#)

Quality: 2,686 global accepts · Rating: 1300 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[ashmelev's solution](#)

2804.

926A

[2-3-numbers](#) · [Tutorial](#)

Quality: 4,160 global accepts · Rating: 1300 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[ashmelev's solution](#)

2805.

147A

[Punctuation](#) · [Tutorial](#)

Quality: 4,235 global accepts · Rating: 1300 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[ashmelev's solution](#)

2806.

60A

[Where Are My Flakes?](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 1300 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers
[ashmelev's solution](#)

2807.

146B

[Lucky Mask](#) · [Tutorial](#)

Quality: 4,974 global accepts · Rating: 1300 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[ashmelev's solution](#)

2808.

628C

[Bear and String Distance](#) · [Tutorial](#)

Quality: 6,522 global accepts · Rating: 1300 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[ashmelev's solution](#)

2809.

378B

[Semifinals](#) · [Tutorial](#)

Quality: 6,193 global accepts · Rating: 1300 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings
[ashmelev's solution](#)

2810.

957A

[Tritonic Iridescence](#) · [Tutorial](#)

Quality: 5,996 global accepts · Rating: 1300 · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[ashmelev's solution](#)

2811.

907A

[Masha and Bears](#) · [Tutorial](#)

Quality: 5,961 global accepts · Rating: 1300 · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[ashmelev's solution](#)

2812.

318B

[Strings of Power](#) · [Tutorial](#)

Quality: 8,300 global accepts · Rating: 1300 · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings, two pointers
[ashmelev's solution](#)

2813.

515B

[Drazil and His Happy Friends](#) · [Tutorial](#)

Quality: 7,763 global accepts · Rating: 1300 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dsu, meet-in-the-middle, number theory
[ashmelev's solution](#)

2814.

1159B

[Expansion coefficient of the array](#) · [Tutorial](#)

Quality: 7,850 global accepts · Rating: 1300 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[ashmelev's solution](#)

2815.

311A

[The Closest Pair](#) · [Tutorial](#)

Quality: 4,225 global accepts · Rating: 1300 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation
[ashmelev's solution](#)

2816.

376B

[I.O.U.](#) · [Tutorial](#)

Quality: 6,944 global accepts · Rating: 1300 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[ashmelev's solution](#)

2817.

828B

[Black Square](#) · [Tutorial](#)

Quality: 6,124 global accepts · Rating: 1300 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[ashmelev's solution](#)

2818.

792B

[Counting-out Rhyme](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1300 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[ashmelev's solution](#)

2819.

485B

[Valuable Resources](#) · [Tutorial](#)

Quality: 6,791 global accepts · Rating: 1300 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[ashmelev's solution](#)

2820.

626B

[Cards](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1300 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math

[ashmelev's solution](#)

2821.

844B

[Rectangles](#) · [Tutorial](#)

Quality: 9,047 global accepts · Rating: 1300 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[ashmelev's solution](#)

2822.

996B

[World Cup](#) · [Tutorial](#)

Quality: 9,899 global accepts · Rating: 1300 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[ashmelev's solution](#)

2823.

1062A

[A Prank](#) · [Tutorial](#)

Quality: 9,307 global accepts · Rating: 1300 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[ashmelev's solution](#)

2824.

1093C

[Mishka and the Last Exam](#) · [Tutorial](#)

Quality: 9,719 global accepts · Rating: 1300 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[ashmelev's solution](#)

2825.

1004B

[Sonya and Exhibition](#) · [Tutorial](#)

Quality: 9,935 global accepts · Rating: 1300 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[ashmelev's solution](#)

2826.

982B

[Bus of Characters](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 1300 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[ashmelev's solution](#)

2827.

611B

[New Year and Old Property](#) · [Tutorial](#)

Quality: 11,064 global accepts · Rating: 1300 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, implementation

[ashmelev's solution](#)

2828.

1851D

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

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[ashmelev's solution](#)

2829.

612A

[The Text Splitting](#) · [Tutorial](#)

Quality: 7,838 global accepts · Rating: 1300 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[ashmelev's solution](#)

2830.

610B

[Vika and Squares](#) · [Tutorial](#)

Quality: 8,333 global accepts · Rating: 1300 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[ashmelev's solution](#)

2831.

1059B

[Forgery](#) · [Tutorial](#)

Quality: 7,586 global accepts · Rating: 1300 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[ashmelev's solution](#)

2832.

919C

[Seat Arrangements](#) · [Tutorial](#)

Quality: 9,429 global accepts · Rating: 1300 · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[ashmelev's solution](#)

2833.

796B

[Find The Bone](#) · [Tutorial](#)

Quality: 9,735 global accepts · Rating: 1300 · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[ashmelev's solution](#)

2834.

946C

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

Quality: 9,380 global accepts · Rating: 1300 · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[ashmelev's solution](#)

2835.

761B

[Dasha and friends](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1300 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[ashmelev's solution](#)

2836.

633B

[A Trivial Problem](#) · [Tutorial](#)

Quality: 7,238 global accepts · Rating: 1300 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[ashmelev's solution](#)

2837.

915B

[Browser](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1300 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[ashmelev's solution](#)

2838.

558B

[Amr and The Large Array](#) · [Tutorial](#)

Quality: 8,359 global accepts · Rating: 1300 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[ashmelev's solution](#)

2839.

897B

[Chtholly's request](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1300 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force
[ashmelev's solution](#)

2840.

1016B

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

Quality: 10,150 global accepts · Rating: 1300 · first AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[ashmelev's solution](#)

2841.

1220C

[Substring Game in the Lesson](#) · [Tutorial](#)

Quality: 10,813 global accepts · Rating: 1300 · first AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, strings
[ashmelev's solution](#)

2842.

1096B

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

Quality: 11,683 global accepts · Rating: 1300 · first AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, strings
[ashmelev's solution](#)

2843.

416B

[Art Union](#) · [Tutorial](#)

Quality: 9,417 global accepts · Rating: 1300 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation
[ashmelev's solution](#)

2844.

681B

[Economy Game](#) · [Tutorial](#)

Quality: 9,449 global accepts · Rating: 1300 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force
[ashmelev's solution](#)

2845.

922B

[Magic Forest](#) · [Tutorial](#)

Quality: 9,449 global accepts · Rating: 1300 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force
[ashmelev's solution](#)

2846.

1107C

[Brutality](#) · [Tutorial](#)

Quality: 11,018 global accepts · Rating: 1300 · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers
[ashmelev's solution](#)

2847.

1038C

[Gambling](#) · [Tutorial](#)

Quality: 9,811 global accepts · Rating: 1300 · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[ashmelev's solution](#)

2848.

1030C

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

Quality: 9,925 global accepts · Rating: 1300 · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[ashmelev's solution](#)

2849.

509B

[Painting Pebbles](#) · [Tutorial](#)

Quality: 9,991 global accepts · Rating: 1300 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[ashmelev's solution](#)

2850.

192A

[Funky Numbers](#) · [Tutorial](#)

Quality: 11,565 global accepts · Rating: 1300 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation

[ashmelev's solution](#)

2851.

1194B

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

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[ashmelev's solution](#)

2852.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math

[ashmelev's solution](#)

2853.

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,878 global accepts · Rating: 1300 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[ashmelev's solution](#)

2854.

1003C

[Intense Heat](#) · [Tutorial](#)

Quality: 11,525 global accepts · Rating: 1300 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[ashmelev's solution](#)

2855.

628B

[New Skateboard](#) · [Tutorial](#)

Quality: 12,059 global accepts · Rating: 1300 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: dp

[ashmelev's solution](#)

2856.

1819A

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

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

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2857.

598B

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2858.

810B

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Quality: 12,596 global accepts · Rating: 1300 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

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2859.

1003B

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2860.

1065B

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2861.

1726C

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2862.

716B

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Quality: 13,003 global accepts · Rating: 1300 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, two pointers
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2863.

1005C

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2864.

1113B

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2865.

900B

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Quality: 8,377 global accepts · Rating: 1300 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
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2866.

1155C

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Quality: 9,771 global accepts · Rating: 1300 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
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2867.

876B

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Quality: 10,325 global accepts · Rating: 1300 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory
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2868.

1285B

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Quality: 30,827 global accepts · Rating: 1300 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation
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2869.

371B

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Quality: 12,535 global accepts · Rating: 1300 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
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2870.

96B

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Quality: 19,099 global accepts · Rating: 1300 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force

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2871.

230B

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Quality: 95,822 global accepts · Rating: 1300 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math, number theory

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2872.

1418B

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Quality: 17,558 global accepts · Rating: 1300 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

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2873.

1174C

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Quality: 12,784 global accepts · Rating: 1300 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory

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2874.

1766C

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Quality: 14,991 global accepts · Rating: 1300 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

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2875.

1839C

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Quality: 13,443 global accepts · Rating: 1300 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[ashmelev's solution](#)

2876.

670C

[Cinema](#) · [Tutorial](#)

Quality: 9,999 global accepts · Rating: 1300 · first AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

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2877.

1234B2

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Quality: 18,443 global accepts · Rating: 1300 · first AC: 2023-05-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

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2878.

1693A

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Quality: 17,437 global accepts · Rating: 1300 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[ashmelev's solution](#)

2879.

1249B2

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Quality: 18,396 global accepts · Rating: 1300 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, math

[ashmelev's solution](#)

2880.

1826C

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Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

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2881.

1352D

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2882.

1829F

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Quality: 21,849 global accepts · Rating: 1300 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math

[ashmelev's solution](#)

2883.

1823C

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Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[ashmelev's solution](#)

2884.

621B

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Quality: 11,615 global accepts · Rating: 1300 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, implementation

[ashmelev's solution](#)

2885.

246B

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Quality: 12,271 global accepts · Rating: 1300 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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2886.

312B

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Quality: 13,379 global accepts · Rating: 1300 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: math, probabilities

[ashmelev's solution](#)

2887.

1101B

[Accordion](#) · [Tutorial](#)

Quality: 11,117 global accepts · Rating: 1300 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[ashmelev's solution](#)

2888.

870C

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Quality: 9,767 global accepts · Rating: 1300 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory

[ashmelev's solution](#)

2889.

437A

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Quality: 9,360 global accepts · Rating: 1300 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[ashmelev's solution](#)

2890.

1165C

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Quality: 14,399 global accepts · Rating: 1300 · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[ashmelev's solution](#)

2891.

1007A

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Quality: 13,069 global accepts · Rating: 1300 · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, math, sortings, two pointers

[ashmelev's solution](#)

2892.

220A

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Quality: 13,118 global accepts · Rating: 1300 · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[ashmelev's solution](#)

2893.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,204 global accepts · Rating: 1300 · first AC: 2023-04-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, strings

[ashmelev's solution](#)

2894.

1216D

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Quality: 12,216 global accepts · Rating: 1300 · first AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: math

[ashmelev's solution](#)

2895.

1271B

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Quality: 12,098 global accepts · Rating: 1300 · first AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[ashmelev's solution](#)

2896.

271B

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[ashmelev's solution](#)

2897.

1108C

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Quality: 12,667 global accepts · Rating: 1300 · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[ashmelev's solution](#)

2898.

1029A

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Quality: 13,432 global accepts · Rating: 1300 · first AC: 2023-04-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[ashmelev's solution](#)

2899.

1076C

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Quality: 13,424 global accepts · Rating: 1300 · first AC: 2023-04-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[ashmelev's solution](#)

2900.

1187B

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Quality: 12,895 global accepts · Rating: 1300 · first AC: 2023-04-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, strings

[ashmelev's solution](#)

2901.

1534C

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Quality: 13,811 global accepts · Rating: 1300 · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[ashmelev's solution](#)

2902.

1322A

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Quality: 12,887 global accepts · Rating: 1300 · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[ashmelev's solution](#)

2903.

1649B

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Quality: 13,959 global accepts · Rating: 1300 · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[ashmelev's solution](#)

2904.

1816C

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

Rating: 1300 · first AC: 2023-04-11 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings
[ashmelev's solution](#)

2905.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings
[ashmelev's solution](#)

2906.

1037A

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Quality: 11,831 global accepts · Rating: 1300 · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[ashmelev's solution](#)

2907.

922A

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Quality: 12,603 global accepts · Rating: 1300 · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[ashmelev's solution](#)

2908.

1100B

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Quality: 11,775 global accepts · Rating: 1300 · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation
[ashmelev's solution](#)

2909.

1711B

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Quality: 14,374 global accepts · Rating: 1300 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs
[ashmelev's solution](#)

2910.

330B

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Quality: 19,387 global accepts · Rating: 1300 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs
[ashmelev's solution](#)

2911.

251A

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Quality: 21,342 global accepts · Rating: 1300 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, two pointers
[ashmelev's solution](#)

2912.

1807E

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Quality: 16,774 global accepts · Rating: 1300 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, interactive
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2913.

236B

[Easy Number Challenge](#) · [Tutorial](#)

Quality: 16,946 global accepts · Rating: 1300 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, number theory
[ashmelev's solution](#)

2914.

707B

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Quality: 13,603 global accepts · Rating: 1300 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: graphs
[ashmelev's solution](#)

2915.

1194C

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Quality: 14,598 global accepts · Rating: 1300 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
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2916.

962A

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Quality: 13,432 global accepts · Rating: 1300 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation
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2917.

1307B

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Quality: 13,856 global accepts · Rating: 1300 · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math
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2918.

1238B

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Quality: 14,901 global accepts · Rating: 1300 · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
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2919.

588B

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Quality: 14,992 global accepts · Rating: 1300 · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: math
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2920.

1279B

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Quality: 14,415 global accepts · Rating: 1300 · first AC: 2023-03-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation
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2921.

1157B

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Quality: 15,637 global accepts · Rating: 1300 · first AC: 2023-03-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy
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2922.

1443B

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Quality: 16,639 global accepts · Rating: 1300 · first AC: 2023-03-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, sortings
[ashmelev's solution](#)

2923.

1176C

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Quality: 15,099 global accepts · Rating: 1300 · first AC: 2023-03-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
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2924.

1291B

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Quality: 15,359 global accepts · Rating: 1300 · first AC: 2023-03-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
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2925.

462B

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Quality: 15,565 global accepts · Rating: 1300 · first AC: 2023-03-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[ashmelev's solution](#)

2926.

1077C

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Quality: 25,603 global accepts · Rating: 1300 · first AC: 2023-03-08 · C++17 (GCC 7-32) (first AC) · Tags: —
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2927.

1615B

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Quality: 17,914 global accepts · Rating: 1300 · first AC: 2023-03-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
[ashmelev's solution](#)

2928.

862B

[Mahmoud and Ehab and the bipartiteness](#) · [Tutorial](#)

Quality: 25,646 global accepts · Rating: 1300 · first AC: 2023-03-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees
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2929.

352B

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Quality: 18,165 global accepts · Rating: 1300 · first AC: 2023-03-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
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2930.

1217A

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Quality: 15,823 global accepts · Rating: 1300 · first AC: 2023-03-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
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2931.

1260B

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Quality: 16,714 global accepts · Rating: 1300 · first AC: 2023-03-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
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2932.

570B

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Quality: 16,878 global accepts · Rating: 1300 · first AC: 2023-03-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math
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2933.

573A

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Quality: 18,202 global accepts · Rating: 1300 · first AC: 2023-03-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory
[ashmelev's solution](#)

2934.

486B

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Quality: 19,169 global accepts · Rating: 1300 · first AC: 2023-03-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, implementation
[ashmelev's solution](#)

2935.

1627B

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Quality: 17,565 global accepts · Rating: 1300 · first AC: 2023-03-05 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings
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2936.

617B

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Quality: 20,015 global accepts · Rating: 1300 · first AC: 2023-03-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics
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2937.

1618D

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Quality: 20,896 global accepts · Rating: 1300 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
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2938.

1466C

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Quality: 18,728 global accepts · Rating: 1300 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings
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2939.

1037C

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Quality: 20,112 global accepts · Rating: 1300 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings
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2940.

1203C

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Quality: 24,253 global accepts · Rating: 1300 · first AC: 2023-03-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[ashmelev's solution](#)

2941.

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,953 global accepts · Rating: 1300 · first AC: 2023-03-01 · C++17 (GCC 7-32) (first AC) · Tags: math, two pointers
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2942.

519C

[A and B and Team Training](#) · [Tutorial](#)

Quality: 20,710 global accepts · Rating: 1300 · first AC: 2023-03-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory
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2943.

893C

[Rumor](#) · [Tutorial](#)

Quality: 28,269 global accepts · Rating: 1300 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy
[ashmelev's solution](#)

2944.

508B

[Anton and currency you all know](#) · [Tutorial](#)

Quality: 23,987 global accepts · Rating: 1300 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings
[ashmelev's solution](#)

2945.

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,370 global accepts · Rating: 1300 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[ashmelev's solution](#)

2946.

545D

[Queue](#) · [Tutorial](#)

Quality: 29,517 global accepts · Rating: 1300 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[ashmelev's solution](#)

2947.

600B

[Queries about less or equal elements](#) · [Tutorial](#)

Quality: 39,162 global accepts · Rating: 1300 · first AC: 2023-02-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[ashmelev's solution](#)

2948.

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,995 global accepts · Rating: 1300 · first AC: 2023-02-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation, shortest paths

[ashmelev's solution](#)

2949.

450B

[Jzzhu and Sequences](#) · [Tutorial](#)

Quality: 28,826 global accepts · Rating: 1300 · first AC: 2023-02-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[ashmelev's solution](#)

2950.

1372B

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

Quality: 36,390 global accepts · Rating: 1300 · first AC: 2023-02-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[ashmelev's solution](#)

2951.

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,842 global accepts · Rating: 1300 · first AC: 2023-02-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[ashmelev's solution](#)

2952.

476B

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

Quality: 37,019 global accepts · Rating: 1300 · first AC: 2023-02-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities

[ashmelev's solution](#)

2953.

276B

[Little Girl and Game](#) · [Tutorial](#)

Quality: 32,109 global accepts · Rating: 1300 · first AC: 2023-02-21 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[ashmelev's solution](#)

2954.

451B

[Sort the Array](#) · [Tutorial](#)

Quality: 52,866 global accepts · Rating: 1300 · first AC: 2023-02-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[ashmelev's solution](#)

2955.

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 42,995 global accepts · Rating: 1300 · first AC: 2023-02-21 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[ashmelev's solution](#)

2956.

478B

[Random Teams](#) · [Tutorial](#)

Quality: 41,261 global accepts · Rating: 1300 · first AC: 2023-02-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[ashmelev's solution](#)

2957.

459B

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

Quality: 47,488 global accepts · Rating: 1300 · first AC: 2023-02-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, sortings

[ashmelev's solution](#)

2958.

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,467 global accepts · Rating: 1300 · first AC: 2023-02-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[ashmelev's solution](#)

2959.

1470A

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

Quality: 29,388 global accepts · Rating: 1300 · first AC: 2023-01-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[ashmelev's solution](#)

2960.

1775B

[Gardener and the Array](#) · [Tutorial](#)

Quality: 20,736 global accepts · Rating: 1300 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[ashmelev's solution](#)

2961.

1768C

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

Quality: 15,712 global accepts · Rating: 1300 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[ashmelev's solution](#)

2962.

1769C2

[Aö>00:0 CDS:C "•](#)

Quality: 1,077 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: *special, dp

[ashmelev's solution](#)

2963.

1741D

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

Quality: 18,337 global accepts · Rating: 1300 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees

[ashmelev's solution](#)

2964.

1733C

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

Quality: 17,100 global accepts · Rating: 1300 · first AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[ashmelev's solution](#)

2965.

1717C

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

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[ashmelev's solution](#)

2966.

1703F

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

Quality: 30,049 global accepts · Rating: 1300 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[ashmelev's solution](#)

2967.

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 1300 · first AC: 2022-06-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures
[ashmelev's solution](#)

2968.

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,148 global accepts · Rating: 1300 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[ashmelev's solution](#)

2969.

1676G

[White-Black Balanced Subtrees](#) · [Tutorial](#)

Quality: 24,002 global accepts · Rating: 1300 · first AC: 2022-05-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
[ashmelev's solution](#)

2970.

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,188 global accepts · Rating: 1300 · first AC: 2022-05-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers
[ashmelev's solution](#)

2971.

1675D

[Vertical Paths](#) · [Tutorial](#)

Quality: 14,772 global accepts · Rating: 1300 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: graphs, implementation, trees
[ashmelev's solution](#)

2972.

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,031 global accepts · Rating: 1300 · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings
[ashmelev's solution](#)

2973.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,109 global accepts · Rating: 1300 · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math
[ashmelev's solution](#)

2974.

1668C

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

Rating: 1300 · first AC: 2022-04-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
[ashmelev's solution](#)

2975.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,687 global accepts · Rating: 1300 · first AC: 2022-04-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths
[ashmelev's solution](#)

2976.

1585C

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

Quality: 12,821 global accepts · Rating: 1300 · first AC: 2022-04-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[ashmelev's solution](#)

2977.

1660C

[Get an Even String](#) · [Tutorial](#)

Quality: 22,014 global accepts · Rating: 1300 · first AC: 2022-04-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[ashmelev's solution](#)

2978.

1647C

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

Quality: 13,331 global accepts · Rating: 1300 · first AC: 2022-03-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[ashmelev's solution](#)

2979.

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-02-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, math

[ashmelev's solution](#)

2980.

1265B

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

Quality: 13,524 global accepts · Rating: 1300 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, two pointers

[ashmelev's solution](#)

2981.

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,874 global accepts · Rating: 1300 · first AC: 2022-01-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[ashmelev's solution](#)

2982.

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,637 global accepts · Rating: 1300 · first AC: 2021-01-29 · last AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

[ashmelev's solution](#)

2983.

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2021-12-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, sortings

[ashmelev's solution](#)

2984.

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,068 global accepts · Rating: 1300 · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[ashmelev's solution](#)

2985.

1422B

[Nice Matrix](#) · [Tutorial](#)

Quality: 15,071 global accepts · Rating: 1300 · first AC: 2021-12-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[ashmelev's solution](#)

2986.

1447C

[Knapsack](#) · [Tutorial](#)

Rating: 1300 · first AC: 2021-11-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[ashmelev's solution](#)

2987.

1604C

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

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

[ashmelev's solution](#)

2988.

1602C

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

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

[ashmelev's solution](#)

2989.

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,344 global accepts · Rating: 1300 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[ashmelev's solution](#)

2990.

1493B

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

Quality: 12,568 global accepts · Rating: 1300 · first AC: 2021-10-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[ashmelev's solution](#)

2991.

1459B

[Move and Turn](#) · [Tutorial](#)

Quality: 20,880 global accepts · Rating: 1300 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[ashmelev's solution](#)

2992.

1311C

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

Quality: 16,823 global accepts · Rating: 1300 · first AC: 2021-10-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[ashmelev's solution](#)

2993.

1328B

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

Quality: 32,044 global accepts · Rating: 1300 · first AC: 2021-10-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[ashmelev's solution](#)

2994.

1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,105 global accepts · Rating: 1300 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[ashmelev's solution](#)

2995.

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,836 global accepts · Rating: 1300 · first AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[ashmelev's solution](#)

2996.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, ternary search

[ashmelev's solution](#)

2997.

1454D

[Number into Sequence](#) · [Tutorial](#)

Quality: 22,146 global accepts · Rating: 1300 · first AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[ashmelev's solution](#)

2998.

1521B

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

Quality: 22,930 global accepts · Rating: 1300 · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[ashmelev's solution](#)

2999.

1556B

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

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[ashmelev's solution](#)

3000.

1561C

[Deep Down Below](#) · [Tutorial](#)

Quality: 21,415 global accepts · Rating: 1300 · first AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[ashmelev's solution](#)

3001.

1561B

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

Rating: 1300 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[ashmelev's solution](#)

3002.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,083 global accepts · Rating: 1300 · first AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[ashmelev's solution](#)

3003.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[ashmelev's solution](#)

3004.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[ashmelev's solution](#)

3005.

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, number theory

[ashmelev's solution](#)

3006.

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,400 global accepts · Rating: 1300 · first AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, math, two pointers

[ashmelev's solution](#)

3007.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,777 global accepts · Rating: 1300 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, two pointers

[ashmelev's solution](#)

3008.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,834 global accepts · Rating: 1300 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[ashmelev's solution](#)

3009.

1373C

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

Quality: 19,373 global accepts · Rating: 1300 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[ashmelev's solution](#)

3010.

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,461 global accepts · Rating: 1300 · first AC: 2020-04-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[ashmelev's solution](#)

3011.

1294C

[Product of Three Numbers](#) · [Tutorial](#)

Quality: 46,270 global accepts · Rating: 1300 · first AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[ashmelev's solution](#)

3012.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,226 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[ashmelev's solution](#)

3013.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,675 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[ashmelev's solution](#)

3014.

1182B

[Plus from Picture](#) · [Tutorial](#)

Quality: 12,002 global accepts · Rating: 1300 · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation, strings

[ashmelev's solution](#)

3015.

912B

[New Year's Eve](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1300 · first AC: 2018-01-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, number theory

[ashmelev's solution](#)

3016.

890C

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

Rating: 1300 · first AC: 2017-11-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, trees

[ashmelev's solution](#)

3017.

798B

[Mike and strings](#) · [Tutorial](#)

Quality: 9,209 global accepts · Rating: 1300 · first AC: 2017-04-21 · GNU C++11 (first AC) · Tags: brute force, dp, strings

[ashmelev's solution](#)

3018.

740A

[Alyona and copybooks](#) · [Tutorial](#)

Quality: 9,168 global accepts · Rating: 1300 · first AC: 2016-11-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[ashmelev's solution](#)

3019.

630N

[Forecast](#) · [Tutorial](#)

Quality: 5,225 global accepts · Rating: 1300 · first AC: 2016-02-24 · GNU C++11 (first AC) · Tags: math
[ashmelev's solution](#)

3020.

630F

[Selection of Personnel](#) · [Tutorial](#)

Quality: 8,049 global accepts · Rating: 1300 · first AC: 2016-02-24 · GNU C++11 (first AC) · Tags: combinatorics, math
[ashmelev's solution](#)

3021.

579B

[Finding Team Member](#) · [Tutorial](#)

Quality: 5,451 global accepts · Rating: 1300 · first AC: 2015-09-20 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings
[ashmelev's solution](#)

3022.

526A

[King of Thieves](#) · [Tutorial](#)

Quality: 5,008 global accepts · Rating: 1300 · first AC: 2015-04-04 · GNU C++ (first AC) · Tags: brute force, implementation
[ashmelev's solution](#)

3023.

123A

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

Quality: 3,988 global accepts · Rating: 1300 · first AC: 2014-12-05 · GNU C++ (first AC) · Tags: implementation, number theory, strings
[ashmelev's solution](#)

3024.

469B

[Chat Online](#) · [Tutorial](#)

Quality: 13,354 global accepts · Rating: 1300 · first AC: 2014-09-28 · GNU C++ (first AC) · Tags: implementation
[ashmelev's solution](#)

3025.

430C

[Xor-tree](#) · [Tutorial](#)

Rating: 1300 · first AC: 2014-05-12 · GNU C++ (first AC) · Tags: brute force, data structures, dfs and similar, trees
[ashmelev's solution](#)

3026.

291B

[Command Line Arguments](#) · [Tutorial](#)

Quality: 3,087 global accepts · Rating: 1300 · first AC: 2013-04-14 · GNU C++ (first AC) · Tags: *special, implementation, strings
[ashmelev's solution](#)

3027.

195B

[After Training](#) · [Tutorial](#)

Quality: 5,512 global accepts · Rating: 1300 · first AC: 2012-06-15 · GNU C++ (first AC) · Tags: data structures, implementation, math
[ashmelev's solution](#)

3028.

189B

[Counting Rhombi](#) · [Tutorial](#)

Quality: 4,219 global accepts · Rating: 1300 · first AC: 2012-05-11 · GNU C++ (first AC) · Tags: brute force, math
[ashmelev's solution](#)

3029.

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,877 global accepts · Rating: 1300 · first AC: 2012-05-11 · GNU C++ (first AC) · Tags: brute force, dp

[ashmelev's solution](#)

3030.

185A

[Plant](#) · [Tutorial](#)

Quality: 6,520 global accepts · Rating: 1300 · first AC: 2012-05-04 · GNU C++ (first AC) · Tags: math

[ashmelev's solution](#)

3031.

173A

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

Quality: 2,516 global accepts · Rating: 1300 · first AC: 2012-04-06 · GNU C++ (first AC) · Tags: implementation, math

[ashmelev's solution](#)

3032.

161A

[Dress'em in Vests!](#) · [Tutorial](#)

Quality: 5,474 global accepts · Rating: 1300 · first AC: 2012-03-11 · GNU C++ (first AC) · Tags: binary search, brute force, greedy, two pointers

[ashmelev's solution](#)

3033.

158D

[Ice Sculptures](#) · [Tutorial](#)

Quality: 6,492 global accepts · Rating: 1300 · first AC: 2012-03-04 · GNU C++ (first AC) · Tags: *special, brute force, number theory

[ashmelev's solution](#)

3034.

136C

[Replacement](#) · [Tutorial](#)

Rating: 1300 · first AC: 2012-01-11 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[ashmelev's solution](#)

3035.

117A

[Elevator](#) · [Tutorial](#)

Quality: 2,226 global accepts · Rating: 1300 · first AC: 2011-09-23 · GNU C++ (first AC) · Tags: implementation, math

[ashmelev's solution](#)

3036.

94B

[Friends](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1300 · first AC: 2011-07-13 · GNU C++ (first AC) · Tags: graphs, implementation, math

[ashmelev's solution](#)

3037.

92B

[Binary Number](#) · [Tutorial](#)

Quality: 5,362 global accepts · Rating: 1300 · first AC: 2011-06-25 · GNU C++ (first AC) · Tags: greedy

[ashmelev's solution](#)

3038.

43C

[Lucky Tickets](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1300 · first AC: 2011-05-29 · GNU C++ (first AC) · Tags: greedy

[ashmelev's solution](#)

3039.

34C

[Page Numbers](#) · [Tutorial](#)

Quality: 4,765 global accepts · Rating: 1300 · first AC: 2011-05-27 · GNU C++ (first AC) · Tags: expression parsing, implementation, sortings, strings

[ashmelev's solution](#)

3040.

85A

[Domino](#) · [Tutorial](#)

Quality: 2,024 global accepts · Rating: 1300 · first AC: 2011-05-20 · GNU C++ (first AC) · Tags: constructive algorithms, implementation
[ashmelev's solution](#)

3041.

83A

[Magical Array](#) · [Tutorial](#)

Quality: 6,858 global accepts · Rating: 1300 · first AC: 2011-05-19 · GNU C++ (first AC) · Tags: math
[ashmelev's solution](#)

3042.

84B

[Magical Array](#) · [Tutorial](#)

Rating: 1300 · first AC: 2011-05-19 · GNU C++ (first AC) · Tags: combinatorics, implementation
[ashmelev's solution](#)

3043.

27B

[Tournament](#) · [Tutorial](#)

Quality: 5,888 global accepts · Rating: 1300 · first AC: 2011-05-03 · GNU C++ (first AC) · Tags: bitmasks, brute force, dfs and similar, greedy
[ashmelev's solution](#)

3044.

71B

[Progress Bar](#) · [Tutorial](#)

Quality: 5,273 global accepts · Rating: 1300 · first AC: 2011-03-30 · GNU C++ (first AC) · Tags: implementation, math
[ashmelev's solution](#)

3045.

70A

[Cookies](#) · [Tutorial](#)

Quality: 3,560 global accepts · Rating: 1300 · first AC: 2011-03-26 · GNU C++ (first AC) · Tags: math
[ashmelev's solution](#)

3046.

58B

[Coins](#) · [Tutorial](#)

Quality: 13,230 global accepts · Rating: 1300 · first AC: 2011-03-23 · GNU C++ (first AC) · Tags: greedy
[ashmelev's solution](#)

3047.

66A

[Petya and Java](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1300 · first AC: 2011-03-07 · GNU C++ (first AC) · Tags: implementation, strings
[ashmelev's solution](#)

3048.

62A

[A Student's Dream](#) · [Tutorial](#)

Quality: 3,773 global accepts · Rating: 1300 · first AC: 2011-02-25 · GNU C++ (first AC) · Tags: greedy, math
[ashmelev's solution](#)

3049.

61B

[Hard Work](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1300 · first AC: 2011-02-22 · GNU C++ (first AC) · Tags: strings
[ashmelev's solution](#)

3050.

56B

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

Quality: 4,024 global accepts · Rating: 1300 · first AC: 2011-01-21 · GNU C++ (first AC) · Tags: implementation
[ashmelev's solution](#)

3051.

54A

[Presents](#) · [Tutorial](#)

Quality: 2,546 global accepts · Rating: 1300 · first AC: 2011-01-20 · GNU C++ (first AC) · Tags: implementation

[ashmelev's solution](#)

3052.

41C

[Email address](#) · [Tutorial](#)

Quality: 4,195 global accepts · Rating: 1300 · first AC: 2010-11-19 · GNU C++ (first AC) · Tags: expression parsing, implementation

[ashmelev's solution](#)

3053.

36A

[Extra-terrestrial Intelligence](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 1300 · first AC: 2010-11-03 · GNU C++ (first AC) · Tags: implementation

[ashmelev's solution](#)

3054.

4C

[Registration System](#) · [Tutorial](#)

Quality: 108,135 global accepts · Rating: 1300 · first AC: 2010-03-12 · GNU C++ (first AC) · Tags: data structures, hashing, implementation

[ashmelev's solution](#)

3055.

1505C

[Fibonacci Words](#) · [Tutorial](#)

Quality: 6,704 global accepts · Rating: 1400 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, implementation

[ashmelev's solution](#)

3056.

2209C

[Find the Zero](#) · [Tutorial](#)

Quality: 10,640 global accepts · Rating: 1400 · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive

[ashmelev's solution](#)

3057.

2204D

[Alternating Path](#) · [Tutorial](#)

Quality: 8,914 global accepts · Rating: 1400 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs

[ashmelev's solution](#)

3058.

1250A

[Berstagram](#) · [Tutorial](#)

Quality: 4,416 global accepts · Rating: 1400 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[ashmelev's solution](#)

3059.

1468C

[Berpizza](#) · [Tutorial](#)

Quality: 10,492 global accepts · Rating: 1400 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation

[ashmelev's solution](#)

3060.

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,230 global accepts · Rating: 1400 · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, number theory

[ashmelev's solution](#)

3061.

159C

[String Manipulation 1.0](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 1400 · first AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, binary search, brute force, data structures, strings

[ashmelev's solution](#)

3062.

2190B1

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

Quality: 10,671 global accepts · Rating: 1400 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[ashmelev's solution](#)

3063.

290D

[Orange](#) · [Tutorial](#)

Quality: 1,904 global accepts · Rating: 1400 · first AC: 2026-01-06 · C++20 (GCC 13-64) (first AC) · Tags: *special, implementation

[ashmelev's solution](#)

3064.

290A

[Mysterious strings](#) · [Tutorial](#)

Quality: 3,236 global accepts · Rating: 1400 · first AC: 2026-01-06 · C++20 (GCC 13-64) (first AC) · Tags: *special, implementation

[ashmelev's solution](#)

3065.

2181B

[Battle of Arrays](#) · [Tutorial](#)

Quality: 5,679 global accepts · Rating: 1400 · first AC: 2025-12-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games, greedy

[ashmelev's solution](#)

3066.

2173C

[Kanade's Perfect Multiples](#) · [Tutorial](#)

Quality: 12,385 global accepts · Rating: 1400 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[ashmelev's solution](#)

3067.

770D

[Draw Brackets!](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 1400 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: *special, implementation

[ashmelev's solution](#)

3068.

2158C

[Annoying Game](#) · [Tutorial](#)

Quality: 11,061 global accepts · Rating: 1400 · first AC: 2025-11-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy

[ashmelev's solution](#)

3069.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,247 global accepts · Rating: 1400 · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[ashmelev's solution](#)

3070.

2171D

[Rae Taylor and Trees \(easy version\)](#) · [Tutorial](#)

Quality: 11,577 global accepts · Rating: 1400 · first AC: 2025-11-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, implementation, trees

[ashmelev's solution](#)

3071.

2171C2

[Renako Amaori and XOR Game \(hard version\)](#) · [Tutorial](#)

Quality: 11,842 global accepts · Rating: 1400 · first AC: 2025-11-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, games, greedy
[ashmelev's solution](#)

3072.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,700 global accepts · Rating: 1400 · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings
[ashmelev's solution](#)

3073.

2156C

[Maximum GCD on Whiteboard](#) · [Tutorial](#)

Quality: 12,284 global accepts · Rating: 1400 · first AC: 2025-10-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory
[ashmelev's solution](#)

3074.

2154C1

[No Cost Too Great \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory
[ashmelev's solution](#)

3075.

2162D

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

Quality: 12,361 global accepts · Rating: 1400 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive
[ashmelev's solution](#)

3076.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,218 global accepts · Rating: 1400 · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math
[ashmelev's solution](#)

3077.

2151C

[Incremental Stay](#) · [Tutorial](#)

Quality: 10,264 global accepts · Rating: 1400 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math
[ashmelev's solution](#)

3078.

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,794 global accepts · Rating: 1400 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: graphs, interactive
[ashmelev's solution](#)

3079.

2132C2

[The Cunning Seller \(hard version\)](#) · [Tutorial](#)

Quality: 13,336 global accepts · Rating: 1400 · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math
[ashmelev's solution](#)

3080.

2131E

[Adjacent XOR](#) · [Tutorial](#)

Quality: 17,120 global accepts · Rating: 1400 · first AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy
[ashmelev's solution](#)

3081.

2131D

[Arboris Contractio](#) · [Tutorial](#)

Quality: 14,324 global accepts · Rating: 1400 · first AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy,

trees

[ashmelev's solution](#)

3082.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,383 global accepts · Rating: 1400 · first AC: 2025-08-08 · last AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[ashmelev's solution](#)

3083.

2126E

[G-C-D, Unlucky!](#) · [Tutorial](#)

Quality: 17,015 global accepts · Rating: 1400 · first AC: 2025-07-18 · last AC: 2025-07-18 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[ashmelev's solution](#)

3084.

2123E

[MEX Count](#) · [Tutorial](#)

Quality: 14,906 global accepts · Rating: 1400 · first AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[ashmelev's solution](#)

3085.

2120C

[Divine Tree](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1400 · first AC: 2025-06-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings, trees

[ashmelev's solution](#)

3086.

2066A

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

Quality: 7,172 global accepts · Rating: 1400 · first AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, implementation, interactive

[ashmelev's solution](#)

3087.

2111D

[Creating a Schedule](#) · [Tutorial](#)

Quality: 11,989 global accepts · Rating: 1400 · first AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[ashmelev's solution](#)

3088.

2114E

[Kirei Attacks the Estate](#) · [Tutorial](#)

Quality: 14,008 global accepts · Rating: 1400 · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, trees

[ashmelev's solution](#)

3089.

2114D

[Come a Little Closer](#) · [Tutorial](#)

Quality: 14,641 global accepts · Rating: 1400 · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math

[ashmelev's solution](#)

3090.

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,827 global accepts · Rating: 1400 · first AC: 2025-05-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[ashmelev's solution](#)

3091.

2098C

[Sports Betting](#) · [Tutorial](#)

Rating: 1400 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[ashmelev's solution](#)

3092.

2098B

[Sasha and the Apartment Purchase](#) · [Tutorial](#)

Quality: 7,885 global accepts · Rating: 1400 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings

[ashmelev's solution](#)

3093.

2093D

[Skibidi Table](#) · [Tutorial](#)

Quality: 12,271 global accepts · Rating: 1400 · first AC: 2025-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, implementation

[ashmelev's solution](#)

3094.

2084C

[You Soared Afar With Grace](#) · [Tutorial](#)

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[ashmelev's solution](#)

3095.

2074D

[Counting Points](#) · [Tutorial](#)

Quality: 12,064 global accepts · Rating: 1400 · first AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, geometry, implementation, two pointers

[ashmelev's solution](#)

3096.

649B

[B0B06C€](#)

Quality: 638 global accepts · Rating: 1400 · first AC: 2025-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[ashmelev's solution](#)

3097.

958D1

[Hyperspace Jump \(easy\)](#) · [Tutorial](#)

Quality: 2,233 global accepts · Rating: 1400 · first AC: 2025-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: expression parsing, math

[ashmelev's solution](#)

3098.

958A1

[Death Stars \(easy\)](#) · [Tutorial](#)

Quality: 1,853 global accepts · Rating: 1400 · first AC: 2025-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[ashmelev's solution](#)

3099.

198B

[Jumping on Walls](#) · [Tutorial](#)

Quality: 5,171 global accepts · Rating: 1400 · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: shortest paths

[ashmelev's solution](#)

3100.

802J1

[Send the Fool Further! \(easy\)](#) · [Tutorial](#)

Quality: 6,533 global accepts · Rating: 1400 · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, trees

[ashmelev's solution](#)

3101.

843A

[Sorting by Subsequences](#) · [Tutorial](#)

Quality: 5,959 global accepts · Rating: 1400 · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu,

implementation, math, sortings

[ashmelev's solution](#)

3102.

2045C

[Saraga](#) · [Tutorial](#)

Quality: 7,215 global accepts · Rating: 1400 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[ashmelev's solution](#)

3103.

286A

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

Quality: 3,450 global accepts · Rating: 1400 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[ashmelev's solution](#)

3104.

1600J

[Robot Factory](#) · [Tutorial](#)

Quality: 4,417 global accepts · Rating: 1400 · first AC: 2025-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar

[ashmelev's solution](#)

3105.

402B

[Trees in a Row](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 1400 · first AC: 2025-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[ashmelev's solution](#)

3106.

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,244 global accepts · Rating: 1400 · first AC: 2025-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers

[ashmelev's solution](#)

3107.

641B

[Little Artem and Matrix](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 1400 · first AC: 2025-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[ashmelev's solution](#)

3108.

1866B

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

Quality: 9,180 global accepts · Rating: 1400 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[ashmelev's solution](#)

3109.

1415C

[Bouncing Ball](#) · [Tutorial](#)

Quality: 11,733 global accepts · Rating: 1400 · first AC: 2025-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation

[ashmelev's solution](#)

3110.

233B

[Non-square Equation](#) · [Tutorial](#)

Quality: 8,284 global accepts · Rating: 1400 · first AC: 2025-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math

[ashmelev's solution](#)

3111.

1316B

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

Quality: 11,723 global accepts · Rating: 1400 · first AC: 2025-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings, strings

[ashmelev's solution](#)

3112.

1425F

[Flamingoes of Mystery](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1400 · first AC: 2025-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive

[ashmelev's solution](#)

3113.

1425A

[Arena of Greed](#) · [Tutorial](#)

Quality: 7,216 global accepts · Rating: 1400 · first AC: 2025-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[ashmelev's solution](#)

3114.

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2024-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[ashmelev's solution](#)

3115.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2024-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[ashmelev's solution](#)

3116.

2034C

[Trapped in the Witch's Labyrinth](#) · [Tutorial](#)

Quality: 9,139 global accepts · Rating: 1400 · first AC: 2024-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[ashmelev's solution](#)

3117.

2028B

[Alice's Adventures in Permuting](#) · [Tutorial](#)

Quality: 13,289 global accepts · Rating: 1400 · first AC: 2024-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, math

[ashmelev's solution](#)

3118.

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,173 global accepts · Rating: 1400 · first AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, sortings, two pointers

[ashmelev's solution](#)

3119.

727C

[Guess the Array](#) · [Tutorial](#)

Quality: 8,960 global accepts · Rating: 1400 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[ashmelev's solution](#)

3120.

2035C

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

Quality: 11,529 global accepts · Rating: 1400 · first AC: 2024-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[ashmelev's solution](#)

3121.

2033E

[Sakurako, Kosuke, and the Permutation](#) · [Tutorial](#)

Quality: 14,139 global accepts · Rating: 1400 · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy, math

[ashmelev's solution](#)

3122.

2033C

[Sakurako's Field Trip](#) · [Tutorial](#)

Quality: 17,813 global accepts · Rating: 1400 · first AC: 2024-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, two pointers

[ashmelev's solution](#)

3123.

1189C

[Candies!](#) · [Tutorial](#)

Quality: 11,070 global accepts · Rating: 1400 · first AC: 2024-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, implementation, math

[ashmelev's solution](#)

3124.

2020C

[Bitwise Balancing](#) · [Tutorial](#)

Quality: 18,297 global accepts · Rating: 1400 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[ashmelev's solution](#)

3125.

1088C

[Ehab and a 2-operation task](#) · [Tutorial](#)

Quality: 8,519 global accepts · Rating: 1400 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[ashmelev's solution](#)

3126.

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,178 global accepts · Rating: 1400 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[ashmelev's solution](#)

3127.

2013C

[Password Cracking](#) · [Tutorial](#)

Quality: 14,580 global accepts · Rating: 1400 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, strings

[ashmelev's solution](#)

3128.

2014D

[Robert Hood and Mrs Hood](#) · [Tutorial](#)

Quality: 15,973 global accepts · Rating: 1400 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings

[ashmelev's solution](#)

3129.

2009E

[Klee's SUPER DUPER LARGE Array!!!](#) · [Tutorial](#)

Quality: 17,665 global accepts · Rating: 1400 · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

[ashmelev's solution](#)

3130.

2009D

[Satyam and Counting](#) · [Tutorial](#)

Quality: 18,774 global accepts · Rating: 1400 · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math

[ashmelev's solution](#)

3131.

2008F

[Sakurako's Box](#) · [Tutorial](#)

Quality: 15,665 global accepts · Rating: 1400 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[ashmelev's solution](#)

3132.

2010C1

[Message Transmission Error \(easy version\)](#) · [Tutorial](#)

Quality: 9,245 global accepts · Rating: 1400 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, strings

[ashmelev's solution](#)

3133.

1284B

[New Year and Ascent Sequence](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[ashmelev's solution](#)

3134.

2000E

[Photoshoot for Gorillas](#) · [Tutorial](#)

Quality: 16,222 global accepts · Rating: 1400 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy, math

[ashmelev's solution](#)

3135.

228B

[Two Tables](#) · [Tutorial](#)

Quality: 3,636 global accepts · Rating: 1400 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[ashmelev's solution](#)

3136.

838A

[Binary Blocks](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 1400 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[ashmelev's solution](#)

3137.

1983C

[Have Your Cake and Eat It Too](#) · [Tutorial](#)

Quality: 14,710 global accepts · Rating: 1400 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation

[ashmelev's solution](#)

3138.

279A

[Point on Spiral](#) · [Tutorial](#)

Quality: 5,916 global accepts · Rating: 1400 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, implementation

[ashmelev's solution](#)

3139.

24A

[Ring road](#) · [Tutorial](#)

Quality: 6,859 global accepts · Rating: 1400 · first AC: 2024-07-02 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[ashmelev's solution](#)

3140.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,447 global accepts · Rating: 1400 · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[ashmelev's solution](#)

3141.

1986D

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

Quality: 17,962 global accepts · Rating: 1400 · first AC: 2024-06-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, math, two pointers

[ashmelev's solution](#)

3142.

1980D

[GCD-sequence](#) · [Tutorial](#)

Quality: 17,377 global accepts · Rating: 1400 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[ashmelev's solution](#)

3143.

1167B

[Lost Numbers](#) · [Tutorial](#)

Quality: 16,466 global accepts · Rating: 1400 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, interactive, math

[ashmelev's solution](#)

3144.

665B

[Shopping](#) · [Tutorial](#)

Quality: 3,891 global accepts · Rating: 1400 · first AC: 2024-06-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[ashmelev's solution](#)

3145.

1057B

[DDoS](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 1400 · first AC: 2024-06-02 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force

[ashmelev's solution](#)

3146.

928B

[Chat](#) · [Tutorial](#)

Quality: 2,648 global accepts · Rating: 1400 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: *special, dp

[ashmelev's solution](#)

3147.

1974D

[Ingenuity-2](#) · [Tutorial](#)

Quality: 17,794 global accepts · Rating: 1400 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[ashmelev's solution](#)

3148.

1974C

[Beautiful Triple Pairs](#) · [Tutorial](#)

Quality: 19,040 global accepts · Rating: 1400 · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures

[ashmelev's solution](#)

3149.

1970C1

[Game on Tree \(Easy\)](#) · [Tutorial](#)

Quality: 5,038 global accepts · Rating: 1400 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: games

[ashmelev's solution](#)

3150.

1609C

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

Quality: 10,458 global accepts · Rating: 1400 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[ashmelev's solution](#)

3151.

1972D1

[Reverse Card \(Easy Version\)](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[ashmelev's solution](#)

3152.

1972C

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

Rating: 1400 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings

[ashmelev's solution](#)

3153.

1966C

[Everything Nim](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[ashmelev's solution](#)

3154.

745B

[Hongcow Solves A Puzzle](#) · [Tutorial](#)

Quality: 3,878 global accepts · Rating: 1400 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[ashmelev's solution](#)

3155.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[ashmelev's solution](#)

3156.

1955D

[Inaccurate Subsequence Search](#) · [Tutorial](#)

Quality: 18,579 global accepts · Rating: 1400 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers

[ashmelev's solution](#)

3157.

1914E1

[Game with Marbles \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,243 global accepts · Rating: 1400 · first AC: 2024-03-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games, greedy, sortings

[ashmelev's solution](#)

3158.

1914E2

[Game with Marbles \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,749 global accepts · Rating: 1400 · first AC: 2024-03-25 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings

[ashmelev's solution](#)

3159.

1907D

[Jumping Through Segments](#) · [Tutorial](#)

Quality: 23,569 global accepts · Rating: 1400 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms

[ashmelev's solution](#)

3160.

1923C

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Quality: 18,453 global accepts · Rating: 1400 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[ashmelev's solution](#)

3161.

1860C

[Game on Permutation](#) · [Tutorial](#)

Quality: 15,562 global accepts · Rating: 1400 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, games, greedy

[ashmelev's solution](#)

3162.

1833D

[Flipper](#) · [Tutorial](#)

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[ashmelev's solution](#)

3163.

1800E1

[Unforgivable Curse \(easy version\)](#) · [Tutorial](#)

Quality: 15,586 global accepts · Rating: 1400 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, strings

[ashmelev's solution](#)

3164.

1932D

[Card Game](#) · [Tutorial](#)

Quality: 13,436 global accepts · Rating: 1400 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[ashmelev's solution](#)

3165.

1932C

[LR-remainders](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 1400 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, math, two pointers

[ashmelev's solution](#)

3166.

1931E

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

Quality: 25,727 global accepts · Rating: 1400 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings

[ashmelev's solution](#)

3167.

1929C

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

Quality: 17,285 global accepts · Rating: 1400 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[ashmelev's solution](#)

3168.

1927E

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

Quality: 17,054 global accepts · Rating: 1400 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, two pointers

[ashmelev's solution](#)

3169.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,658 global accepts · Rating: 1400 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation, math

[ashmelev's solution](#)

3170.

1883G1

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

Quality: 19,548 global accepts · Rating: 1400 · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, two pointers

[ashmelev's solution](#)

3171.

270B

[Multithreading](#) · [Tutorial](#)

Quality: 4,446 global accepts · Rating: 1400 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[ashmelev's solution](#)

3172.

331A1

[Oh Sweet Beaverette](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 1400 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[ashmelev's solution](#)

3173.

888C

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

Quality: 8,981 global accepts · Rating: 1400 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, two pointers

[ashmelev's solution](#)

3174.

1351C

[Skier](#) · [Tutorial](#)

Quality: 9,293 global accepts · Rating: 1400 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[ashmelev's solution](#)

3175.

1282B1

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

Quality: 12,150 global accepts · Rating: 1400 · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[ashmelev's solution](#)

3176.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[ashmelev's solution](#)

3177.

1919C

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

Quality: 28,577 global accepts · Rating: 1400 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[ashmelev's solution](#)

3178.

335A

[Banana](#) · [Tutorial](#)

Quality: 2,846 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy

[ashmelev's solution](#)

3179.

868B

[Race Against Time](#) · [Tutorial](#)

Quality: 3,907 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[ashmelev's solution](#)

3180.

124B

[Permutations](#) · [Tutorial](#)

Quality: 4,872 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, implementation

[ashmelev's solution](#)

3181.

1733D1

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

Quality: 15,031 global accepts · Rating: 1400 · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[ashmelev's solution](#)

3182.

475B

[Strongly Connected City](#) · [Tutorial](#)

Quality: 9,248 global accepts · Rating: 1400 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[ashmelev's solution](#)

3183.

1764C

[Doremy's City Construction](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy

[ashmelev's solution](#)

3184.

417B

[Crash](#) · [Tutorial](#)

Quality: 2,024 global accepts · Rating: 1400 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[ashmelev's solution](#)

3185.

413C

[Jeopardy!](#) · [Tutorial](#)

Quality: 2,676 global accepts · Rating: 1400 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[ashmelev's solution](#)

3186.

226A

[Flying Saucer Segments](#) · [Tutorial](#)

Quality: 4,352 global accepts · Rating: 1400 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: math

[ashmelev's solution](#)

3187.

334B

[Eight Point Sets](#) · [Tutorial](#)

Quality: 3,872 global accepts · Rating: 1400 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[ashmelev's solution](#)

3188.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,767 global accepts · Rating: 1400 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[ashmelev's solution](#)

3189.

803A

[Maximal Binary Matrix](#) · [Tutorial](#)

Quality: 5,358 global accepts · Rating: 1400 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

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3190.

1190A

[Tokitsukaze and Discard Items](#) · [Tutorial](#)

Quality: 9,807 global accepts · Rating: 1400 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers

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3191.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,970 global accepts · Rating: 1400 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

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3192.

514B

[Han Solo and Lazer Gun](#) · [Tutorial](#)

Quality: 22,627 global accepts · Rating: 1400 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, geometry, implementation, math

[ashmelev's solution](#)

3193.

907B

[Tic-Tac-Toe](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[ashmelev's solution](#)

3194.

1184B1

[The Doctor Meets Vader \(Easy\)](#) · [Tutorial](#)

Quality: 6,222 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, sortings

[ashmelev's solution](#)

3195.

1758C

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

Quality: 15,260 global accepts · Rating: 1400 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory

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3196.

1805C

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

Quality: 14,177 global accepts · Rating: 1400 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, geometry, math

[ashmelev's solution](#)

3197.

1251B

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Quality: 11,619 global accepts · Rating: 1400 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[ashmelev's solution](#)

3198.

111A

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Quality: 5,171 global accepts · Rating: 1400 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy

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3199.

748C

[Santa Claus and Robot](#) · [Tutorial](#)

Quality: 4,855 global accepts · Rating: 1400 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[ashmelev's solution](#)

3200.

865A

[Save the problem!](#) · [Tutorial](#)

Quality: 4,428 global accepts · Rating: 1400 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[ashmelev's solution](#)

3201.

1097C

[Yuhao and a Parenthesis](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[ashmelev's solution](#)

3202.

359B

[Permutation](#) · [Tutorial](#)

Quality: 8,707 global accepts · Rating: 1400 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math

[ashmelev's solution](#)

3203.

358A

[Dima and Continuous Line](#) · [Tutorial](#)

Quality: 8,141 global accepts · Rating: 1400 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

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3204.

612C

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Quality: 9,858 global accepts · Rating: 1400 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, expression parsing, math

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3205.

1905C

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Quality: 14,212 global accepts · Rating: 1400 · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

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3206.

379C

[New Year Ratings Change](#) · [Tutorial](#)

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3207.

1883F

[You Are So Beautiful](#) · [Tutorial](#)

Quality: 11,863 global accepts · Rating: 1400 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[ashmelev's solution](#)

3208.

1863D

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

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[ashmelev's solution](#)

3209.

1130C

[Connect](#) · [Tutorial](#)

Quality: 9,411 global accepts · Rating: 1400 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dsu

[ashmelev's solution](#)

3210.

920C

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Quality: 9,974 global accepts · Rating: 1400 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, math, sortings, two pointers

[ashmelev's solution](#)

3211.

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[ashmelev's solution](#)

3212.

1066C

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Quality: 10,358 global accepts · Rating: 1400 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[ashmelev's solution](#)

3213.

1878E

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Quality: 20,964 global accepts · Rating: 1400 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[ashmelev's solution](#)

3214.

520B

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Quality: 62,179 global accepts · Rating: 1400 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

[ashmelev's solution](#)

3215.

1183D

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Quality: 20,418 global accepts · Rating: 1400 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

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3216.

414B

[Mashmikh and ACM](#) · [Tutorial](#)

Quality: 29,178 global accepts · Rating: 1400 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, number theory

[ashmelev's solution](#)

3217.

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,542 global accepts · Rating: 1400 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

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3218.

417C

[Football](#) · [Tutorial](#)

Quality: 5,058 global accepts · Rating: 1400 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation

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3219.

981C

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Quality: 6,857 global accepts · Rating: 1400 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation, trees

[ashmelev's solution](#)

3220.

479B

[Towers](#) · [Tutorial](#)

Quality: 8,429 global accepts · Rating: 1400 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

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3221.

994B

[Knights of a Polygonal Table](#) · [Tutorial](#)

Quality: 6,047 global accepts · Rating: 1400 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[ashmelev's solution](#)

3222.

1162B

[Double Matrix](#) · [Tutorial](#)

Quality: 6,060 global accepts · Rating: 1400 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[ashmelev's solution](#)

3223.

107A

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Quality: 5,906 global accepts · Rating: 1400 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

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3224.

518B

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Quality: 8,387 global accepts · Rating: 1400 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

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3225.

898C

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Quality: 5,791 global accepts · Rating: 1400 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
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3226.

248B

[Chilly Willy](#) · [Tutorial](#)

Quality: 5,804 global accepts · Rating: 1400 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
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3227.

961C

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Quality: 5,637 global accepts · Rating: 1400 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, implementation
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3228.

1330B

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

Quality: 14,536 global accepts · Rating: 1400 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[ashmelev's solution](#)

3229.

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: math
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3230.

1253B

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Quality: 11,705 global accepts · Rating: 1400 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
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3231.

1903C

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Quality: 14,480 global accepts · Rating: 1400 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
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3232.

219B

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Quality: 6,150 global accepts · Rating: 1400 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation
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3233.

205B

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

Quality: 6,477 global accepts · Rating: 1400 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
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3234.

808C

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Quality: 6,980 global accepts · Rating: 1400 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings
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3235.

544B

[Sea and Islands](#) · [Tutorial](#)

Quality: 8,941 global accepts · Rating: 1400 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[ashmelev's solution](#)

3236.

604B

[More Cowbell](#) · [Tutorial](#)

Quality: 8,988 global accepts · Rating: 1400 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

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3237.

602B

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Quality: 12,073 global accepts · Rating: 1400 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, two pointers

[ashmelev's solution](#)

3238.

492C

[Vanya and Exams](#) · [Tutorial](#)

Quality: 15,464 global accepts · Rating: 1400 · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[ashmelev's solution](#)

3239.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1400 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[ashmelev's solution](#)

3240.

1901C

[Add, Divide and Floor](#) · [Tutorial](#)

Quality: 14,238 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[ashmelev's solution](#)

3241.

934A

[A Compatible Pair](#) · [Tutorial](#)

Quality: 7,601 global accepts · Rating: 1400 · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games

[ashmelev's solution](#)

3242.

435B

[Pasha Maximizes](#) · [Tutorial](#)

Quality: 7,561 global accepts · Rating: 1400 · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[ashmelev's solution](#)

3243.

1894C

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

Rating: 1400 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[ashmelev's solution](#)

3244.

448B

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

Quality: 17,314 global accepts · Rating: 1400 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[ashmelev's solution](#)

3245.

1697C

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Quality: 15,800 global accepts · Rating: 1400 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[ashmelev's solution](#)

3246.

472C

[Design Tutorial: Make It Nondeterministic](#) · [Tutorial](#)

Quality: 6,517 global accepts · Rating: 1400 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[ashmelev's solution](#)

3247.

44E

[Anfisa the Monkey](#) · [Tutorial](#)

Quality: 6,117 global accepts · Rating: 1400 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: dp
[ashmelev's solution](#)

3248.

975C

[Valhalla Siege](#) · [Tutorial](#)

Quality: 11,052 global accepts · Rating: 1400 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search
[ashmelev's solution](#)

3249.

1009B

[Minimum Ternary String](#) · [Tutorial](#)

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[ashmelev's solution](#)

3250.

1624D

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

Quality: 19,080 global accepts · Rating: 1400 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, strings
[ashmelev's solution](#)

3251.

60B

[Serial Time!](#) · [Tutorial](#)

Quality: 5,311 global accepts · Rating: 1400 · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu
[ashmelev's solution](#)

3252.

1875C

[Jellyfish and Green Apple](#) · [Tutorial](#)

Quality: 13,880 global accepts · Rating: 1400 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, number theory
[ashmelev's solution](#)

3253.

316A2

[Special Task](#) · [Tutorial](#)

Quality: 2,295 global accepts · Rating: 1400 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: math
[ashmelev's solution](#)

3254.

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[ashmelev's solution](#)

3255.

386B

[Fly, freebies, fly!](#) · [Tutorial](#)

Quality: 2,528 global accepts · Rating: 1400 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation
[ashmelev's solution](#)

3256.

174B

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1627C

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3308.

1750C

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1845C

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1228B

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719B

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3313.

710B

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937B

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1838C

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337B

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670D1

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1691C

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1214A

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1131B

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3339.

797B

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315A

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1110B

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363C

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1263B

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3346.

388A

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3347.

987C

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1772D

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1279C

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493B

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3357.

437C

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Quality: 14,995 global accepts · Rating: 1400 · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, sortings
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3358.

1263C

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3359.

1706C

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3360.

1270C

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Quality: 15,040 global accepts · Rating: 1400 · first AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math
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3361.

1350B

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3362.

816B

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Quality: 27,372 global accepts · Rating: 1400 · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation
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3363.

260A

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Quality: 16,585 global accepts · Rating: 1400 · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
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3364.

1108D

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Quality: 16,487 global accepts · Rating: 1400 · first AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy
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3365.

1452B

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Quality: 15,492 global accepts · Rating: 1400 · first AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, sortings
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3366.

1332B

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3367.

1375C

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3368.

1374D

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3369.

1365C

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3370.

1362C

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Quality: 23,703 global accepts · Rating: 1400 · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math
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3371.

1285C

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3372.

1167C

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3373.

1515C

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Quality: 18,751 global accepts · Rating: 1400 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy
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3374.

289B

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Quality: 18,963 global accepts · Rating: 1400 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, sortings, ternary search
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3375.

762A

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Quality: 25,797 global accepts · Rating: 1400 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
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3376.

1201C

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Quality: 33,235 global accepts · Rating: 1400 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, sortings
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3377.

977D

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Quality: 20,526 global accepts · Rating: 1400 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, math, sortings
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3378.

1380C

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Quality: 22,710 global accepts · Rating: 1400 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings
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3379.

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,872 global accepts · Rating: 1400 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings, two pointers
[ashmelev's solution](#)

3380.

401C

[Team](#) · [Tutorial](#)

Quality: 21,701 global accepts · Rating: 1400 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation
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3381.

1363B

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Quality: 26,123 global accepts · Rating: 1400 · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[ashmelev's solution](#)

3382.

1370C

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Quality: 27,141 global accepts · Rating: 1400 · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: games, math, number theory
[ashmelev's solution](#)

3383.

507B

[Amr and Pins](#) · [Tutorial](#)

Quality: 26,684 global accepts · Rating: 1400 · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math
[ashmelev's solution](#)

3384.

515C

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Quality: 28,708 global accepts · Rating: 1400 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
[ashmelev's solution](#)

3385.

1348B

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Quality: 27,487 global accepts · Rating: 1400 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
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3386.

1324D

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Quality: 34,090 global accepts · Rating: 1400 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, sortings, two pointers
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3387.

698A

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Quality: 37,942 global accepts · Rating: 1400 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: dp
[ashmelev's solution](#)

3388.

479C

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Quality: 33,072 global accepts · Rating: 1400 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[ashmelev's solution](#)

3389.

279B

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Quality: 72,423 global accepts · Rating: 1400 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation, two pointers
[ashmelev's solution](#)

3390.

295A

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Quality: 26,006 global accepts · Rating: 1400 · first AC: 2023-02-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
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3391.

1790E

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3392.

1762C

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Quality: 10,165 global accepts · Rating: 1400 · first AC: 2023-01-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[ashmelev's solution](#)

3393.

1769B2

[A > C08D > C\\$0C08CR DC 9C' > C" "•](#)

Quality: 952 global accepts · Rating: 1400 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: *special, binary search, brute force, math
[ashmelev's solution](#)

3394.

1773E

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Quality: 6,093 global accepts · Rating: 1400 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[ashmelev's solution](#)

3395.

1748B

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

Quality: 16,780 global accepts · Rating: 1400 · first AC: 2022-11-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
[ashmelev's solution](#)

3396.

1759D

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Quality: 20,267 global accepts · Rating: 1400 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, number theory
[ashmelev's solution](#)

3397.

1740C

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Quality: 12,334 global accepts · Rating: 1400 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, sortings
[ashmelev's solution](#)

3398.

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,933 global accepts · Rating: 1400 · first AC: 2022-10-09 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings
[ashmelev's solution](#)

3399.

1728C

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Quality: 17,880 global accepts · Rating: 1400 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings
[ashmelev's solution](#)

3400.

1721C

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Quality: 14,557 global accepts · Rating: 1400 · first AC: 2022-08-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers
[ashmelev's solution](#)

3401.

1705C

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Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[ashmelev's solution](#)

3402.

1701C

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Quality: 23,840 global accepts · Rating: 1400 · first AC: 2022-07-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, two pointers

[ashmelev's solution](#)

3403.

1144D

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Quality: 10,838 global accepts · Rating: 1400 · first AC: 2022-06-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[ashmelev's solution](#)

3404.

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,406 global accepts · Rating: 1400 · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, sortings, two pointers

[ashmelev's solution](#)

3405.

1102B

[Array K-Coloring](#) · [Tutorial](#)

Quality: 11,153 global accepts · Rating: 1400 · first AC: 2022-05-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[ashmelev's solution](#)

3406.

1682C

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

[ashmelev's solution](#)

3407.

1676H1

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Quality: 16,326 global accepts · Rating: 1400 · first AC: 2022-05-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[ashmelev's solution](#)

3408.

1679C

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Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-05-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[ashmelev's solution](#)

3409.

1670C

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Quality: 10,992 global accepts · Rating: 1400 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math

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3410.

1644C

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Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation

[ashmelev's solution](#)

3411.

1312C

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Quality: 18,348 global accepts · Rating: 1400 · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search

[ashmelev's solution](#)

3412.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,300 global accepts · Rating: 1400 · first AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[ashmelev's solution](#)

3413.

1629C

[Meximum Array](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math, two pointers

[ashmelev's solution](#)

3414.

1068A

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Quality: 7,262 global accepts · Rating: 1400 · first AC: 2022-01-07 · C++17 (GCC 7-32) (first AC) · Tags: math

[ashmelev's solution](#)

3415.

1421C

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3416.

1605C

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3417.

1393B

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Quality: 17,365 global accepts · Rating: 1400 · first AC: 2021-11-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

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3418.

1451C

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Quality: 17,293 global accepts · Rating: 1400 · first AC: 2021-11-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, hashing, implementation, strings

[ashmelev's solution](#)

3419.

1463B

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Quality: 21,167 global accepts · Rating: 1400 · first AC: 2021-11-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[ashmelev's solution](#)

3420.

1606C

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Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[ashmelev's solution](#)

3421.

1453B

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Quality: 14,063 global accepts · Rating: 1400 · first AC: 2021-10-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

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3422.

1256B

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Quality: 13,682 global accepts · Rating: 1400 · first AC: 2021-10-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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3423.

1461B

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3424.

1579D

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Quality: 18,422 global accepts · Rating: 1400 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

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3425.

1573B

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Quality: 15,574 global accepts · Rating: 1400 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[ashmelev's solution](#)

3426.

1513B

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Quality: 20,104 global accepts · Rating: 1400 · first AC: 2021-09-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

[ashmelev's solution](#)

3427.

1519C

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Quality: 22,464 global accepts · Rating: 1400 · first AC: 2021-09-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[ashmelev's solution](#)

3428.

1506D

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Quality: 25,534 global accepts · Rating: 1400 · first AC: 2021-08-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[ashmelev's solution](#)

3429.

1559D1

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Quality: 16,028 global accepts · Rating: 1400 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

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3430.

1520E

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3431.

1526B

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Quality: 36,734 global accepts · Rating: 1400 · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

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3432.

1548A

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Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy
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3433.

1427B

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Quality: 11,458 global accepts · Rating: 1400 · first AC: 2021-07-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings
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3434.

1551B2

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Quality: 16,664 global accepts · Rating: 1400 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy
[ashmelev's solution](#)

3435.

1541C

[Great Graphs](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-07-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings
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3436.

1535C

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Quality: 17,724 global accepts · Rating: 1400 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers
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3437.

1494B

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

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2021-03-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation
[ashmelev's solution](#)

3438.

1490E

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

Quality: 20,994 global accepts · Rating: 1400 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy
[ashmelev's solution](#)

3439.

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,203 global accepts · Rating: 1400 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, math
[ashmelev's solution](#)

3440.

1462D

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

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

3441.

272B

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

Quality: 4,289 global accepts · Rating: 1400 · first AC: 2020-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[ashmelev's solution](#)

3442.

1292A

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Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation
[ashmelev's solution](#)

3443.

1245C

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Quality: 19,874 global accepts · Rating: 1400 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: dp
[ashmelev's solution](#)

3444.

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,247 global accepts · Rating: 1400 · first AC: 2019-07-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
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3445.

1195C

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

Quality: 34,837 global accepts · Rating: 1400 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: dp
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3446.

261A

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Quality: 5,609 global accepts · Rating: 1400 · first AC: 2016-10-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[ashmelev's solution](#)

3447.

26B

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

Quality: 25,853 global accepts · Rating: 1400 · first AC: 2016-10-12 · GNU C++11 (first AC) · Tags: greedy
[ashmelev's solution](#)

3448.

651C

[Watchmen](#) · [Tutorial](#)

Rating: 1400 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: data structures, geometry, implementation, sortings
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3449.

630L

[Cracking the Code](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 1400 · first AC: 2016-02-24 · GNU C++11 (first AC) · Tags: implementation, math
[ashmelev's solution](#)

3450.

630H

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Quality: 5,665 global accepts · Rating: 1400 · first AC: 2016-02-24 · GNU C++11 (first AC) · Tags: combinatorics, math
[ashmelev's solution](#)

3451.

152C

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Quality: 11,637 global accepts · Rating: 1400 · first AC: 2015-11-11 · GNU C++11 (first AC) · Tags: combinatorics
[ashmelev's solution](#)

3452.

131C

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Quality: 12,584 global accepts · Rating: 1400 · first AC: 2015-11-11 · GNU C++11 (first AC) · Tags: combinatorics, math
[ashmelev's solution](#)

3453.

546C

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Quality: 19,432 global accepts · Rating: 1400 · first AC: 2015-06-09 · last AC: 2015-06-09 · GNU C++11 (first AC) · Tags: brute force, dfs and

similar, games

[ashmelev's solution](#)

3454.

548B

[Mike and Fun](#) · [Tutorial](#)

Quality: 8,990 global accepts · Rating: 1400 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation

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3455.

550B

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Quality: 27,443 global accepts · Rating: 1400 · first AC: 2015-06-04 · GNU C++11 (first AC) · Tags: bitmasks, brute force

[ashmelev's solution](#)

3456.

538A

[Cutting Banner](#) · [Tutorial](#)

Quality: 7,379 global accepts · Rating: 1400 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: brute force, implementation

[ashmelev's solution](#)

3457.

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,332 global accepts · Rating: 1400 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[ashmelev's solution](#)

3458.

534B

[Covered Path](#) · [Tutorial](#)

Quality: 11,347 global accepts · Rating: 1400 · first AC: 2015-04-12 · GNU C++ (first AC) · Tags: dp, greedy, math

[ashmelev's solution](#)

3459.

526B

[Om Nom and Dark Park](#) · [Tutorial](#)

Quality: 4,712 global accepts · Rating: 1400 · first AC: 2015-04-04 · GNU C++ (first AC) · Tags: dfs and similar, greedy, implementation

[ashmelev's solution](#)

3460.

513B1

[Permutations](#) · [Tutorial](#)

Quality: 3,833 global accepts · Rating: 1400 · first AC: 2015-02-07 · GNU C++ (first AC) · Tags: brute force

[ashmelev's solution](#)

3461.

284A

[Cows and Primitive Roots](#) · [Tutorial](#)

Quality: 7,346 global accepts · Rating: 1400 · first AC: 2014-12-11 · GNU C++ (first AC) · Tags: implementation, math, number theory

[ashmelev's solution](#)

3462.

150A

[Win or Freeze](#) · [Tutorial](#)

Quality: 8,594 global accepts · Rating: 1400 · first AC: 2014-12-05 · GNU C++ (first AC) · Tags: games, math, number theory

[ashmelev's solution](#)

3463.

489C

[Given Length and Sum of Digits...](#) · [Tutorial](#)

Quality: 51,679 global accepts · Rating: 1400 · first AC: 2014-11-17 · GNU C++ (first AC) · Tags: dp, greedy, implementation

[ashmelev's solution](#)

3464.

430B

[Balls Game](#) · [Tutorial](#)

Quality: 4,120 global accepts · Rating: 1400 · first AC: 2014-05-12 · GNU C++ (first AC) · Tags: brute force, two pointers

[ashmelev's solution](#)

3465.

182D

[Common Divisors](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1400 · first AC: 2012-04-27 · GNU C++ (first AC) · Tags: brute force, hashing, implementation, math, strings

[ashmelev's solution](#)

3466.

180C

[Letter](#) · [Tutorial](#)

Quality: 8,561 global accepts · Rating: 1400 · first AC: 2012-04-22 · GNU C++ (first AC) · Tags: dp

[ashmelev's solution](#)

3467.

158C

[Cd and pwd commands](#) · [Tutorial](#)

Quality: 10,389 global accepts · Rating: 1400 · first AC: 2012-03-04 · GNU C++ (first AC) · Tags: *special, data structures, implementation

[ashmelev's solution](#)

3468.

141B

[Hopscotch](#) · [Tutorial](#)

Quality: 5,789 global accepts · Rating: 1400 · first AC: 2012-01-09 · GNU C++ (first AC) · Tags: geometry, math

[ashmelev's solution](#)

3469.

120F

[Spiders](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 1400 · first AC: 2011-10-24 · GNU C++ (first AC) · Tags: dp, greedy, trees

[ashmelev's solution](#)

3470.

120E

[Put Knight!](#) · [Tutorial](#)

Quality: 2,963 global accepts · Rating: 1400 · first AC: 2011-10-24 · GNU C++ (first AC) · Tags: games, math

[ashmelev's solution](#)

3471.

120D

[Three Sons](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 1400 · first AC: 2011-10-24 · GNU C++ (first AC) · Tags: brute force

[ashmelev's solution](#)

3472.

19A

[World Football Cup](#) · [Tutorial](#)

Quality: 3,141 global accepts · Rating: 1400 · first AC: 2011-08-11 · GNU C++ (first AC) · Tags: implementation

[ashmelev's solution](#)

3473.

79B

[Colorful Field](#) · [Tutorial](#)

Quality: 7,990 global accepts · Rating: 1400 · first AC: 2011-05-29 · GNU C++ (first AC) · Tags: implementation, sortings

[ashmelev's solution](#)

3474.

81A

[Plug-in](#) · [Tutorial](#)

Quality: 13,896 global accepts · Rating: 1400 · first AC: 2011-05-04 · GNU C++ (first AC) · Tags: implementation

[ashmelev's solution](#)

3475.

77A

[Heroes](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 1400 · first AC: 2011-04-26 · GNU C++ (first AC) · Tags: brute force, implementation

[ashmelev's solution](#)

3476.

80C

[Heroes](#) · [Tutorial](#)

Rating: 1400 · first AC: 2011-04-21 · GNU C++ (first AC) · Tags: brute force, implementation

[ashmelev's solution](#)

3477.

41B

[Martian Dollar](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1400 · first AC: 2010-11-19 · GNU C++ (first AC) · Tags: brute force

[ashmelev's solution](#)

3478.

38C

[Blinds](#) · [Tutorial](#)

Quality: 2,561 global accepts · Rating: 1400 · first AC: 2010-10-30 · GNU C++ (first AC) · Tags: brute force

[ashmelev's solution](#)

3479.

8B

[Obsession with Robots](#) · [Tutorial](#)

Quality: 4,965 global accepts · Rating: 1400 · first AC: 2010-04-08 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, implementation

[ashmelev's solution](#)

3480.

2183D1

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

Quality: 8,853 global accepts · Rating: 1500 · first AC: 2026-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[ashmelev's solution](#)

3481.

2218F

[The 67th Tree Problem](#) · [Tutorial](#)

Quality: 7,263 global accepts · Rating: 1500 · first AC: 2026-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, trees

[ashmelev's solution](#)

3482.

1250L

[Divide The Students](#) · [Tutorial](#)

Quality: 4,690 global accepts · Rating: 1500 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[ashmelev's solution](#)

3483.

1250H

[Happy Birthday](#) · [Tutorial](#)

Quality: 4,290 global accepts · Rating: 1500 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[ashmelev's solution](#)

3484.

638B

[Making Genome in Berland](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 1500 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, dfs and similar, strings

[ashmelev's solution](#)

3485.

2200E

[Divisive Battle](#) · [Tutorial](#)

Quality: 8,065 global accepts · Rating: 1500 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math, number theory

[ashmelev's solution](#)

3486.

2205C

[Simons and Posting Blogs](#) · [Tutorial](#)

Quality: 7,728 global accepts · Rating: 1500 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[ashmelev's solution](#)

3487.

2203C

[Test Generator](#) · [Tutorial](#)

Quality: 7,028 global accepts · Rating: 1500 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, greedy, math
[ashmelev's solution](#)

3488.

2195E

[Idiot First Search](#) · [Tutorial](#)

Quality: 8,553 global accepts · Rating: 1500 · first AC: 2026-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees
[ashmelev's solution](#)

3489.

2185E

[The Robotic Rush](#) · [Tutorial](#)

Quality: 10,224 global accepts · Rating: 1500 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, two pointers
[ashmelev's solution](#)

3490.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers
[ashmelev's solution](#)

3491.

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,897 global accepts · Rating: 1500 · first AC: 2025-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings
[ashmelev's solution](#)

3492.

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,372 global accepts · Rating: 1500 · first AC: 2025-12-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games, greedy
[ashmelev's solution](#)

3493.

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,025 global accepts · Rating: 1500 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers
[ashmelev's solution](#)

3494.

2153C

[Symmetrical Polygons](#) · [Tutorial](#)

Quality: 11,774 global accepts · Rating: 1500 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, sortings
[ashmelev's solution](#)

3495.

2155C

[The Ancient Wizards' Capes](#) · [Tutorial](#)

Quality: 10,252 global accepts · Rating: 1500 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation
[ashmelev's solution](#)

3496.

2149E

[Hidden Knowledge of the Ancients](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2025-09-27 · last AC: 2025-09-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers

[ashmelev's solution](#)

3497.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,743 global accepts · Rating: 1500 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[ashmelev's solution](#)

3498.

2137E

[Mexification](#) · [Tutorial](#)

Quality: 10,169 global accepts · Rating: 1500 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[ashmelev's solution](#)

3499.

2121E

[Sponsor of Your Problems](#) · [Tutorial](#)

Quality: 14,683 global accepts · Rating: 1500 · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings

[ashmelev's solution](#)

3500.

774D

[Lie or Truth](#) · [Tutorial](#)

Quality: 2,113 global accepts · Rating: 1500 · first AC: 2025-06-14 · GNU C11 (first AC) · Tags: *special, constructive algorithms, implementation, sortings

[ashmelev's solution](#)

3501.

2116C

[Gellyfish and Flaming Peony](#) · [Tutorial](#)

Rating: 1500 · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory, shortest paths

[ashmelev's solution](#)

3502.

2109C1

[Hacking Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory

[ashmelev's solution](#)

3503.

2107C

[Maximum Subarray Sum](#) · [Tutorial](#)

Quality: 12,095 global accepts · Rating: 1500 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math

[ashmelev's solution](#)

3504.

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,685 global accepts · Rating: 1500 · first AC: 2025-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

[ashmelev's solution](#)

3505.

2106D

[Flower Boy](#) · [Tutorial](#)

Quality: 12,270 global accepts · Rating: 1500 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, two

pointers

[ashmelev's solution](#)

3506.

74B

[Train](#) · [Tutorial](#)

Quality: 1,785 global accepts · Rating: 1500 · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, greedy

[ashmelev's solution](#)

3507.

2093E

[Min Max MEX](#) · [Tutorial](#)

Quality: 13,441 global accepts · Rating: 1500 · first AC: 2025-04-10 · last AC: 2025-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy

[ashmelev's solution](#)

3508.

523B

[Mean Requests](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 1500 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, implementation

[ashmelev's solution](#)

3509.

178D1

[Magic Squares](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 1500 · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ashmelev's solution](#)

3510.

239B

[Easy Tape Programming](#) · [Tutorial](#)

Quality: 1,474 global accepts · Rating: 1500 · first AC: 2025-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[ashmelev's solution](#)

3511.

2003D1

[Turtle and a MEX Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2025-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[ashmelev's solution](#)

3512.

649C

[A65D10D\\$! D4AC^>C\\$8C•](#)

Quality: 558 global accepts · Rating: 1500 · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

[ashmelev's solution](#)

3513.

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, math

[ashmelev's solution](#)

3514.

212E

[IT Restaurants](#) · [Tutorial](#)

Quality: 2,196 global accepts · Rating: 1500 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[ashmelev's solution](#)

3515.

316E1

[Summer Homework](#) · [Tutorial](#)

Quality: 1,548 global accepts · Rating: 1500 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures

[ashmelev's solution](#)

3516.

250B

[Restoring IPv6](#) · [Tutorial](#)

Quality: 2,240 global accepts · Rating: 1500 · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings
[ashmelev's solution](#)

3517.

328B

[Sheldon and Ice Pieces](#) · [Tutorial](#)

Quality: 1,565 global accepts · Rating: 1500 · first AC: 2025-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[ashmelev's solution](#)

3518.

926G

[Large Bouquets](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 1500 · first AC: 2025-03-15 · GNU C11 (first AC) · Tags: —
[ashmelev's solution](#)

3519.

254B

[Jury Size](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 1500 · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation
[ashmelev's solution](#)

3520.

316B1

[EKG](#) · [Tutorial](#)

Quality: 1,498 global accepts · Rating: 1500 · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar
[ashmelev's solution](#)

3521.

237B

[Young Table](#) · [Tutorial](#)

Quality: 2,376 global accepts · Rating: 1500 · first AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings
[ashmelev's solution](#)

3522.

325A

[Square and Rectangles](#) · [Tutorial](#)

Quality: 2,301 global accepts · Rating: 1500 · first AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[ashmelev's solution](#)

3523.

2078C

[Breach of Faith](#) · [Tutorial](#)

Rating: 1500 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, probabilities, sortings
[ashmelev's solution](#)

3524.

1313C1

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

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy
[ashmelev's solution](#)

3525.

659D

[Bicycle Race](#) · [Tutorial](#)

Quality: 6,709 global accepts · Rating: 1500 · first AC: 2025-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, implementation, math
[ashmelev's solution](#)

3526.

329B

[Biridian Forest](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 1500 · first AC: 2025-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, shortest paths

[ashmelev's solution](#)

3527.

958F1

[Lightsabers \(easy\)](#) · [Tutorial](#)

Quality: 1,816 global accepts · Rating: 1500 · first AC: 2025-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[ashmelev's solution](#)

3528.

245D

[Restoring Table](#) · [Tutorial](#)

Quality: 2,881 global accepts · Rating: 1500 · first AC: 2025-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[ashmelev's solution](#)

3529.

400C

[Inna and Huge Candy Matrix](#) · [Tutorial](#)

Quality: 3,010 global accepts · Rating: 1500 · first AC: 2025-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[ashmelev's solution](#)

3530.

290B

[QR code](#) · [Tutorial](#)

Quality: 2,617 global accepts · Rating: 1500 · first AC: 2025-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, implementation

[ashmelev's solution](#)

3531.

770C

[Online Courses In BSU](#) · [Tutorial](#)

Quality: 2,936 global accepts · Rating: 1500 · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, dfs and similar, graphs, implementation

[ashmelev's solution](#)

3532.

177C1

[Party](#) · [Tutorial](#)

Quality: 2,999 global accepts · Rating: 1500 · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs

[ashmelev's solution](#)

3533.

177C2

[Party](#) · [Tutorial](#)

Quality: 3,013 global accepts · Rating: 1500 · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[ashmelev's solution](#)

3534.

362A

[Two Semiknights Meet](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 1500 · first AC: 2025-03-04 · last AC: 2025-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[ashmelev's solution](#)

3535.

48D

[Permutations](#) · [Tutorial](#)

Quality: 2,996 global accepts · Rating: 1500 · first AC: 2025-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[ashmelev's solution](#)

3536.

887C

[Solution for Cube](#) · [Tutorial](#)

Quality: 2,975 global accepts · Rating: 1500 · first AC: 2025-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[ashmelev's solution](#)

3537.

190C

[STL](#) · [Tutorial](#)

Quality: 3,225 global accepts · Rating: 1500 · first AC: 2025-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar
[ashmelev's solution](#)

3538.

404B

[Marathon](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 1500 · first AC: 2025-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[ashmelev's solution](#)

3539.

288B

[Polo the Penguin and Houses](#) · [Tutorial](#)

Quality: 3,211 global accepts · Rating: 1500 · first AC: 2025-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics
[ashmelev's solution](#)

3540.

128A

[Statues](#) · [Tutorial](#)

Quality: 3,509 global accepts · Rating: 1500 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar
[ashmelev's solution](#)

3541.

417A

[Elimination](#) · [Tutorial](#)

Quality: 3,409 global accepts · Rating: 1500 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation, math
[ashmelev's solution](#)

3542.

1218F

[Workout plan](#) · [Tutorial](#)

Quality: 3,192 global accepts · Rating: 1500 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy
[ashmelev's solution](#)

3543.

2070C

[Limited Repainting](#) · [Tutorial](#)

Quality: 13,826 global accepts · Rating: 1500 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy
[ashmelev's solution](#)

3544.

374B

[Inna and Nine](#) · [Tutorial](#)

Quality: 3,489 global accepts · Rating: 1500 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, greedy
[ashmelev's solution](#)

3545.

2072E

[Do You Love Your Hero and His Two-Hit Multi-Target Attacks?](#) · [Tutorial](#)

Quality: 12,270 global accepts · Rating: 1500 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, geometry, greedy, math
[ashmelev's solution](#)

3546.

825D

[Suitable Replacement](#) · [Tutorial](#)

Quality: 3,728 global accepts · Rating: 1500 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation
[ashmelev's solution](#)

3547.

278B

[New Problem](#) · [Tutorial](#)

Quality: 3,639 global accepts · Rating: 1500 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, strings

[ashmelev's solution](#)

3548.

384B

[Multitasking](#) · [Tutorial](#)

Quality: 3,803 global accepts · Rating: 1500 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings, two pointers

[ashmelev's solution](#)

3549.

858B

[Which floor?](#) · [Tutorial](#)

Quality: 4,105 global accepts · Rating: 1500 · first AC: 2025-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[ashmelev's solution](#)

3550.

1575J

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

Quality: 4,265 global accepts · Rating: 1500 · first AC: 2025-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dsu, implementation

[ashmelev's solution](#)

3551.

527B

[Error Correct System](#) · [Tutorial](#)

Quality: 4,072 global accepts · Rating: 1500 · first AC: 2025-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[ashmelev's solution](#)

3552.

1031B

[Curiosity Has No Limits](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 1500 · first AC: 2025-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ashmelev's solution](#)

3553.

724B

[Batch Sort](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1500 · first AC: 2025-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math

[ashmelev's solution](#)

3554.

643A

[Bear and Colors](#) · [Tutorial](#)

Quality: 4,817 global accepts · Rating: 1500 · first AC: 2025-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[ashmelev's solution](#)

3555.

443B

[Kolya and Tandem Repeat](#) · [Tutorial](#)

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3556.

1054C

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3557.

367A

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3558.

599B

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3559.

1081B

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3560.

709B

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3561.

501C

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3562.

1737C

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3563.

2069C

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3564.

1732D1

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3565.

884C

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3566.

809A

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3567.

1439A1

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3568.

2067C

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3569.

2026C

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3570.

990C

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[ashmelev's solution](#)

3571.

1043C

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[ashmelev's solution](#)

3572.

2060E

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3573.

2057C

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3574.

1776L

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3575.

2053C

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3576.

2049C

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Quality: 13,641 global accepts · Rating: 1500 · first AC: 2024-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[ashmelev's solution](#)

3577.

2050E

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Quality: 14,500 global accepts · Rating: 1500 · first AC: 2024-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation, strings
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3578.

959C

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3579.

358B

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3580.

425A

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3581.

255C

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3582.

2027C

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[ashmelev's solution](#)

3583.

858C

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Quality: 5,879 global accepts · Rating: 1500 · first AC: 2024-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation
[ashmelev's solution](#)

3584.

1080C

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3585.

940C

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Quality: 6,684 global accepts · Rating: 1500 · first AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, strings
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3586.

710C

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Quality: 5,552 global accepts · Rating: 1500 · first AC: 2024-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
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3587.

520C

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Quality: 4,321 global accepts · Rating: 1500 · first AC: 2024-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, strings

[ashmelev's solution](#)

3588.

1725G

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Quality: 6,698 global accepts · Rating: 1500 · first AC: 2024-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry, math

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3589.

1326D1

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

Quality: 13,294 global accepts · Rating: 1500 · first AC: 2024-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, string suffix structures, strings

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3590.

761C

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3591.

930A

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3592.

696A

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Quality: 6,458 global accepts · Rating: 1500 · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, trees

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3593.

1163B1

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Quality: 7,330 global accepts · Rating: 1500 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

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3594.

1000B

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Quality: 6,162 global accepts · Rating: 1500 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[ashmelev's solution](#)

3595.

771B

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Quality: 7,183 global accepts · Rating: 1500 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

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3596.

1997D

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Quality: 15,909 global accepts · Rating: 1500 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[ashmelev's solution](#)

3597.

2008E

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

Quality: 13,225 global accepts · Rating: 1500 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, strings

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3598.

2007C

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Quality: 15,896 global accepts · Rating: 1500 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

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3599.

2001C

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Quality: 12,796 global accepts · Rating: 1500 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

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3600.

1999G1

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

Quality: 14,527 global accepts · Rating: 1500 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

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3601.

1999F

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Quality: 13,961 global accepts · Rating: 1500 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

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3602.

1996D

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Quality: 19,604 global accepts · Rating: 1500 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory

[ashmelev's solution](#)

3603.

320B

[Ping-Pong \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,783 global accepts · Rating: 1500 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[ashmelev's solution](#)

3604.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,569 global accepts · Rating: 1500 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[ashmelev's solution](#)

3605.

350B

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Quality: 3,398 global accepts · Rating: 1500 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: graphs

[ashmelev's solution](#)

3606.

749C

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Quality: 6,255 global accepts · Rating: 1500 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, two pointers

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3607.

746D

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Quality: 5,367 global accepts · Rating: 1500 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

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3608.

39J

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Quality: 3,571 global accepts · Rating: 1500 · first AC: 2024-07-02 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, strings

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3609.

24B

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Quality: 2,036 global accepts · Rating: 1500 · first AC: 2024-07-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ashmelev's solution](#)

3610.

566F

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Quality: 4,301 global accepts · Rating: 1500 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

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3611.

837C

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3612.

144C

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3613.

229A

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3614.

748B

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3615.

1147A

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3616.

569A

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3617.

271C

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3618.

204A

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3619.

191A

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3620.

329A

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3621.

149C

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3622.

50B

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3623.

1106B

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Quality: 6,997 global accepts · Rating: 1500 · first AC: 2024-06-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
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3624.

1119C

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3625.

976C

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Quality: 10,638 global accepts · Rating: 1500 · first AC: 2024-06-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
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3626.

415B

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3627.

1158A

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Quality: 8,337 global accepts · Rating: 1500 · first AC: 2024-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers
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3628.

1101C

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Quality: 12,032 global accepts · Rating: 1500 · first AC: 2024-06-20 · C++17 (GCC 7-32) (first AC) · Tags: sortings
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3629.

1876B

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3630.

1101E

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Quality: 8,259 global accepts · Rating: 1500 · first AC: 2024-06-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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3631.

1814C

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3632.

1408C

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Quality: 9,274 global accepts · Rating: 1500 · first AC: 2024-06-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, math, two pointers

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3633.

1817A

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Quality: 12,756 global accepts · Rating: 1500 · first AC: 2024-06-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

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3634.

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 1500 · first AC: 2024-06-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

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3635.

356A

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3636.

1167D

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Quality: 7,370 global accepts · Rating: 1500 · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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3637.

1985F

[Final Boss](#) · [Tutorial](#)

Quality: 20,014 global accepts · Rating: 1500 · first AC: 2024-06-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

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3638.

864D

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Quality: 6,371 global accepts · Rating: 1500 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

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3639.

821C

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Quality: 7,915 global accepts · Rating: 1500 · first AC: 2024-06-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, trees

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3640.

1012A

[Photo of The Sky](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 1500 · first AC: 2024-06-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, sortings

[ashmelev's solution](#)

3641.

1181B

[Split a Number](#) · [Tutorial](#)

Quality: 6,609 global accepts · Rating: 1500 · first AC: 2024-06-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[ashmelev's solution](#)

3642.

609C

[Load Balancing](#) · [Tutorial](#)

Quality: 7,397 global accepts · Rating: 1500 · first AC: 2024-06-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[ashmelev's solution](#)

3643.

859C

[Pie Rules](#) · [Tutorial](#)

Quality: 6,076 global accepts · Rating: 1500 · first AC: 2024-06-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

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3644.

402C

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Quality: 6,369 global accepts · Rating: 1500 · first AC: 2024-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs

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3645.

494A

[Treasure](#) · [Tutorial](#)

Quality: 6,549 global accepts · Rating: 1500 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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3646.

760B

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Quality: 7,803 global accepts · Rating: 1500 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[ashmelev's solution](#)

3647.

1136C

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Quality: 8,028 global accepts · Rating: 1500 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, sortings

[ashmelev's solution](#)

3648.

1971E

[Find the Car](#) · [Tutorial](#)

Quality: 18,336 global accepts · Rating: 1500 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings

[ashmelev's solution](#)

3649.

864C

[Bus](#) · [Tutorial](#)

Quality: 6,232 global accepts · Rating: 1500 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[ashmelev's solution](#)

3650.

868C

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

Quality: 5,026 global accepts · Rating: 1500 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[ashmelev's solution](#)

3651.

985C

[Liebig's Barrels](#) · [Tutorial](#)

Quality: 5,975 global accepts · Rating: 1500 · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[ashmelev's solution](#)

3652.

1166C

[A Tale of Two Lands](#) · [Tutorial](#)

Quality: 11,033 global accepts · Rating: 1500 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings, two pointers

[ashmelev's solution](#)

3653.

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1500 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

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3654.

527C

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Quality: 7,534 global accepts · Rating: 1500 · first AC: 2024-04-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

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3655.

1081C

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Quality: 8,558 global accepts · Rating: 1500 · first AC: 2024-04-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

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3656.

1924A

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Quality: 16,751 global accepts · Rating: 1500 · first AC: 2024-04-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

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3657.

1950E

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Quality: 17,427 global accepts · Rating: 1500 · first AC: 2024-03-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, number theory, strings

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3658.

1800E2

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Quality: 15,270 global accepts · Rating: 1500 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, strings

[ashmelev's solution](#)

3659.

1933E

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Quality: 13,624 global accepts · Rating: 1500 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math, ternary search

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3660.

1926E

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Quality: 14,846 global accepts · Rating: 1500 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation, math, number theory

[ashmelev's solution](#)

3661.

1154D

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Quality: 10,546 global accepts · Rating: 1500 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy

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3662.

1234C

[Pipes](#) · [Tutorial](#)

Quality: 13,485 global accepts · Rating: 1500 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[ashmelev's solution](#)

3663.

1102D

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Quality: 8,562 global accepts · Rating: 1500 · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[ashmelev's solution](#)

3664.

978D

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Quality: 9,955 global accepts · Rating: 1500 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[ashmelev's solution](#)

3665.

1883D

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Quality: 14,529 global accepts · Rating: 1500 · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[ashmelev's solution](#)

3666.

1851E

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Quality: 13,284 global accepts · Rating: 1500 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, sortings

[ashmelev's solution](#)

3667.

1114B

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Quality: 9,392 global accepts · Rating: 1500 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[ashmelev's solution](#)

3668.

1263D

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Quality: 16,005 global accepts · Rating: 1500 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs

[ashmelev's solution](#)

3669.

1462E1

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

Quality: 15,216 global accepts · Rating: 1500 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, math, sortings, two pointers

[ashmelev's solution](#)

3670.

342B

[Xenia and Spies](#) · [Tutorial](#)

Quality: 4,207 global accepts · Rating: 1500 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[ashmelev's solution](#)

3671.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data

structures

[ashmelev's solution](#)

3672.

1051C

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

Quality: 9,889 global accepts · Rating: 1500 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, math

[ashmelev's solution](#)

3673.

611C

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

Quality: 9,009 global accepts · Rating: 1500 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[ashmelev's solution](#)

3674.

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,689 global accepts · Rating: 1500 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: dp

[ashmelev's solution](#)

3675.

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,841 global accepts · Rating: 1500 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[ashmelev's solution](#)

3676.

1084C

[The Fair Nut and String](#) · [Tutorial](#)

Quality: 11,659 global accepts · Rating: 1500 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation

[ashmelev's solution](#)

3677.

845C

[Two TVs](#) · [Tutorial](#)

Quality: 13,735 global accepts · Rating: 1500 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[ashmelev's solution](#)

3678.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,027 global accepts · Rating: 1500 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[ashmelev's solution](#)

3679.

331A2

[Oh Sweet Beaverette](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 1500 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[ashmelev's solution](#)

3680.

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,198 global accepts · Rating: 1500 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings

[ashmelev's solution](#)

3681.

690C2

[Brain Network \(medium\)](#) · [Tutorial](#)

Quality: 5,010 global accepts · Rating: 1500 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[ashmelev's solution](#)

3682.

1898B

[Milena and Admirer](#) · [Tutorial](#)

Quality: 14,611 global accepts · Rating: 1500 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[ashmelev's solution](#)

3683.

1753A2

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

Quality: 11,606 global accepts · Rating: 1500 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy
[ashmelev's solution](#)

3684.

1891C

[Smilo and Monsters](#) · [Tutorial](#)

Quality: 20,353 global accepts · Rating: 1500 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers
[ashmelev's solution](#)

3685.

44B

[Cola](#) · [Tutorial](#)

Quality: 2,302 global accepts · Rating: 1500 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[ashmelev's solution](#)

3686.

1249C2

[Good Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 13,535 global accepts · Rating: 1500 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, meet-in-the-middle
[ashmelev's solution](#)

3687.

177D2

[Encrypting Messages](#) · [Tutorial](#)

Quality: 2,680 global accepts · Rating: 1500 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[ashmelev's solution](#)

3688.

1873G

[ABBC or BACB](#) · [Tutorial](#)

Quality: 16,842 global accepts · Rating: 1500 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[ashmelev's solution](#)

3689.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[ashmelev's solution](#)

3690.

908C

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

Quality: 7,203 global accepts · Rating: 1500 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, implementation, math
[ashmelev's solution](#)

3691.

846A

[Curriculum Vitae](#) · [Tutorial](#)

Quality: 4,685 global accepts · Rating: 1500 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[ashmelev's solution](#)

3692.

676B

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Quality: 5,835 global accepts · Rating: 1500 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[ashmelev's solution](#)

3693.

354A

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,658 global accepts · Rating: 1500 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
[ashmelev's solution](#)

3694.

875B

[Sorting the Coins](#) · [Tutorial](#)

Quality: 5,392 global accepts · Rating: 1500 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: dsu, implementation, sortings, two pointers
[ashmelev's solution](#)

3695.

18A

[Triangle](#) · [Tutorial](#)

Quality: 6,954 global accepts · Rating: 1500 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry
[ashmelev's solution](#)

3696.

300B

[Coach](#) · [Tutorial](#)

Quality: 7,148 global accepts · Rating: 1500 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs
[ashmelev's solution](#)

3697.

490B

[Queue](#) · [Tutorial](#)

Quality: 6,424 global accepts · Rating: 1500 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: dsu, implementation
[ashmelev's solution](#)

3698.

496B

[Secret Combination](#) · [Tutorial](#)

Quality: 6,207 global accepts · Rating: 1500 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation
[ashmelev's solution](#)

3699.

853A

[Planning](#) · [Tutorial](#)

Quality: 6,190 global accepts · Rating: 1500 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[ashmelev's solution](#)

3700.

620C

[Pearls in a Row](#) · [Tutorial](#)

Quality: 7,874 global accepts · Rating: 1500 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[ashmelev's solution](#)

3701.

1850G

[The Morning Star](#) · [Tutorial](#)

Quality: 15,474 global accepts · Rating: 1500 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings
[ashmelev's solution](#)

3702.

1872E

[Data Structures Fan](#) · [Tutorial](#)

Quality: 21,377 global accepts · Rating: 1500 · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dp
[ashmelev's solution](#)

3703.

863B

[Kayaking](#) · [Tutorial](#)

Quality: 10,934 global accepts · Rating: 1500 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings
[ashmelev's solution](#)

3704.

555A

[Case of Matryoshkas](#) · [Tutorial](#)

Quality: 6,683 global accepts · Rating: 1500 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[ashmelev's solution](#)

3705.

677C

[Vanya and Label](#) · [Tutorial](#)

Quality: 6,956 global accepts · Rating: 1500 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, implementation, strings
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3706.

960B

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Quality: 12,393 global accepts · Rating: 1500 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings
[ashmelev's solution](#)

3707.

873B

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

Quality: 9,110 global accepts · Rating: 1500 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation
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3708.

587A

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Quality: 8,326 global accepts · Rating: 1500 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy
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3709.

574B

[Bear and Three Musketeers](#) · [Tutorial](#)

Quality: 8,328 global accepts · Rating: 1500 · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, hashing
[ashmelev's solution](#)

3710.

614A

[Link/Cut Tree](#) · [Tutorial](#)

Quality: 7,803 global accepts · Rating: 1500 · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
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3711.

224B

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Quality: 7,915 global accepts · Rating: 1500 · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, implementation, two pointers
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3712.

978F

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Quality: 9,219 global accepts · Rating: 1500 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation
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3713.

1323B

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Quality: 11,767 global accepts · Rating: 1500 · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation

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3714.

1066B

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Quality: 9,380 global accepts · Rating: 1500 · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, two pointers

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3715.

1722G

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Quality: 14,179 global accepts · Rating: 1500 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

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3716.

744A

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Quality: 9,729 global accepts · Rating: 1500 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[ashmelev's solution](#)

3717.

496C

[Removing Columns](#) · [Tutorial](#)

Quality: 8,154 global accepts · Rating: 1500 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[ashmelev's solution](#)

3718.

332B

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

Quality: 8,711 global accepts · Rating: 1500 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation

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3719.

742B

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Quality: 10,060 global accepts · Rating: 1500 · first AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[ashmelev's solution](#)

3720.

460B

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Quality: 13,372 global accepts · Rating: 1500 · first AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[ashmelev's solution](#)

3721.

997A

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Quality: 8,663 global accepts · Rating: 1500 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math

[ashmelev's solution](#)

3722.

1842C

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Quality: 16,494 global accepts · Rating: 1500 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: dp

[ashmelev's solution](#)

3723.

855B

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3724.

1062B

[Math](#) · [Tutorial](#)

Quality: 9,891 global accepts · Rating: 1500 · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
[ashmelev's solution](#)

3725.

1010A

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Quality: 9,004 global accepts · Rating: 1500 · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math
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3726.

1186D

[Vus the Cossack and Numbers](#) · [Tutorial](#)

Quality: 9,323 global accepts · Rating: 1500 · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
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3727.

1738C

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Quality: 12,773 global accepts · Rating: 1500 · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy, math
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3728.

1795C

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Quality: 18,014 global accepts · Rating: 1500 · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation
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3729.

1466D

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Quality: 14,631 global accepts · Rating: 1500 · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, trees
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3730.

1236B

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Quality: 12,055 global accepts · Rating: 1500 · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
[ashmelev's solution](#)

3731.

1287B

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Quality: 9,787 global accepts · Rating: 1500 · first AC: 2023-06-14 · last AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation
[ashmelev's solution](#)

3732.

437B

[The Child and Set](#) · [Tutorial](#)

Quality: 10,448 global accepts · Rating: 1500 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation, sortings
[ashmelev's solution](#)

3733.

1269B

[Modulo Equality](#) · [Tutorial](#)

Quality: 9,616 global accepts · Rating: 1500 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings
[ashmelev's solution](#)

3734.

1105C

[Ayoub and Lost Array](#) · [Tutorial](#)

Quality: 11,365 global accepts · Rating: 1500 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[ashmelev's solution](#)

3735.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[ashmelev's solution](#)

3736.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1500 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation, two pointers
[ashmelev's solution](#)

3737.

702C

[Cellular Network](#) · [Tutorial](#)

Quality: 22,887 global accepts · Rating: 1500 · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, two pointers
[ashmelev's solution](#)

3738.

1215C

[Swap Letters](#) · [Tutorial](#)

Quality: 11,936 global accepts · Rating: 1500 · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[ashmelev's solution](#)

3739.

707C

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

Quality: 13,481 global accepts · Rating: 1500 · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[ashmelev's solution](#)

3740.

441C

[Valera and Tubes](#) · [Tutorial](#)

Quality: 11,922 global accepts · Rating: 1500 · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, implementation
[ashmelev's solution](#)

3741.

1515D

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

Quality: 12,820 global accepts · Rating: 1500 · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers
[ashmelev's solution](#)

3742.

1139C

[Edgy Trees](#) · [Tutorial](#)

Quality: 16,657 global accepts · Rating: 1500 · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, math, trees
[ashmelev's solution](#)

3743.

1325C

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

Quality: 17,157 global accepts · Rating: 1500 · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[ashmelev's solution](#)

3744.

1283C

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

Quality: 14,155 global accepts · Rating: 1500 · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, math

[ashmelev's solution](#)

3745.

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,483 global accepts · Rating: 1500 · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[ashmelev's solution](#)

3746.

1651C

[Fault-tolerant Network](#) · [Tutorial](#)

Quality: 11,583 global accepts · Rating: 1500 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[ashmelev's solution](#)

3747.

1710A

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

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[ashmelev's solution](#)

3748.

1299A

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

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[ashmelev's solution](#)

3749.

1616C

[Representative Edges](#) · [Tutorial](#)

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, implementation, math

[ashmelev's solution](#)

3750.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, strings

[ashmelev's solution](#)

3751.

1106D

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3752.

1366C

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3753.

510B

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3754.

1141C

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3755.

670D2

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3756.

1141D

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3757.

1179A

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3758.

1253C

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3759.

839C

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3760.

1332C

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3761.

282C

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3762.

1180B

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3763.

891A

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3764.

414A

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3765.

877B

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3766.

1005D

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3767.

1419D2

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3768.

282B

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3769.

1256D

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3770.

1133D

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3771.

812C

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3772.

1444A

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3773.

701C

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3774.

1352F

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Quality: 19,401 global accepts · Rating: 1500 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, math

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3775.

1242A

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3776.

576A

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3777.

1278B

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3778.

982C

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3779.

702B

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3780.

584B

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3781.

771A

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3782.

268C

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3783.

1110C

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3784.

1203E

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3785.

1368C

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3786.

1418C

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3787.

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3788.

1811E

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3789.

159D

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3790.

166E

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3791.

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3792.

1809C

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3793.

1400C

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3794.

977E

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3795.

676C

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3796.

1372C

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3797.

1352E

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3798.

1385D

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3799.

1804C

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3800.

1368B

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3801.

276C

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3802.

1338A

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3803.

545C

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3804.

1789C

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3805.

1791F

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3806.

1792C

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3807.

1744E1

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3808.

1759E

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3809.

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3810.

1742G

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3811.

1742F

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3812.

1739C

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3813.

1379A

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3814.

1379B

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3815.

1673C

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3816.

1690E

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3817.

1676H2

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3818.

1675E

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3819.

455A

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3820.

1659C

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3821.

1646C

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3822.

1265C

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3823.

204B

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3824.

1419C

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3825.

1417C

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3826.

1405C

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3827.

1611D

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3828.

1614C

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3829.

1436C

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3830.

1397B

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3831.

1391C

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3832.

1486B

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3833.

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3834.

1487D

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3835.

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3836.

1484B

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[ashmelev's solution](#)

3837.

1579C

[Ticks](#) · [Tutorial](#)

Quality: 11,656 global accepts · Rating: 1500 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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3838.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,495 global accepts · Rating: 1500 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[ashmelev's solution](#)

3839.

1499C

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3840.

1569C

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3841.

1506E

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3842.

1562C

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3843.

1526C1

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3844.

1536C

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3845.

1552B

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3846.

1553D

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3847.

1551C

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3848.

1209C

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[ashmelev's solution](#)

3849.

1538F

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Quality: 22,215 global accepts · Rating: 1500 · first AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, math, number theory

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3850.

1542B

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

Quality: 26,537 global accepts · Rating: 1500 · first AC: 2021-07-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

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3851.

1546C

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

Rating: 1500 · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: sortings

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3852.

1545A

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

Quality: 14,882 global accepts · Rating: 1500 · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: sortings

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3853.

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,535 global accepts · Rating: 1500 · first AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

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3854.

1490F

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Quality: 18,382 global accepts · Rating: 1500 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[ashmelev's solution](#)

3855.

1473C

[No More Inversions](#) · [Tutorial](#)

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
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3856.

1426D

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

Quality: 17,600 global accepts · Rating: 1500 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
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3857.

847A

[Union of Doubly Linked Lists](#) · [Tutorial](#)

Quality: 3,875 global accepts · Rating: 1500 · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: implementation
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3858.

1399D

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

Quality: 19,901 global accepts · Rating: 1500 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[ashmelev's solution](#)

3859.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,564 global accepts · Rating: 1500 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, two pointers
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3860.

272C

[Dima and Staircase](#) · [Tutorial](#)

Quality: 7,201 global accepts · Rating: 1500 · first AC: 2020-03-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
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3861.

1304C

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Quality: 17,748 global accepts · Rating: 1500 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers
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3862.

1301B

[Motarack's Birthday](#) · [Tutorial](#)

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, ternary search
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3863.

1296D

[Fight with Monsters](#) · [Tutorial](#)

Quality: 15,097 global accepts · Rating: 1500 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[ashmelev's solution](#)

3864.

1296C

[Yet Another Walking Robot](#) · [Tutorial](#)

Quality: 15,725 global accepts · Rating: 1500 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[ashmelev's solution](#)

3865.

1272D

[Remove One Element](#) · [Tutorial](#)

Quality: 19,286 global accepts · Rating: 1500 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[ashmelev's solution](#)

3866.

1213D1

[Equalizing by Division \(easy version\)](#) · [Tutorial](#)

Quality: 12,080 global accepts · Rating: 1500 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[ashmelev's solution](#)

3867.

1196D1

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

Quality: 11,131 global accepts · Rating: 1500 · first AC: 2019-07-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ashmelev's solution](#)

3868.

1196C

[Robot Breakout](#) · [Tutorial](#)

Quality: 9,772 global accepts · Rating: 1500 · first AC: 2019-07-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ashmelev's solution](#)

3869.

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[ashmelev's solution](#)

3870.

1195D1

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

Quality: 8,199 global accepts · Rating: 1500 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[ashmelev's solution](#)

3871.

1169B

[Pairs](#) · [Tutorial](#)

Quality: 10,732 global accepts · Rating: 1500 · first AC: 2019-05-27 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[ashmelev's solution](#)

3872.

743C

[Vladik and fractions](#) · [Tutorial](#)

Quality: 13,402 global accepts · Rating: 1500 · first AC: 2016-12-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[ashmelev's solution](#)

3873.

274A

[k-Multiple Free Set](#) · [Tutorial](#)

Quality: 10,812 global accepts · Rating: 1500 · first AC: 2016-10-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[ashmelev's solution](#)

3874.

630K

[Indivisibility](#) · [Tutorial](#)

Quality: 6,333 global accepts · Rating: 1500 · first AC: 2016-02-24 · GNU C++11 (first AC) · Tags: math, number theory

[ashmelev's solution](#)

3875.

608B

[Hamming Distance Sum](#) · [Tutorial](#)

Quality: 7,462 global accepts · Rating: 1500 · first AC: 2015-12-26 · GNU C++11 (first AC) · Tags: combinatorics, strings

[ashmelev's solution](#)

3876.

553A

[Kyoya and Colored Balls](#) · [Tutorial](#)

Quality: 9,830 global accepts · Rating: 1500 · first AC: 2015-11-02 · GNU C++11 (first AC) · Tags: combinatorics, dp, math
[ashmelev's solution](#)

3877.

580B

[Kefa and Company](#) · [Tutorial](#)

Quality: 31,921 global accepts · Rating: 1500 · first AC: 2015-09-23 · GNU C++11 (first AC) · Tags: binary search, sortings, two pointers
[ashmelev's solution](#)

3878.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,459 global accepts · Rating: 1500 · first AC: 2015-09-23 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees
[ashmelev's solution](#)

3879.

557B

[Pasha and Tea](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1500 · first AC: 2015-07-05 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math, sortings
[ashmelev's solution](#)

3880.

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,641 global accepts · Rating: 1500 · first AC: 2015-06-04 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation, strings
[ashmelev's solution](#)

3881.

550C

[Divisibility by Eight](#) · [Tutorial](#)

Quality: 32,133 global accepts · Rating: 1500 · first AC: 2015-06-04 · GNU C++11 (first AC) · Tags: brute force, dp, math
[ashmelev's solution](#)

3882.

17B

[Hierarchy](#) · [Tutorial](#)

Quality: 6,118 global accepts · Rating: 1500 · first AC: 2014-12-20 · last AC: 2014-12-20 · GNU C++ (first AC) · Tags: dfs and similar, dsu, greedy, shortest paths
[ashmelev's solution](#)

3883.

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,022 global accepts · Rating: 1500 · first AC: 2014-12-11 · GNU C++ (first AC) · Tags: dp, number theory
[ashmelev's solution](#)

3884.

469C

[24 Game](#) · [Tutorial](#)

Rating: 1500 · first AC: 2014-09-28 · GNU C++ (first AC) · Tags: constructive algorithms, implementation
[ashmelev's solution](#)

3885.

340D

[Bubble Sort Graph](#) · [Tutorial](#)

Quality: 7,904 global accepts · Rating: 1500 · first AC: 2013-09-21 · GNU C++ (first AC) · Tags: binary search, data structures, dp
[ashmelev's solution](#)

3886.

293A

[Weird Game](#) · [Tutorial](#)

Quality: 3,196 global accepts · Rating: 1500 · first AC: 2013-04-22 · GNU C++ (first AC) · Tags: games, greedy

[ashmelev's solution](#)

3887.

189C

[Permutations](#) · [Tutorial](#)

Rating: 1500 · first AC: 2012-05-11 · GNU C++ (first AC) · Tags: greedy, implementation

[ashmelev's solution](#)

3888.

165B

[Burning Midnight Oil](#) · [Tutorial](#)

Quality: 22,860 global accepts · Rating: 1500 · first AC: 2012-05-04 · GNU C++ (first AC) · Tags: binary search, implementation

[ashmelev's solution](#)

3889.

172C

[Bus](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 1500 · first AC: 2012-04-04 · GNU C++ (first AC) · Tags: *special, implementation, sortings

[ashmelev's solution](#)

3890.

172D

[Calendar Reform](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 1500 · first AC: 2012-04-04 · GNU C++ (first AC) · Tags: *special, number theory

[ashmelev's solution](#)

3891.

166C

[Median](#) · [Tutorial](#)

Quality: 7,430 global accepts · Rating: 1500 · first AC: 2012-03-24 · GNU C++ (first AC) · Tags: greedy, math, sortings

[ashmelev's solution](#)

3892.

148B

[Escape](#) · [Tutorial](#)

Quality: 6,015 global accepts · Rating: 1500 · first AC: 2012-02-08 · GNU C++ (first AC) · Tags: implementation, math

[ashmelev's solution](#)

3893.

137C

[History](#) · [Tutorial](#)

Quality: 7,815 global accepts · Rating: 1500 · first AC: 2012-01-03 · GNU C++ (first AC) · Tags: sortings

[ashmelev's solution](#)

3894.

122D

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

Rating: 1500 · first AC: 2011-11-08 · GNU C++ (first AC) · Tags: brute force

[ashmelev's solution](#)

3895.

116D

[Lawnmower](#) · [Tutorial](#)

Rating: 1500 · first AC: 2011-09-17 · GNU C++ (first AC) · Tags: dp, greedy

[ashmelev's solution](#)

3896.

114B

[PFAST Inc.](#) · [Tutorial](#)

Quality: 4,261 global accepts · Rating: 1500 · first AC: 2011-09-11 · GNU C++ (first AC) · Tags: bitmasks, brute force, graphs

[ashmelev's solution](#)

3897.

104C

[Cthulhu](#) · [Tutorial](#)

Rating: 1500 · first AC: 2011-08-08 · GNU C++ (first AC) · Tags: dsu, trees

[ashmelev's solution](#)

3898.

31B

[Sysadmin Bob](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 1500 · first AC: 2011-07-23 · GNU C++ (first AC) · Tags: greedy, implementation, strings

[ashmelev's solution](#)

3899.

92D

[Queue](#) · [Tutorial](#)

Rating: 1500 · first AC: 2011-06-25 · GNU C++ (first AC) · Tags: binary search, data structures, dp

[ashmelev's solution](#)

3900.

92C

[Newspaper Headline](#) · [Tutorial](#)

Rating: 1500 · first AC: 2011-06-25 · GNU C++ (first AC) · Tags: binary search, data structures, dp, greedy

[ashmelev's solution](#)

3901.

29B

[Traffic Lights](#) · [Tutorial](#)

Quality: 3,349 global accepts · Rating: 1500 · first AC: 2011-06-11 · GNU C++ (first AC) · Tags: implementation

[ashmelev's solution](#)

3902.

88B

[Keyboard](#) · [Tutorial](#)

Quality: 5,259 global accepts · Rating: 1500 · first AC: 2011-06-10 · GNU C++ (first AC) · Tags: implementation

[ashmelev's solution](#)

3903.

88C

[Trains](#) · [Tutorial](#)

Rating: 1500 · first AC: 2011-06-10 · GNU C++ (first AC) · Tags: implementation, math, number theory

[ashmelev's solution](#)

3904.

75B

[Facetook Priority Wall](#) · [Tutorial](#)

Quality: 3,621 global accepts · Rating: 1500 · first AC: 2011-05-21 · GNU C++ (first AC) · Tags: expression parsing, implementation, strings

[ashmelev's solution](#)

3905.

22B

[Bargaining Table](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1500 · first AC: 2011-04-22 · Python 2 (first AC) · Tags: brute force, dp

[ashmelev's solution](#)

3906.

10B

[Cinema Cashier](#) · [Tutorial](#)

Quality: 2,054 global accepts · Rating: 1500 · first AC: 2011-03-25 · GNU C++ (first AC) · Tags: dp, implementation

[ashmelev's solution](#)

3907.

35C

[Fire Again](#) · [Tutorial](#)

Quality: 8,616 global accepts · Rating: 1500 · first AC: 2011-03-04 · GNU C++ (first AC) · Tags: brute force, dfs and similar, shortest paths

[ashmelev's solution](#)

3908.

53D

[Physical Education](#) · [Tutorial](#)

Quality: 2,626 global accepts · Rating: 1500 · first AC: 2011-01-07 · GNU C++ (first AC) · Tags: sortings

[ashmelev's solution](#)

3909.

49B

[Sum](#) · [Tutorial](#)

Quality: 2,802 global accepts · Rating: 1500 · first AC: 2010-12-17 · GNU C++ (first AC) · Tags: math

[ashmelev's solution](#)

3910.

2A

[Winner](#) · [Tutorial](#)

Quality: 31,225 global accepts · Rating: 1500 · first AC: 2010-03-03 · GNU C++ (first AC) · Tags: hashing, implementation

[ashmelev's solution](#)

3911.

380A

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

Quality: 2,910 global accepts · Rating: 1600 · first AC: 2026-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force

[ashmelev's solution](#)

3912.

150B

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

Quality: 5,315 global accepts · Rating: 1600 · first AC: 2026-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[ashmelev's solution](#)

3913.

231D

[Magic Box](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 1600 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, geometry

[ashmelev's solution](#)

3914.

2207C

[Where's My Water?](#) · [Tutorial](#)

Quality: 5,445 global accepts · Rating: 1600 · first AC: 2026-03-11 · last AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, math

[ashmelev's solution](#)

3915.

1468K

[The Robot](#) · [Tutorial](#)

Quality: 5,604 global accepts · Rating: 1600 · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[ashmelev's solution](#)

3916.

2207B

[One Night At Freddy's](#) · [Tutorial](#)

Quality: 5,806 global accepts · Rating: 1600 · first AC: 2026-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[ashmelev's solution](#)

3917.

2197D

[Another Problem about Beautiful Pairs](#) · [Tutorial](#)

Rating: 1600 · first AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, math, number theory

[ashmelev's solution](#)

3918.

2181F

[Fragmented Nim](#) · [Tutorial](#)

Quality: 3,520 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[ashmelev's solution](#)

3919.

2194D

[Table Cut](#) · [Tutorial](#)

Quality: 7,853 global accepts · Rating: 1600 · first AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[ashmelev's solution](#)

3920.

2193F

[Pizza Delivery](#) · [Tutorial](#)

Quality: 8,457 global accepts · Rating: 1600 · first AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[ashmelev's solution](#)

3921.

2184D

[Unfair Game](#) · [Tutorial](#)

Quality: 9,498 global accepts · Rating: 1600 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[ashmelev's solution](#)

3922.

725C

[Hidden Word](#) · [Tutorial](#)

Quality: 2,885 global accepts · Rating: 1600 · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, strings

[ashmelev's solution](#)

3923.

314A

[Sereja and Contest](#) · [Tutorial](#)

Quality: 2,172 global accepts · Rating: 1600 · first AC: 2025-12-31 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[ashmelev's solution](#)

3924.

2182D

[Christmas Tree Decoration](#) · [Tutorial](#)

Quality: 8,948 global accepts · Rating: 1600 · first AC: 2025-12-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[ashmelev's solution](#)

3925.

2162E

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

Quality: 9,336 global accepts · Rating: 1600 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, schedules

[ashmelev's solution](#)

3926.

949A

[Zebras](#) · [Tutorial](#)

Quality: 5,656 global accepts · Rating: 1600 · first AC: 2025-12-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[ashmelev's solution](#)

3927.

2172F

[Cluster Computing System](#) · [Tutorial](#)

Quality: 3,892 global accepts · Rating: 1600 · first AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, math

[ashmelev's solution](#)

3928.

2171F

[Rae Taylor and Trees \(hard version\)](#) · [Tutorial](#)

Quality: 7,127 global accepts · Rating: 1600 · first AC: 2025-11-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu, greedy, implementation, trees

[ashmelev's solution](#)

3929.

2167G

[Mukhammadali and the Smooth Array](#) · [Tutorial](#)

Quality: 11,015 global accepts · Rating: 1600 · first AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp
[ashmelev's solution](#)

3930.

2167F

[Tree, TREE!!!](#) · [Tutorial](#)

Quality: 7,132 global accepts · Rating: 1600 · first AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, math, trees
[ashmelev's solution](#)

3931.

2167E

[khba Loves to Sleep!](#) · [Tutorial](#)

Quality: 9,067 global accepts · Rating: 1600 · first AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, geometry, greedy, implementation
[ashmelev's solution](#)

3932.

1137B

[Camp Schedule](#) · [Tutorial](#)

Quality: 7,012 global accepts · Rating: 1600 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, hashing, strings
[ashmelev's solution](#)

3933.

1137A

[Skyscrapers](#) · [Tutorial](#)

Quality: 4,677 global accepts · Rating: 1600 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings
[ashmelev's solution](#)

3934.

234G

[Practice](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 1600 · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer, implementation
[ashmelev's solution](#)

3935.

910B

[Door Frames](#) · [Tutorial](#)

Quality: 1,873 global accepts · Rating: 1600 · first AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[ashmelev's solution](#)

3936.

95A

[Hockey](#) · [Tutorial](#)

Quality: 1,856 global accepts · Rating: 1600 · first AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
[ashmelev's solution](#)

3937.

1121C

[System Testing](#) · [Tutorial](#)

Quality: 2,120 global accepts · Rating: 1600 · first AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[ashmelev's solution](#)

3938.

167A

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

Quality: 2,185 global accepts · Rating: 1600 · first AC: 2025-09-01 · last AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[ashmelev's solution](#)

3939.

925A

[Stairs and Elevators](#) · [Tutorial](#)

Quality: 3,872 global accepts · Rating: 1600 · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search

[ashmelev's solution](#)

3940.

858D

[Polycarp's phone book](#) · [Tutorial](#)

Quality: 4,183 global accepts · Rating: 1600 · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[ashmelev's solution](#)

3941.

1045I

[Palindrome Pairs](#) · [Tutorial](#)

Quality: 5,463 global accepts · Rating: 1600 · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: hashing, strings

[ashmelev's solution](#)

3942.

1036B

[Diagonal Walking v.2](#) · [Tutorial](#)

Quality: 5,965 global accepts · Rating: 1600 · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: math

[ashmelev's solution](#)

3943.

1056D

[Decorate Apple Tree](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1600 · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, sortings, trees

[ashmelev's solution](#)

3944.

260B

[Ancient Prophecy](#) · [Tutorial](#)

Quality: 4,090 global accepts · Rating: 1600 · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings

[ashmelev's solution](#)

3945.

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,286 global accepts · Rating: 1600 · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[ashmelev's solution](#)

3946.

2132D

[From 1 to Infinity](#) · [Tutorial](#)

Quality: 8,823 global accepts · Rating: 1600 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, implementation, math

[ashmelev's solution](#)

3947.

107B

[Basketball Team](#) · [Tutorial](#)

Quality: 4,273 global accepts · Rating: 1600 · first AC: 2025-08-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[ashmelev's solution](#)

3948.

524A

[AS>CfKCaCÔ>,C\\$K Ct=C 5D\\$5 DôBC,,E C´NCD5C“ð](#)

Quality: 1,486 global accepts · Rating: 1600 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[ashmelev's solution](#)

3949.

411B

[Multi-core Processor](#) · [Tutorial](#)

Quality: 1,398 global accepts · Rating: 1600 · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[ashmelev's solution](#)

3950.

2130D

[Stay or Mirror](#) · [Tutorial](#)

Rating: 1600 · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[ashmelev's solution](#)

3951.

2125D

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

Quality: 9,275 global accepts · Rating: 1600 · first AC: 2025-07-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[ashmelev's solution](#)

3952.

444A

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

Quality: 3,578 global accepts · Rating: 1600 · first AC: 2025-06-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[ashmelev's solution](#)

3953.

2117E

[Lost Soul](#) · [Tutorial](#)

Quality: 11,856 global accepts · Rating: 1600 · first AC: 2025-06-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[ashmelev's solution](#)

3954.

57B

[Martian Architecture](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 1600 · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[ashmelev's solution](#)

3955.

873C

[Strange Game On Matrix](#) · [Tutorial](#)

Quality: 3,610 global accepts · Rating: 1600 · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, two pointers

[ashmelev's solution](#)

3956.

1787C

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

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[ashmelev's solution](#)

3957.

856A

[Set Theory](#) · [Tutorial](#)

Quality: 1,622 global accepts · Rating: 1600 · first AC: 2025-05-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms

[ashmelev's solution](#)

3958.

234D

[Cinema](#) · [Tutorial](#)

Quality: 1,603 global accepts · Rating: 1600 · first AC: 2025-05-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[ashmelev's solution](#)

3959.

898D

[Alarm Clock](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1600 · first AC: 2025-05-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[ashmelev's solution](#)

3960.

125C

[Hobbits' Party](#) · [Tutorial](#)

Quality: 1,088 global accepts · Rating: 1600 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[ashmelev's solution](#)

3961.

40B

[Repaintings](#) · [Tutorial](#)

Quality: 1,397 global accepts · Rating: 1600 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[ashmelev's solution](#)

3962.

234E

[Champions' League](#) · [Tutorial](#)

Quality: 1,050 global accepts · Rating: 1600 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[ashmelev's solution](#)

3963.

727B

[Bill Total Value](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 1600 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: expression parsing, implementation, strings

[ashmelev's solution](#)

3964.

269A

[Magical Boxes](#) · [Tutorial](#)

Quality: 3,699 global accepts · Rating: 1600 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[ashmelev's solution](#)

3965.

32D

[Constellation](#) · [Tutorial](#)

Quality: 1,491 global accepts · Rating: 1600 · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[ashmelev's solution](#)

3966.

139B

[Wallpaper](#) · [Tutorial](#)

Quality: 1,460 global accepts · Rating: 1600 · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[ashmelev's solution](#)

3967.

149B

[Martian Clock](#) · [Tutorial](#)

Quality: 2,390 global accepts · Rating: 1600 · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[ashmelev's solution](#)

3968.

373B

[Making Sequences is Fun](#) · [Tutorial](#)

Quality: 2,795 global accepts · Rating: 1600 · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, math

[ashmelev's solution](#)

3969.

305C

[Ivan and Powers of Two](#) · [Tutorial](#)

Quality: 2,658 global accepts · Rating: 1600 · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[ashmelev's solution](#)

3970.

440B

[Balancer](#) · [Tutorial](#)

Quality: 2,325 global accepts · Rating: 1600 · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[ashmelev's solution](#)

3971.

508C

[Anya and Ghosts](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 1600 · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[ashmelev's solution](#)

3972.

246C

[Beauty Pageant](#) · [Tutorial](#)

Quality: 2,830 global accepts · Rating: 1600 · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy

[ashmelev's solution](#)

3973.

818B

[Permutation Game](#) · [Tutorial](#)

Quality: 3,225 global accepts · Rating: 1600 · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[ashmelev's solution](#)

3974.

232A

[Cycles](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: 1600 · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy

[ashmelev's solution](#)

3975.

253C

[Text Editor](#) · [Tutorial](#)

Quality: 2,907 global accepts · Rating: 1600 · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[ashmelev's solution](#)

3976.

435C

[Cardiogram](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 1600 · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[ashmelev's solution](#)

3977.

138A

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

Quality: 2,590 global accepts · Rating: 1600 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[ashmelev's solution](#)

3978.

52B

[Right Triangles](#) · [Tutorial](#)

Quality: 2,406 global accepts · Rating: 1600 · first AC: 2025-05-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics

[ashmelev's solution](#)

3979.

733D

[Kostya the Sculptor](#) · [Tutorial](#)

Quality: 4,363 global accepts · Rating: 1600 · first AC: 2025-05-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing

[ashmelev's solution](#)

3980.

665A

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

Quality: 3,185 global accepts · Rating: 1600 · first AC: 2025-05-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[ashmelev's solution](#)

3981.

142A

[Help Farmer](#) · [Tutorial](#)

Quality: 2,844 global accepts · Rating: 1600 · first AC: 2025-05-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[ashmelev's solution](#)

3982.

952C

[Ravioli Sort](#) · [Tutorial](#)

Quality: 3,061 global accepts · Rating: 1600 · first AC: 2025-05-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[ashmelev's solution](#)

3983.

595B

[Pasha and Phone](#) · [Tutorial](#)

Quality: 3,094 global accepts · Rating: 1600 · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math
[ashmelev's solution](#)

3984.

297B

[Fish Weight](#) · [Tutorial](#)

Quality: 3,766 global accepts · Rating: 1600 · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[ashmelev's solution](#)

3985.

830B

[Cards Sorting](#) · [Tutorial](#)

Quality: 3,055 global accepts · Rating: 1600 · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings
[ashmelev's solution](#)

3986.

849B

[Tell Your World](#) · [Tutorial](#)

Quality: 3,996 global accepts · Rating: 1600 · first AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, geometry
[ashmelev's solution](#)

3987.

23B

[Party](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 1600 · first AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, math
[ashmelev's solution](#)

3988.

317A

[Perfect Pair](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1600 · first AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force
[ashmelev's solution](#)

3989.

243A

[The Brand New Function](#) · [Tutorial](#)

Quality: 4,466 global accepts · Rating: 1600 · first AC: 2025-05-12 · last AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks
[ashmelev's solution](#)

3990.

793B

[Igor and his way to work](#) · [Tutorial](#)

Quality: 4,829 global accepts · Rating: 1600 · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths
[ashmelev's solution](#)

3991.

832B

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,682 global accepts · Rating: 1600 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings
[ashmelev's solution](#)

3992.

822C

[Hacker, pack your bags!](#) · [Tutorial](#)

Quality: 4,937 global accepts · Rating: 1600 · first AC: 2025-05-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, sortings

[ashmelev's solution](#)

3993.

364A

[Matrix](#) · [Tutorial](#)

Quality: 4,957 global accepts · Rating: 1600 · first AC: 2025-05-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, implementation

[ashmelev's solution](#)

3994.

1031C

[Cram Time](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1600 · first AC: 2025-05-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[ashmelev's solution](#)

3995.

906A

[Shockers](#) · [Tutorial](#)

Quality: 4,420 global accepts · Rating: 1600 · first AC: 2025-05-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[ashmelev's solution](#)

3996.

154A

[Hometask](#) · [Tutorial](#)

Quality: 4,327 global accepts · Rating: 1600 · first AC: 2025-05-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[ashmelev's solution](#)

3997.

678B

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

Quality: 4,740 global accepts · Rating: 1600 · first AC: 2025-05-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[ashmelev's solution](#)

3998.

333A

[Secrets](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1600 · first AC: 2025-05-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[ashmelev's solution](#)

3999.

837B

[Flag of Berland](#) · [Tutorial](#)

Quality: 4,365 global accepts · Rating: 1600 · first AC: 2025-05-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[ashmelev's solution](#)

4000.

618C

[Constellation](#) · [Tutorial](#)

Quality: 4,659 global accepts · Rating: 1600 · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, implementation

[ashmelev's solution](#)

4001.

993A

[Two Squares](#) · [Tutorial](#)

Quality: 4,461 global accepts · Rating: 1600 · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, implementation

[ashmelev's solution](#)

4002.

244B

[Undoubtedly Lucky Numbers](#) · [Tutorial](#)

Quality: 4,931 global accepts · Rating: 1600 · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and

similar

[ashmelev's solution](#)

4003.

1227D1

[Optimal Subsequences \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1600 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[ashmelev's solution](#)

4004.

323A

[Black-and-White Cube](#) · [Tutorial](#)

Quality: 968 global accepts · Rating: 1600 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms

[ashmelev's solution](#)

4005.

405C

[Unusual Product](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1600 · first AC: 2025-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[ashmelev's solution](#)

4006.

131D

[Subway](#) · [Tutorial](#)

Quality: 5,265 global accepts · Rating: 1600 · first AC: 2025-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs

[ashmelev's solution](#)

4007.

599C

[Day at the Beach](#) · [Tutorial](#)

Quality: 5,076 global accepts · Rating: 1600 · first AC: 2025-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: sortings

[ashmelev's solution](#)

4008.

1060C

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

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, two pointers

[ashmelev's solution](#)

4009.

916C

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

Quality: 5,541 global accepts · Rating: 1600 · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[ashmelev's solution](#)

4010.

375B

[Maximum Submatrix 2](#) · [Tutorial](#)

Quality: 5,430 global accepts · Rating: 1600 · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, implementation, sortings

[ashmelev's solution](#)

4011.

845B

[Luba And The Ticket](#) · [Tutorial](#)

Quality: 5,540 global accepts · Rating: 1600 · first AC: 2025-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[ashmelev's solution](#)

4012.

617C

[Watering Flowers](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 1600 · first AC: 2025-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[ashmelev's solution](#)

4013.

734C

[Anton and Making Potions](#) · [Tutorial](#)

Quality: 5,684 global accepts · Rating: 1600 · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, two pointers

[ashmelev's solution](#)

4014.

924B

[Three-level Laser](#) · [Tutorial](#)

Quality: 5,618 global accepts · Rating: 1600 · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, two pointers

[ashmelev's solution](#)

4015.

980B

[Marlin](#) · [Tutorial](#)

Quality: 4,923 global accepts · Rating: 1600 · first AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[ashmelev's solution](#)

4016.

898E

[Squares and not squares](#) · [Tutorial](#)

Quality: 4,864 global accepts · Rating: 1600 · first AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[ashmelev's solution](#)

4017.

741A

[Arpa's loud Owf and Mehrdad's evil plan](#) · [Tutorial](#)

Quality: 5,695 global accepts · Rating: 1600 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, math

[ashmelev's solution](#)

4018.

615B

[Longtail Hedgehog](#) · [Tutorial](#)

Quality: 5,740 global accepts · Rating: 1600 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs

[ashmelev's solution](#)

4019.

1062C

[Banh-mi](#) · [Tutorial](#)

Quality: 5,950 global accepts · Rating: 1600 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[ashmelev's solution](#)

4020.

689B

[Mike and Shortcuts](#) · [Tutorial](#)

Quality: 6,611 global accepts · Rating: 1600 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[ashmelev's solution](#)

4021.

777C

[Alyona and Spreadsheet](#) · [Tutorial](#)

Quality: 6,818 global accepts · Rating: 1600 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[ashmelev's solution](#)

4022.

825C

[Multi-judge Solving](#) · [Tutorial](#)

Quality: 4,886 global accepts · Rating: 1600 · first AC: 2025-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[ashmelev's solution](#)

4023.

825B

[Five-In-a-Row](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1600 · first AC: 2025-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation
[ashmelev's solution](#)

4024.

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,552 global accepts · Rating: 1600 · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, sortings
[ashmelev's solution](#)

4025.

935C

[Fifa and Fafa](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1600 · first AC: 2025-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry
[ashmelev's solution](#)

4026.

723C

[Polycarp at the Radio](#) · [Tutorial](#)

Quality: 5,216 global accepts · Rating: 1600 · first AC: 2025-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[ashmelev's solution](#)

4027.

28A

[Bender Problem](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 1600 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[ashmelev's solution](#)

4028.

28B

[pSort](#) · [Tutorial](#)

Quality: 5,517 global accepts · Rating: 1600 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs
[ashmelev's solution](#)

4029.

723D

[Lakes in Berland](#) · [Tutorial](#)

Quality: 7,505 global accepts · Rating: 1600 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation
[ashmelev's solution](#)

4030.

305A

[Strange Addition](#) · [Tutorial](#)

Quality: 5,222 global accepts · Rating: 1600 · first AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, implementation
[ashmelev's solution](#)

4031.

214B

[Hometask](#) · [Tutorial](#)

Quality: 5,352 global accepts · Rating: 1600 · first AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[ashmelev's solution](#)

4032.

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[ashmelev's solution](#)

4033.

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,310 global accepts · Rating: 1600 · first AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[ashmelev's solution](#)

4034.

954D

[Fight Against Traffic](#) · [Tutorial](#)

Quality: 7,899 global accepts · Rating: 1600 · first AC: 2025-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, shortest paths

[ashmelev's solution](#)

4035.

525C

[Ilya and Sticks](#) · [Tutorial](#)

Quality: 6,065 global accepts · Rating: 1600 · first AC: 2025-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[ashmelev's solution](#)

4036.

573B

[Bear and Blocks](#) · [Tutorial](#)

Quality: 6,352 global accepts · Rating: 1600 · first AC: 2025-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, math

[ashmelev's solution](#)

4037.

2094F

[Trulimero Trulicina](#) · [Tutorial](#)

Quality: 11,413 global accepts · Rating: 1600 · first AC: 2025-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[ashmelev's solution](#)

4038.

979C

[Kuro and Walking Route](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1600 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, trees

[ashmelev's solution](#)

4039.

1671D

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

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy

[ashmelev's solution](#)

4040.

1461D

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

Quality: 10,284 global accepts · Rating: 1600 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings

[ashmelev's solution](#)

4041.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,224 global accepts · Rating: 1600 · first AC: 2025-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[ashmelev's solution](#)

4042.

2046B

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

Quality: 10,868 global accepts · Rating: 1600 · first AC: 2025-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings

[ashmelev's solution](#)

4043.

1238C

[Standard Free2play](#) · [Tutorial](#)

Quality: 7,852 global accepts · Rating: 1600 · first AC: 2025-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math
[ashmelev's solution](#)

4044.

1243B2

[Character Swap \(Hard Version\)](#) · [Tutorial](#)

Quality: 7,307 global accepts · Rating: 1600 · first AC: 2025-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings
[ashmelev's solution](#)

4045.

283A

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

Quality: 6,872 global accepts · Rating: 1600 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, implementation
[ashmelev's solution](#)

4046.

337C

[Quiz](#) · [Tutorial](#)

Quality: 5,230 global accepts · Rating: 1600 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, matrices, number theory
[ashmelev's solution](#)

4047.

814C

[An impassioned circulation of affection](#) · [Tutorial](#)

Quality: 7,733 global accepts · Rating: 1600 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, strings, two pointers
[ashmelev's solution](#)

4048.

715A

[Plus and Square Root](#) · [Tutorial](#)

Quality: 5,866 global accepts · Rating: 1600 · first AC: 2025-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
[ashmelev's solution](#)

4049.

1255C

[League of Leesins](#) · [Tutorial](#)

Quality: 7,223 global accepts · Rating: 1600 · first AC: 2025-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation
[ashmelev's solution](#)

4050.

416C

[Booking System](#) · [Tutorial](#)

Quality: 8,704 global accepts · Rating: 1600 · first AC: 2025-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, implementation
[ashmelev's solution](#)

4051.

2084D

[Arcology On Permafrost](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math
[ashmelev's solution](#)

4052.

1904D1

[Set To Max \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,620 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy
[ashmelev's solution](#)

4053.

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, sortings, trees

[ashmelev's solution](#)

4054.

1041C

[Coffee Break](#) · [Tutorial](#)

Quality: 10,239 global accepts · Rating: 1600 · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, two pointers

[ashmelev's solution](#)

4055.

1861C

[Queries for the Array](#) · [Tutorial](#)

Quality: 12,314 global accepts · Rating: 1600 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[ashmelev's solution](#)

4056.

523D

[Statistics of Recompressing Videos](#) · [Tutorial](#)

Quality: 2,559 global accepts · Rating: 1600 · first AC: 2025-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, data structures, implementation

[ashmelev's solution](#)

4057.

731C

[Socks](#) · [Tutorial](#)

Quality: 7,859 global accepts · Rating: 1600 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[ashmelev's solution](#)

4058.

616C

[The Labyrinth](#) · [Tutorial](#)

Quality: 6,720 global accepts · Rating: 1600 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar

[ashmelev's solution](#)

4059.

1505B

[DMCA](#) · [Tutorial](#)

Quality: 6,523 global accepts · Rating: 1600 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, implementation, number theory

[ashmelev's solution](#)

4060.

597B

[Restaurant](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1600 · first AC: 2025-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, sortings

[ashmelev's solution](#)

4061.

383A

[Milking cows](#) · [Tutorial](#)

Quality: 5,570 global accepts · Rating: 1600 · first AC: 2025-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[ashmelev's solution](#)

4062.

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,650 global accepts · Rating: 1600 · first AC: 2025-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math

[ashmelev's solution](#)

4063.

986A

[Fair](#) · [Tutorial](#)

Quality: 8,330 global accepts · Rating: 1600 · first AC: 2025-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, number theory, shortest paths

[ashmelev's solution](#)

4064.

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,105 global accepts · Rating: 1600 · first AC: 2025-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[ashmelev's solution](#)

4065.

682C

[Alyona and the Tree](#) · [Tutorial](#)

Quality: 8,082 global accepts · Rating: 1600 · first AC: 2025-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, trees

[ashmelev's solution](#)

4066.

1899F

[Alex's whims](#) · [Tutorial](#)

Quality: 9,521 global accepts · Rating: 1600 · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, trees

[ashmelev's solution](#)

4067.

626C

[Block Towers](#) · [Tutorial](#)

Quality: 4,616 global accepts · Rating: 1600 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory

[ashmelev's solution](#)

4068.

1677A

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

Quality: 9,355 global accepts · Rating: 1600 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp

[ashmelev's solution](#)

4069.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, graphs, greedy, math

[ashmelev's solution](#)

4070.

1321C

[Remove Adjacent](#) · [Tutorial](#)

Quality: 10,525 global accepts · Rating: 1600 · first AC: 2025-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[ashmelev's solution](#)

4071.

2085C

[Serval and The Formula](#) · [Tutorial](#)

Quality: 13,561 global accepts · Rating: 1600 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[ashmelev's solution](#)

4072.

1452D

[Radio Towers](#) · [Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[ashmelev's solution](#)

4073.

1698D

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

Quality: 12,084 global accepts · Rating: 1600 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, interactive

[ashmelev's solution](#)

4074.

1036D

[Vasya and Arrays](#) · [Tutorial](#)

Quality: 10,626 global accepts · Rating: 1600 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, two pointers

[ashmelev's solution](#)

4075.

848A

[From Y to Y](#) · [Tutorial](#)

Quality: 5,346 global accepts · Rating: 1600 · first AC: 2025-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[ashmelev's solution](#)

4076.

1798D

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

Quality: 14,076 global accepts · Rating: 1600 · first AC: 2025-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[ashmelev's solution](#)

4077.

1748C

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

Quality: 13,006 global accepts · Rating: 1600 · first AC: 2025-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[ashmelev's solution](#)

4078.

1223C

[Save the Nature](#) · [Tutorial](#)

Quality: 9,762 global accepts · Rating: 1600 · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[ashmelev's solution](#)

4079.

649D

[AD50Dh@C 3CÄ5CÖBC FC,,O Cö0CÄOD\\$8](#)

Quality: 434 global accepts · Rating: 1600 · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[ashmelev's solution](#)

4080.

178B1

[Greedy Merchants](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 1600 · first AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ashmelev's solution](#)

4081.

178B2

[Greedy Merchants](#) · [Tutorial](#)

Quality: 770 global accepts · Rating: 1600 · first AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ashmelev's solution](#)

4082.

1917C

[Watering an Array](#) · [Tutorial](#)

Quality: 12,386 global accepts · Rating: 1600 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math

[ashmelev's solution](#)

4083.

2082B

[Floor or Ceil](#) · [Tutorial](#)

Quality: 8,253 global accepts · Rating: 1600 · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy
[ashmelev's solution](#)

4084.

2074E

[Empty Triangle](#) · [Tutorial](#)

Quality: 6,656 global accepts · Rating: 1600 · first AC: 2025-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, interactive, probabilities
[ashmelev's solution](#)

4085.

316B2

[EKG](#) · [Tutorial](#)

Quality: 1,780 global accepts · Rating: 1600 · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp
[ashmelev's solution](#)

4086.

493C

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

Quality: 7,504 global accepts · Rating: 1600 · first AC: 2025-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers
[ashmelev's solution](#)

4087.

756B

[Travel Card](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 1600 · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp
[ashmelev's solution](#)

4088.

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, implementation, sortings
[ashmelev's solution](#)

4089.

2065E

[Skibidus and Rizz](#) · [Tutorial](#)

Quality: 11,972 global accepts · Rating: 1600 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, strings
[ashmelev's solution](#)

4090.

1423K

[Lonely Numbers](#) · [Tutorial](#)

Quality: 5,451 global accepts · Rating: 1600 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, number theory, two pointers
[ashmelev's solution](#)

4091.

2036E

[Reverse the Rivers](#) · [Tutorial](#)

Quality: 9,540 global accepts · Rating: 1600 · first AC: 2025-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy
[ashmelev's solution](#)

4092.

681C

[Heap Operations](#) · [Tutorial](#)

Quality: 9,823 global accepts · Rating: 1600 · first AC: 2025-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy
[ashmelev's solution](#)

4093.

1658D1

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

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2025-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, math
[ashmelev's solution](#)

4094.

1437D

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

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2025-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, shortest paths, trees
[ashmelev's solution](#)

4095.

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,539 global accepts · Rating: 1600 · first AC: 2025-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings
[ashmelev's solution](#)

4096.

1374E1

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

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2025-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings
[ashmelev's solution](#)

4097.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,960 global accepts · Rating: 1600 · first AC: 2025-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, combinatorics, dp
[ashmelev's solution](#)

4098.

2061D

[Kevin and Numbers](#) · [Tutorial](#)

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures
[ashmelev's solution](#)

4099.

2063C

[Remove Exactly Two](#) · [Tutorial](#)

Quality: 14,643 global accepts · Rating: 1600 · first AC: 2025-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees
[ashmelev's solution](#)

4100.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,199 global accepts · Rating: 1600 · first AC: 2024-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math
[ashmelev's solution](#)

4101.

2051E

[Best Price](#) · [Tutorial](#)

Quality: 11,956 global accepts · Rating: 1600 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings
[ashmelev's solution](#)

4102.

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,125 global accepts · Rating: 1600 · first AC: 2024-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, strings
[ashmelev's solution](#)

4103.

1059C

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

Quality: 7,533 global accepts · Rating: 1600 · first AC: 2024-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
[ashmelev's solution](#)

4104.

1151D

[Stas and the Queue at the Buffet](#) · [Tutorial](#)

Quality: 9,076 global accepts · Rating: 1600 · first AC: 2024-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings
[ashmelev's solution](#)

4105.

2040C

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers
[ashmelev's solution](#)

4106.

1555D

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

Quality: 15,468 global accepts · Rating: 1600 · first AC: 2024-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, strings
[ashmelev's solution](#)

4107.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
[ashmelev's solution](#)

4108.

812B

[Sagheer, the Hausmeister](#) · [Tutorial](#)

Quality: 5,522 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp
[ashmelev's solution](#)

4109.

962D

[Merge Equals](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1600 · first AC: 2024-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation
[ashmelev's solution](#)

4110.

616D

[Longest k-Good Segment](#) · [Tutorial](#)

Quality: 12,375 global accepts · Rating: 1600 · first AC: 2024-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, two pointers
[ashmelev's solution](#)

4111.

2037E

[Kachina's Favorite Binary String](#) · [Tutorial](#)

Quality: 7,372 global accepts · Rating: 1600 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, interactive, two pointers
[ashmelev's solution](#)

4112.

691B

[s-palindrome](#) · [Tutorial](#)

Quality: 8,197 global accepts · Rating: 1600 · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings
[ashmelev's solution](#)

4113.

735C

[Tennis Championship](#) · [Tutorial](#)

Quality: 7,965 global accepts · Rating: 1600 · first AC: 2024-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[ashmelev's solution](#)

4114.

1027C

[Minimum Value Rectangle](#) · [Tutorial](#)

Quality: 7,152 global accepts · Rating: 1600 · first AC: 2024-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[ashmelev's solution](#)

4115.

600A

[Extract Numbers](#) · [Tutorial](#)

Quality: 5,812 global accepts · Rating: 1600 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[ashmelev's solution](#)

4116.

817C

[Really Big Numbers](#) · [Tutorial](#)

Quality: 8,485 global accepts · Rating: 1600 · first AC: 2024-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, math

[ashmelev's solution](#)

4117.

2028C

[Alice's Adventures in Cutting Cake](#) · [Tutorial](#)

Quality: 9,979 global accepts · Rating: 1600 · first AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, two pointers

[ashmelev's solution](#)

4118.

568A

[Primes or Palindromes?](#) · [Tutorial](#)

Quality: 5,402 global accepts · Rating: 1600 · first AC: 2024-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math, number theory

[ashmelev's solution](#)

4119.

209A

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

Quality: 2,848 global accepts · Rating: 1600 · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[ashmelev's solution](#)

4120.

1163B2

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

Quality: 7,646 global accepts · Rating: 1600 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[ashmelev's solution](#)

4121.

2019C

[Cards Partition](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[ashmelev's solution](#)

4122.

1455D

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

Quality: 13,204 global accepts · Rating: 1600 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings

[ashmelev's solution](#)

4123.

1303C

[Perfect Keyboard](#) · [Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, greedy, implementation

[ashmelev's solution](#)

4124.

1281B

[Azamon Web Services](#) · [Tutorial](#)

Quality: 8,687 global accepts · Rating: 1600 · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[ashmelev's solution](#)

4125.

1687A

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

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[ashmelev's solution](#)

4126.

1801A

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

Quality: 9,747 global accepts · Rating: 1600 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms

[ashmelev's solution](#)

4127.

763A

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

Quality: 11,868 global accepts · Rating: 1600 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[ashmelev's solution](#)

4128.

597A

[Divisibility](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1600 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: math

[ashmelev's solution](#)

4129.

11B

[Jumping Jack](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1600 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: math

[ashmelev's solution](#)

4130.

1065C

[Make It Equal](#) · [Tutorial](#)

Quality: 8,291 global accepts · Rating: 1600 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[ashmelev's solution](#)

4131.

603A

[Alternative Thinking](#) · [Tutorial](#)

Quality: 8,252 global accepts · Rating: 1600 · first AC: 2024-09-01 · last AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[ashmelev's solution](#)

4132.

407A

[Triangle](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 1600 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, implementation, math

[ashmelev's solution](#)

4133.

1109A

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

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[ashmelev's solution](#)

4134.

1056B

[Divide Candies](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 1600 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[ashmelev's solution](#)

4135.

1025B

[Weakened Common Divisor](#) · [Tutorial](#)

Quality: 8,509 global accepts · Rating: 1600 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, number theory

[ashmelev's solution](#)

4136.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,547 global accepts · Rating: 1600 · first AC: 2024-08-28 · last AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[ashmelev's solution](#)

4137.

1364C

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

Quality: 14,359 global accepts · Rating: 1600 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[ashmelev's solution](#)

4138.

1840E

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

Quality: 9,307 global accepts · Rating: 1600 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, implementation

[ashmelev's solution](#)

4139.

476C

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

Quality: 6,026 global accepts · Rating: 1600 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: math

[ashmelev's solution](#)

4140.

219C

[Color Stripe](#) · [Tutorial](#)

Quality: 7,158 global accepts · Rating: 1600 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy

[ashmelev's solution](#)

4141.

1284C

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

Quality: 8,740 global accepts · Rating: 1600 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[ashmelev's solution](#)

4142.

1096C

[Polygon for the Angle](#) · [Tutorial](#)

Quality: 7,239 global accepts · Rating: 1600 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry

[ashmelev's solution](#)

4143.

712C

[Memory and De-Evolution](#) · [Tutorial](#)

Quality: 6,202 global accepts · Rating: 1600 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[ashmelev's solution](#)

4144.

923B

[Producing Snow](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1600 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[ashmelev's solution](#)

4145.

500B

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

Quality: 9,601 global accepts · Rating: 1600 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings

[ashmelev's solution](#)

4146.

704A

[Thor](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation

[ashmelev's solution](#)

4147.

246D

[Colorful Graph](#) · [Tutorial](#)

Quality: 10,290 global accepts · Rating: 1600 · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs

[ashmelev's solution](#)

4148.

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,174 global accepts · Rating: 1600 · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[ashmelev's solution](#)

4149.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,254 global accepts · Rating: 1600 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[ashmelev's solution](#)

4150.

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,263 global accepts · Rating: 1600 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[ashmelev's solution](#)

4151.

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,072 global accepts · Rating: 1600 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[ashmelev's solution](#)

4152.

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1600 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[ashmelev's solution](#)

4153.

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,708 global accepts · Rating: 1600 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[ashmelev's solution](#)

4154.

371C

[Hamburgers](#) · [Tutorial](#)

Quality: 34,500 global accepts · Rating: 1600 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force

[ashmelev's solution](#)

4155.

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,536 global accepts · Rating: 1600 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[ashmelev's solution](#)

4156.

1603B

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

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[ashmelev's solution](#)

4157.

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1600 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math

[ashmelev's solution](#)

4158.

1582D

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

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[ashmelev's solution](#)

4159.

1775C

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

Quality: 14,209 global accepts · Rating: 1600 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math

[ashmelev's solution](#)

4160.

320C

[Malek Dance Club](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: math

[ashmelev's solution](#)

4161.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1600 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[ashmelev's solution](#)

4162.

1348C

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

Quality: 15,483 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[ashmelev's solution](#)

4163.

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[ashmelev's solution](#)

4164.

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[ashmelev's solution](#)

4165.

350C

[Bombs](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1600 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[ashmelev's solution](#)

4166.

601A

[The Two Routes](#) · [Tutorial](#)

Quality: 13,874 global accepts · Rating: 1600 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[ashmelev's solution](#)

4167.

746C

[Tram](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 1600 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[ashmelev's solution](#)

4168.

1822E

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

Quality: 12,356 global accepts · Rating: 1600 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, strings

[ashmelev's solution](#)

4169.

446A

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

Quality: 13,530 global accepts · Rating: 1600 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, two pointers

[ashmelev's solution](#)

4170.

1082C

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

Quality: 6,133 global accepts · Rating: 1600 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[ashmelev's solution](#)

4171.

1082B

[Vova and Trophies](#) · [Tutorial](#)

Quality: 8,028 global accepts · Rating: 1600 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[ashmelev's solution](#)

4172.

495B

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

Quality: 8,264 global accepts · Rating: 1600 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[ashmelev's solution](#)

4173.

922C

[Cave Painting](#) · [Tutorial](#)

Quality: 7,566 global accepts · Rating: 1600 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, number theory

[ashmelev's solution](#)

4174.

1795D

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

Quality: 13,070 global accepts · Rating: 1600 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[ashmelev's solution](#)

4175.

500C

[New Year Book Reading](#) · [Tutorial](#)

Quality: 6,032 global accepts · Rating: 1600 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[ashmelev's solution](#)

4176.

407B

[Long Path](#) · [Tutorial](#)

Quality: 7,162 global accepts · Rating: 1600 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[ashmelev's solution](#)

4177.

197A

[Plate Game](#) · [Tutorial](#)

Quality: 6,845 global accepts · Rating: 1600 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, math

[ashmelev's solution](#)

4178.

570C

[Replacement](#) · [Tutorial](#)

Quality: 9,571 global accepts · Rating: 1600 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, implementation

[ashmelev's solution](#)

4179.

788A

[Functions again](#) · [Tutorial](#)

Quality: 10,205 global accepts · Rating: 1600 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, two pointers

[ashmelev's solution](#)

4180.

231C

[To Add or Not to Add](#) · [Tutorial](#)

Quality: 9,699 global accepts · Rating: 1600 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings, two pointers

[ashmelev's solution](#)

4181.

780B

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

Quality: 12,645 global accepts · Rating: 1600 · first AC: 2024-07-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search

[ashmelev's solution](#)

4182.

780C

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

Quality: 10,017 global accepts · Rating: 1600 · first AC: 2024-07-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[ashmelev's solution](#)

4183.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,541 global accepts · Rating: 1600 · first AC: 2024-07-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[ashmelev's solution](#)

4184.

348A

[Mafia](#) · [Tutorial](#)

Quality: 14,683 global accepts · Rating: 1600 · first AC: 2024-06-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings

[ashmelev's solution](#)

4185.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,050 global accepts · Rating: 1600 · first AC: 2024-06-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar
[ashmelev's solution](#)

4186.

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,629 global accepts · Rating: 1600 · first AC: 2024-06-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math
[ashmelev's solution](#)

4187.

1985G

[D-Function](#) · [Tutorial](#)

Quality: 12,212 global accepts · Rating: 1600 · first AC: 2024-06-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
[ashmelev's solution](#)

4188.

1980E

[Permutation of Rows and Columns](#) · [Tutorial](#)

Quality: 13,004 global accepts · Rating: 1600 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, hashing, implementation, math, matrices, sortings
[ashmelev's solution](#)

4189.

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,419 global accepts · Rating: 1600 · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers
[ashmelev's solution](#)

4190.

1878D

[Reverse Madness](#) · [Tutorial](#)

Quality: 10,108 global accepts · Rating: 1600 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
[ashmelev's solution](#)

4191.

1971F

[Circle Perimeter](#) · [Tutorial](#)

Quality: 12,468 global accepts · Rating: 1600 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, geometry, implementation, math
[ashmelev's solution](#)

4192.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: dsu, graphs, greedy, implementation, trees
[ashmelev's solution](#)

4193.

353C

[Find Maximum](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1600 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, number theory
[ashmelev's solution](#)

4194.

1968E

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

Quality: 12,638 global accepts · Rating: 1600 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[ashmelev's solution](#)

4195.

835C

[Star sky](#) · [Tutorial](#)

Quality: 9,388 global accepts · Rating: 1600 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[ashmelev's solution](#)

4196.

1225C

[p-binary](#) · [Tutorial](#)

Quality: 9,788 global accepts · Rating: 1600 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math

[ashmelev's solution](#)

4197.

1033C

[Permutation Game](#) · [Tutorial](#)

Quality: 6,217 global accepts · Rating: 1600 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, games

[ashmelev's solution](#)

4198.

372A

[Counting Kangaroos is Fun](#) · [Tutorial](#)

Quality: 15,594 global accepts · Rating: 1600 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[ashmelev's solution](#)

4199.

1957C

[How Does the Rook Move?](#) · [Tutorial](#)

Quality: 11,936 global accepts · Rating: 1600 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[ashmelev's solution](#)

4200.

992C

[Nastya and a Wardrobe](#) · [Tutorial](#)

Quality: 4,871 global accepts · Rating: 1600 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: math

[ashmelev's solution](#)

4201.

992B

[Nastya Studies Informatics](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1600 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[ashmelev's solution](#)

4202.

453A

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

Quality: 12,440 global accepts · Rating: 1600 · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: probabilities

[ashmelev's solution](#)

4203.

343B

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

Quality: 17,288 global accepts · Rating: 1600 · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation

[ashmelev's solution](#)

4204.

1336A

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

Quality: 24,664 global accepts · Rating: 1600 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[ashmelev's solution](#)

4205.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory, sortings
[ashmelev's solution](#)

4206.

1956C

[Nene's Magical Matrix](#) · [Tutorial](#)

Quality: 15,147 global accepts · Rating: 1600 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[ashmelev's solution](#)

4207.

1843E

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

Quality: 17,806 global accepts · Rating: 1600 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, two pointers

[ashmelev's solution](#)

4208.

1593E

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

Quality: 14,728 global accepts · Rating: 1600 · first AC: 2024-04-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees

[ashmelev's solution](#)

4209.

1203D1

[Remove the Substring \(easy version\)](#) · [Tutorial](#)

Quality: 9,485 global accepts · Rating: 1600 · first AC: 2024-04-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[ashmelev's solution](#)

4210.

1862E

[Kolya and Movie Theatre](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1600 · first AC: 2024-03-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[ashmelev's solution](#)

4211.

1714D

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

Quality: 10,323 global accepts · Rating: 1600 · first AC: 2024-03-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[ashmelev's solution](#)

4212.

375A

[Divisible by Seven](#) · [Tutorial](#)

Quality: 5,343 global accepts · Rating: 1600 · first AC: 2024-03-27 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[ashmelev's solution](#)

4213.

678C

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

Quality: 11,046 global accepts · Rating: 1600 · first AC: 2024-03-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[ashmelev's solution](#)

4214.

1702E

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

Quality: 17,844 global accepts · Rating: 1600 · first AC: 2024-03-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[ashmelev's solution](#)

4215.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,717 global accepts · Rating: 1600 · first AC: 2024-03-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy,

implementation, trees

[ashmelev's solution](#)

4216.

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,793 global accepts · Rating: 1600 · first AC: 2024-03-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, number theory

[ashmelev's solution](#)

4217.

1520F1

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

Quality: 14,392 global accepts · Rating: 1600 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[ashmelev's solution](#)

4218.

1833E

[Round Dance](#) · [Tutorial](#)

Quality: 18,410 global accepts · Rating: 1600 · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths

[ashmelev's solution](#)

4219.

1234D

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

Quality: 18,588 global accepts · Rating: 1600 · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[ashmelev's solution](#)

4220.

1921E

[Eat the Chip](#) · [Tutorial](#)

Quality: 11,412 global accepts · Rating: 1600 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, math

[ashmelev's solution](#)

4221.

1932E

[Final Countdown](#) · [Tutorial](#)

Quality: 10,200 global accepts · Rating: 1600 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory

[ashmelev's solution](#)

4222.

1165E

[Two Arrays and Sum of Functions](#) · [Tutorial](#)

Quality: 10,017 global accepts · Rating: 1600 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[ashmelev's solution](#)

4223.

1133F1

[Spanning Tree with Maximum Degree](#) · [Tutorial](#)

Quality: 8,778 global accepts · Rating: 1600 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[ashmelev's solution](#)

4224.

1928C

[Physical Education Lesson](#) · [Tutorial](#)

Quality: 10,355 global accepts · Rating: 1600 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[ashmelev's solution](#)

4225.

1095D

[Circular Dance](#) · [Tutorial](#)

Quality: 8,094 global accepts · Rating: 1600 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[ashmelev's solution](#)

4226.

1003D

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

Quality: 8,560 global accepts · Rating: 1600 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[ashmelev's solution](#)

4227.

1077D

[Cutting Out](#) · [Tutorial](#)

Quality: 10,475 global accepts · Rating: 1600 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, sortings

[ashmelev's solution](#)

4228.

1029C

[Maximal Intersection](#) · [Tutorial](#)

Quality: 8,274 global accepts · Rating: 1600 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[ashmelev's solution](#)

4229.

1015D

[Walking Between Houses](#) · [Tutorial](#)

Quality: 8,961 global accepts · Rating: 1600 · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[ashmelev's solution](#)

4230.

1006E

[Military Problem](#) · [Tutorial](#)

Quality: 11,626 global accepts · Rating: 1600 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[ashmelev's solution](#)

4231.

1920C

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

Quality: 19,917 global accepts · Rating: 1600 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[ashmelev's solution](#)

4232.

888D

[Almost Identity Permutations](#) · [Tutorial](#)

Quality: 10,502 global accepts · Rating: 1600 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[ashmelev's solution](#)

4233.

1282B2

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

Quality: 11,009 global accepts · Rating: 1600 · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[ashmelev's solution](#)

4234.

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,472 global accepts · Rating: 1600 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[ashmelev's solution](#)

4235.

1875D

[Jellyfish and Mex](#) · [Tutorial](#)

Quality: 11,404 global accepts · Rating: 1600 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: dp

[ashmelev's solution](#)

4236.

518C

[Anya and Smartphone](#) · [Tutorial](#)

Quality: 6,365 global accepts · Rating: 1600 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, implementation

[ashmelev's solution](#)

4237.

518A

[Vitaly and Strings](#) · [Tutorial](#)

Quality: 9,541 global accepts · Rating: 1600 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings
[ashmelev's solution](#)

4238.

237C

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

Quality: 6,647 global accepts · Rating: 1600 · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, number theory, two pointers
[ashmelev's solution](#)

4239.

639B

[Bear and Forgotten Tree 3](#) · [Tutorial](#)

Quality: 6,996 global accepts · Rating: 1600 · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, trees
[ashmelev's solution](#)

4240.

1566D2

[Seating Arrangements \(hard version\)](#) · [Tutorial](#)

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers
[ashmelev's solution](#)

4241.

1886C

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Quality: 16,599 global accepts · Rating: 1600 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
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4242.

1856C

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Quality: 18,330 global accepts · Rating: 1600 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp
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4243.

1703G

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4244.

1849C

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

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4245.

346A

[Alice and Bob](#) · [Tutorial](#)

Quality: 9,351 global accepts · Rating: 1600 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: games, math, number theory
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4246.

343A

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Quality: 10,082 global accepts · Rating: 1600 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
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4247.

735D

[Taxes](#) · [Tutorial](#)

Quality: 15,747 global accepts · Rating: 1600 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
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4248.

322B

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Quality: 13,197 global accepts · Rating: 1600 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
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4249.

1753B

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Quality: 14,995 global accepts · Rating: 1600 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
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4250.

510C

[Fox And Names](#) · [Tutorial](#)

Quality: 22,163 global accepts · Rating: 1600 · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, sortings
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4251.

1165D

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

Quality: 19,719 global accepts · Rating: 1600 · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
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4252.

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,775 global accepts · Rating: 1600 · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, trees
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4253.

1349A

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Quality: 21,634 global accepts · Rating: 1600 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory
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4254.

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,364 global accepts · Rating: 1600 · first AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings
[ashmelev's solution](#)

4255.

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,345 global accepts · Rating: 1600 · first AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: math
[ashmelev's solution](#)

4256.

1363C

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Quality: 21,077 global accepts · Rating: 1600 · first AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: games, trees
[ashmelev's solution](#)

4257.

1352G

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Quality: 24,799 global accepts · Rating: 1600 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[ashmelev's solution](#)

4258.

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,127 global accepts · Rating: 1600 · first AC: 2023-05-06 · last AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, math

[ashmelev's solution](#)

4259.

1797C

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

[ashmelev's solution](#)

4260.

1811D

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Quality: 8,639 global accepts · Rating: 1600 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[ashmelev's solution](#)

4261.

1781C

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Quality: 10,460 global accepts · Rating: 1600 · first AC: 2023-01-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[ashmelev's solution](#)

4262.

1779C

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Quality: 14,388 global accepts · Rating: 1600 · first AC: 2023-01-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

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4263.

1741E

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Quality: 17,796 global accepts · Rating: 1600 · first AC: 2022-10-19 · C++20 (GCC 11-64) (first AC) · Tags: dp

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4264.

1730B

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Quality: 17,261 global accepts · Rating: 1600 · first AC: 2022-09-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[ashmelev's solution](#)

4265.

660C

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Quality: 10,752 global accepts · Rating: 1600 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, two pointers

[ashmelev's solution](#)

4266.

1722E

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

Quality: 13,367 global accepts · Rating: 1600 · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation

[ashmelev's solution](#)

4267.

1295C

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Quality: 13,842 global accepts · Rating: 1600 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[ashmelev's solution](#)

4268.

1217B

[Zmei Gorynich](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1600 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
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4269.

1708C

[Doremy's IQ](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
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4270.

1689C

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Quality: 13,474 global accepts · Rating: 1600 · first AC: 2022-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees
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4271.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,129 global accepts · Rating: 1600 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, strings, two pointers
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4272.

1633D

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Quality: 18,698 global accepts · Rating: 1600 · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
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4273.

1660E

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Quality: 8,088 global accepts · Rating: 1600 · first AC: 2022-04-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
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4274.

1660D

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Quality: 11,497 global accepts · Rating: 1600 · first AC: 2022-04-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, two pointers
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4275.

1623C

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Quality: 14,313 global accepts · Rating: 1600 · first AC: 2022-01-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
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4276.

1407C

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Quality: 14,802 global accepts · Rating: 1600 · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math, two pointers
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4277.

1397C

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Rating: 1600 · first AC: 2021-11-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory
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4278.

1395C

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Quality: 15,209 global accepts · Rating: 1600 · first AC: 2021-11-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy
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4279.

1486C1

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Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-10-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive
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4280.

1481C

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Quality: 12,400 global accepts · Rating: 1600 · first AC: 2021-10-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy
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4281.

1498C

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4282.

1459C

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Rating: 1600 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[ashmelev's solution](#)

4283.

1484C

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Rating: 1600 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, flows, greedy, implementation
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4284.

1469C

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4285.

1497C2

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Quality: 19,478 global accepts · Rating: 1600 · first AC: 2021-09-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
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4286.

1513C

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4287.

1511D

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4288.

1514C

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Quality: 18,286 global accepts · Rating: 1600 · first AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

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4289.

1567C

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Quality: 13,154 global accepts · Rating: 1600 · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[ashmelev's solution](#)

4290.

1504C

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Rating: 1600 · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[ashmelev's solution](#)

4291.

1519D

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Quality: 17,631 global accepts · Rating: 1600 · first AC: 2021-09-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, math, two pointers

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4292.

1529C

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Rating: 1600 · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

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4293.

1527C

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4294.

1526C2

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Quality: 29,731 global accepts · Rating: 1600 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

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4295.

1544D

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[ashmelev's solution](#)

4296.

1542C

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Quality: 16,182 global accepts · Rating: 1600 · first AC: 2021-07-16 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

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4297.

1537E1

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Quality: 16,312 global accepts · Rating: 1600 · first AC: 2021-07-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[ashmelev's solution](#)

4298.

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,723 global accepts · Rating: 1600 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers

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4299.

1523C

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4300.

1512E

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4301.

1476C

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4302.

1475E

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4303.

847H

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4304.

847B

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4305.

1398C

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Quality: 36,602 global accepts · Rating: 1600 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

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4306.

1389B

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4307.

1373D

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4308.

1353D

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4309.

1334C

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4310.

272D

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4311.

157D

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Rating: 1600 · first AC: 2020-03-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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4312.

1305C

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4313.

1290A

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4314.

1294D

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Quality: 12,677 global accepts · Rating: 1600 · first AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

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4315.

1288C

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Quality: 15,274 global accepts · Rating: 1600 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

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4316.

1251C

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Quality: 14,336 global accepts · Rating: 1600 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

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4317.

1213D2

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4318.

1199D

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Rating: 1600 · first AC: 2019-08-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

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4319.

1199C

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4320.

1196D2

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4321.

1148B

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4322.

1175C

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4323.

1175B

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4324.

1151B

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Quality: 12,837 global accepts · Rating: 1600 · first AC: 2019-04-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

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4325.

1140C

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4326.

1099D

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Rating: 1600 · first AC: 2019-01-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees

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4327.

1085C

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4328.

913C

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4329.

369C

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Quality: 12,033 global accepts · Rating: 1600 · first AC: 2017-11-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[ashmelev's solution](#)

4330.

879C

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Rating: 1600 · first AC: 2017-11-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, graph matchings

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4331.

785C

[Anton and Fairy Tale](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1600 · first AC: 2017-03-15 · GNU C++11 (first AC) · Tags: binary search, math

[ashmelev's solution](#)

4332.

768B

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Quality: 6,973 global accepts · Rating: 1600 · first AC: 2017-02-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer

[ashmelev's solution](#)

4333.

750C

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

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2016-12-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

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4334.

659E

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Quality: 7,991 global accepts · Rating: 1600 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

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4335.

645C

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Quality: 4,303 global accepts · Rating: 1600 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: binary search, two pointers

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4336.

630G

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Quality: 3,301 global accepts · Rating: 1600 · first AC: 2016-02-24 · GNU C++11 (first AC) · Tags: combinatorics, math

[ashmelev's solution](#)

4337.

608C

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Rating: 1600 · first AC: 2015-12-26 · GNU C++11 (first AC) · Tags: dp

[ashmelev's solution](#)

4338.

606C

[Sorting Railway Cars](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-12-15 · GNU C++11 (first AC) · Tags: —

[ashmelev's solution](#)

4339.

606B

[Testing Robots](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 1600 · first AC: 2015-12-15 · GNU C++11 (first AC) · Tags: implementation

[ashmelev's solution](#)

4340.

593B

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Quality: 4,207 global accepts · Rating: 1600 · first AC: 2015-11-05 · GNU C++11 (first AC) · Tags: geometry, sortings

[ashmelev's solution](#)

4341.

560C

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Rating: 1600 · first AC: 2015-07-30 · GNU C++11 (first AC) · Tags: geometry

[ashmelev's solution](#)

4342.

538C

[Tourist's Notes](#) · [Tutorial](#)

Quality: 6,140 global accepts · Rating: 1600 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, implementation, math

[ashmelev's solution](#)

4343.

534C

[Polycarpus' Dice](#) · [Tutorial](#)

Quality: 5,275 global accepts · Rating: 1600 · first AC: 2015-04-12 · GNU C++ (first AC) · Tags: math

[ashmelev's solution](#)

4344.

225B

[Well-known Numbers](#) · [Tutorial](#)

Quality: 3,394 global accepts · Rating: 1600 · first AC: 2014-12-11 · GNU C++ (first AC) · Tags: binary search, greedy, number theory

[ashmelev's solution](#)

4345.

235A

[LCM Challenge](#) · [Tutorial](#)

Quality: 20,983 global accepts · Rating: 1600 · first AC: 2014-12-11 · GNU C++ (first AC) · Tags: number theory

[ashmelev's solution](#)

4346.

154B

[Colliders](#) · [Tutorial](#)

Quality: 6,125 global accepts · Rating: 1600 · first AC: 2014-12-05 · GNU C++ (first AC) · Tags: math, number theory

[ashmelev's solution](#)

4347.

430D

[Working out](#) · [Tutorial](#)

Rating: 1600 · first AC: 2014-05-12 · GNU C++ (first AC) · Tags: brute force, dp

[ashmelev's solution](#)

4348.

430A

[Points and Segments \(easy\)](#) · [Tutorial](#)

Quality: 2,407 global accepts · Rating: 1600 · first AC: 2014-05-12 · GNU C++ (first AC) · Tags: constructive algorithms, sortings

[ashmelev's solution](#)

4349.

340C

[Tourist Problem](#) · [Tutorial](#)

Quality: 4,680 global accepts · Rating: 1600 · first AC: 2013-09-21 · GNU C++ (first AC) · Tags: combinatorics, implementation, math

[ashmelev's solution](#)

4350.

291D

[Parallel Programming](#) · [Tutorial](#)

Quality: 1,539 global accepts · Rating: 1600 · first AC: 2013-04-14 · GNU C++ (first AC) · Tags: *special, greedy

[ashmelev's solution](#)

4351.

291C

[Network Mask](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 1600 · first AC: 2013-04-14 · GNU C++ (first AC) · Tags: *special, bitmasks, brute force, implementation

[ashmelev's solution](#)

4352.

165C

[Another Problem on Strings](#) · [Tutorial](#)

Quality: 13,823 global accepts · Rating: 1600 · first AC: 2012-05-04 · GNU C++ (first AC) · Tags: binary search, brute force, dp, math, strings, two pointers

[ashmelev's solution](#)

4353.

136D

[Rectangle and Square](#) · [Tutorial](#)

Rating: 1600 · first AC: 2012-01-12 · GNU C++ (first AC) · Tags: brute force, geometry, implementation

[ashmelev's solution](#)

4354.

114C

[Grammar Lessons](#) · [Tutorial](#)

Rating: 1600 · first AC: 2011-09-11 · GNU C++ (first AC) · Tags: implementation

[ashmelev's solution](#)

4355.

34D

[Road Map](#) · [Tutorial](#)

Quality: 6,488 global accepts · Rating: 1600 · first AC: 2011-05-27 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[ashmelev's solution](#)

4356.

86A

[Reflection](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 1600 · first AC: 2011-05-22 · GNU C++ (first AC) · Tags: math

[ashmelev's solution](#)

4357.

75C

[Modified GCD](#) · [Tutorial](#)

Quality: 15,648 global accepts · Rating: 1600 · first AC: 2011-05-21 · GNU C++ (first AC) · Tags: binary search, number theory

[ashmelev's solution](#)

4358.

73A

[The Elder Trolls IV: Oblivon](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 1600 · first AC: 2011-04-26 · GNU C++ (first AC) · Tags: greedy, math

[ashmelev's solution](#)

4359.

71C

[Round Table Knights](#) · [Tutorial](#)

Quality: 7,329 global accepts · Rating: 1600 · first AC: 2011-03-30 · GNU C++ (first AC) · Tags: dp, math, number theory

[ashmelev's solution](#)

4360.

70B

[Text Messaging](#) · [Tutorial](#)

Quality: 2,102 global accepts · Rating: 1600 · first AC: 2011-03-26 · GNU C++ (first AC) · Tags: expression parsing, greedy, strings

[ashmelev's solution](#)

4361.

68B

[Energy exchange](#) · [Tutorial](#)

Quality: 5,579 global accepts · Rating: 1600 · first AC: 2011-03-18 · GNU C++ (first AC) · Tags: binary search

[ashmelev's solution](#)

4362.

59C

[Title](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 1600 · first AC: 2011-02-14 · GNU C++ (first AC) · Tags: expression parsing

[ashmelev's solution](#)

4363.

55B

[Smallest number](#) · [Tutorial](#)

Quality: 3,447 global accepts · Rating: 1600 · first AC: 2011-01-14 · GNU C++ (first AC) · Tags: brute force
[ashmelev's solution](#)

4364.

46C

[Hamsters and Tigers](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 1600 · first AC: 2010-12-05 · GNU C++ (first AC) · Tags: two pointers
[ashmelev's solution](#)

4365.

36B

[Fractal](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 1600 · first AC: 2010-11-03 · GNU C++ (first AC) · Tags: implementation
[ashmelev's solution](#)

4366.

7B

[Memory Manager](#) · [Tutorial](#)

Quality: 2,957 global accepts · Rating: 1600 · first AC: 2010-04-01 · GNU C++ (first AC) · Tags: implementation
[ashmelev's solution](#)

4367.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,313 global accepts · Rating: 1600 · first AC: 2010-02-22 · GNU C++ (first AC) · Tags: implementation, math
[ashmelev's solution](#)

4368.

2216C

[Interval Mod](#) · [Tutorial](#)

Rating: 1700 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[ashmelev's solution](#)

4369.

409D

[Big Data](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 1700 · first AC: 2026-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special
[ashmelev's solution](#)

4370.

203D

[Hit Ball](#) · [Tutorial](#)

Quality: 1,513 global accepts · Rating: 1700 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, implementation, math
[ashmelev's solution](#)

4371.

1468F

[Full Turn](#) · [Tutorial](#)

Quality: 4,221 global accepts · Rating: 1700 · first AC: 2026-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, hashing, number theory
[ashmelev's solution](#)

4372.

1468D

[Firecrackers](#) · [Tutorial](#)

Quality: 5,274 global accepts · Rating: 1700 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, sortings
[ashmelev's solution](#)

4373.

2104E

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

Quality: 8,091 global accepts · Rating: 1700 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy,

strings

[ashmelev's solution](#)

4374.

2006A

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

Quality: 9,367 global accepts · Rating: 1700 · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[ashmelev's solution](#)

4375.

2202C2

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

Rating: 1700 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, dsu, greedy

[ashmelev's solution](#)

4376.

2112D

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

Quality: 9,440 global accepts · Rating: 1700 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[ashmelev's solution](#)

4377.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,939 global accepts · Rating: 1700 · first AC: 2026-02-23 · last AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[ashmelev's solution](#)

4378.

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,606 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing

[ashmelev's solution](#)

4379.

2031D

[Penchick and Desert Rabbit](#) · [Tutorial](#)

Quality: 9,677 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[ashmelev's solution](#)

4380.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2026-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[ashmelev's solution](#)

4381.

784A

[Numbers Joke](#) · [Tutorial](#)

Quality: 3,344 global accepts · Rating: 1700 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[ashmelev's solution](#)

4382.

575D

[Tablecity](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 1700 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[ashmelev's solution](#)

4383.

216D

[Spider's Web](#) · [Tutorial](#)

Quality: 1,499 global accepts · Rating: 1700 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, sortings, two pointers

[ashmelev's solution](#)

4384.

2185F

[BattleCows](#) · [Tutorial](#)

Quality: 5,009 global accepts · Rating: 1700 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, implementation

[ashmelev's solution](#)

4385.

229B

[Planets](#) · [Tutorial](#)

Quality: 5,785 global accepts · Rating: 1700 · first AC: 2026-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, graphs, shortest paths

[ashmelev's solution](#)

4386.

656B

[Scrambled](#) · [Tutorial](#)

Quality: 1,768 global accepts · Rating: 1700 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, implementation

[ashmelev's solution](#)

4387.

409C

[Magnum Opus](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[ashmelev's solution](#)

4388.

1709D

[Rororobot](#) · [Tutorial](#)

Quality: 10,210 global accepts · Rating: 1700 · first AC: 2025-12-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math

[ashmelev's solution](#)

4389.

2181M

[Medical Parity](#) · [Tutorial](#)

Quality: 3,493 global accepts · Rating: 1700 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[ashmelev's solution](#)

4390.

1906M

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

Quality: 3,457 global accepts · Rating: 1700 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[ashmelev's solution](#)

4391.

168B

[Wizards and Minimal Spell](#) · [Tutorial](#)

Quality: 1,306 global accepts · Rating: 1700 · first AC: 2025-12-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[ashmelev's solution](#)

4392.

2041D

[Drunken Maze](#) · [Tutorial](#)

Quality: 4,786 global accepts · Rating: 1700 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[ashmelev's solution](#)

4393.

2045A

[Scrambled Scrabble](#) · [Tutorial](#)

Quality: 2,568 global accepts · Rating: 1700 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[ashmelev's solution](#)

4394.

2163B

[Siga ta Kymata](#) · [Tutorial](#)

Quality: 9,132 global accepts · Rating: 1700 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[ashmelev's solution](#)

4395.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 1700 · first AC: 2025-11-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[ashmelev's solution](#)

4396.

331B1

[Shave Beaver!](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 1700 · first AC: 2025-10-05 · last AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[ashmelev's solution](#)

4397.

1799C

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

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[ashmelev's solution](#)

4398.

1329B

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

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math

[ashmelev's solution](#)

4399.

1044A

[The Tower is Going Home](#) · [Tutorial](#)

Quality: 3,076 global accepts · Rating: 1700 · first AC: 2025-10-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, two pointers

[ashmelev's solution](#)

4400.

283B

[Cow Program](#) · [Tutorial](#)

Quality: 3,931 global accepts · Rating: 1700 · first AC: 2025-10-02 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs

[ashmelev's solution](#)

4401.

747E

[Comments](#) · [Tutorial](#)

Quality: 2,093 global accepts · Rating: 1700 · first AC: 2025-10-02 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, expression parsing, implementation, strings

[ashmelev's solution](#)

4402.

191B

[Demonstration](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: 1700 · first AC: 2025-10-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[ashmelev's solution](#)

4403.

896A

[Nephren gives a riddle](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 1700 · first AC: 2025-10-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar

[ashmelev's solution](#)

4404.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1700 · first AC: 2025-10-01 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[ashmelev's solution](#)

4405.

818D

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

Quality: 3,785 global accepts · Rating: 1700 · first AC: 2025-09-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[ashmelev's solution](#)

4406.

1210B

[Marcin and Training Camp](#) · [Tutorial](#)

Quality: 6,041 global accepts · Rating: 1700 · first AC: 2025-09-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[ashmelev's solution](#)

4407.

1706D1

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

Quality: 7,716 global accepts · Rating: 1700 · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[ashmelev's solution](#)

4408.

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,307 global accepts · Rating: 1700 · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[ashmelev's solution](#)

4409.

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,290 global accepts · Rating: 1700 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[ashmelev's solution](#)

4410.

1413D

[Shurikens](#) · [Tutorial](#)

Quality: 6,916 global accepts · Rating: 1700 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation

[ashmelev's solution](#)

4411.

183B

[Zoo](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 1700 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry

[ashmelev's solution](#)

4412.

732D

[Exams](#) · [Tutorial](#)

Quality: 5,922 global accepts · Rating: 1700 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings

[ashmelev's solution](#)

4413.

617D

[Polyline](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1700 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[ashmelev's solution](#)

4414.

44H

[Phone Number](#) · [Tutorial](#)

Quality: 2,003 global accepts · Rating: 1700 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: dp

[ashmelev's solution](#)

4415.

202B

[Brand New Easy Problem](#) · [Tutorial](#)

Quality: 857 global accepts · Rating: 1700 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[ashmelev's solution](#)

4416.

734D

[Anton and Chess](#) · [Tutorial](#)

Quality: 3,917 global accepts · Rating: 1700 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[ashmelev's solution](#)

4417.

691D

[Swaps in Permutation](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1700 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, math

[ashmelev's solution](#)

4418.

585B

[Phillip and Trains](#) · [Tutorial](#)

Quality: 3,810 global accepts · Rating: 1700 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[ashmelev's solution](#)

4419.

439D

[Devu and his Brother](#) · [Tutorial](#)

Quality: 6,850 global accepts · Rating: 1700 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings, ternary search, two pointers

[ashmelev's solution](#)

4420.

51B

[bHTML Tables Analysis](#) · [Tutorial](#)

Quality: 1,046 global accepts · Rating: 1700 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: expression parsing

[ashmelev's solution](#)

4421.

30B

[Codeforces World Finals](#) · [Tutorial](#)

Quality: 1,387 global accepts · Rating: 1700 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[ashmelev's solution](#)

4422.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,318 global accepts · Rating: 1700 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[ashmelev's solution](#)

4423.

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,249 global accepts · Rating: 1700 · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[ashmelev's solution](#)

4424.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,460 global accepts · Rating: 1700 · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[ashmelev's solution](#)

4425.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,305 global accepts · Rating: 1700 · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, strings, two pointers
[ashmelev's solution](#)

4426.

76E

[Points](#) · [Tutorial](#)

Quality: 1,892 global accepts · Rating: 1700 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[ashmelev's solution](#)

4427.

596C

[Wilbur and Points](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 1700 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, sortings
[ashmelev's solution](#)

4428.

101B

[Buses](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 1700 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp
[ashmelev's solution](#)

4429.

761D

[Dasha and Very Difficult Problem](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 1700 · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings
[ashmelev's solution](#)

4430.

827A

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

Quality: 4,332 global accepts · Rating: 1700 · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings, strings
[ashmelev's solution](#)

4431.

581D

[Three Logos](#) · [Tutorial](#)

Quality: 4,700 global accepts · Rating: 1700 · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, geometry, implementation, math
[ashmelev's solution](#)

4432.

479D

[Long Jumps](#) · [Tutorial](#)

Quality: 5,010 global accepts · Rating: 1700 · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation
[ashmelev's solution](#)

4433.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,051 global accepts · Rating: 1700 · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings
[ashmelev's solution](#)

4434.

2132E

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

Quality: 7,593 global accepts · Rating: 1700 · first AC: 2025-08-24 · last AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search
[ashmelev's solution](#)

4435.

1779D

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

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2025-08-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[ashmelev's solution](#)

4436.

1731D

[Valiant's New Map](#) · [Tutorial](#)

Quality: 8,499 global accepts · Rating: 1700 · first AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[ashmelev's solution](#)

4437.

223A

[Bracket Sequence](#) · [Tutorial](#)

Quality: 2,806 global accepts · Rating: 1700 · first AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, expression parsing, implementation

[ashmelev's solution](#)

4438.

729C

[Road to Cinema](#) · [Tutorial](#)

Quality: 4,182 global accepts · Rating: 1700 · first AC: 2025-08-10 · last AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings

[ashmelev's solution](#)

4439.

213A

[Game](#) · [Tutorial](#)

Quality: 1,889 global accepts · Rating: 1700 · first AC: 2025-08-10 · last AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, greedy

[ashmelev's solution](#)

4440.

938C

[Constructing Tests](#) · [Tutorial](#)

Quality: 3,471 global accepts · Rating: 1700 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms

[ashmelev's solution](#)

4441.

931C

[Laboratory Work](#) · [Tutorial](#)

Quality: 3,488 global accepts · Rating: 1700 · first AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[ashmelev's solution](#)

4442.

960C

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

Quality: 4,108 global accepts · Rating: 1700 · first AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[ashmelev's solution](#)

4443.

42B

[Game of chess unfinished](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 1700 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[ashmelev's solution](#)

4444.

1219C

[Periodic integer number](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 1700 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[ashmelev's solution](#)

4445.

411C

[Kicker](#) · [Tutorial](#)

Quality: 1,293 global accepts · Rating: 1700 · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: *special, implementation
[ashmelev's solution](#)

4446.

457A

[Golden System](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 1700 · first AC: 2025-08-05 · C++20 (GCC 13-64) (first AC) · Tags: math, meet-in-the-middle
[ashmelev's solution](#)

4447.

910C

[Minimum Sum](#) · [Tutorial](#)

Quality: 2,161 global accepts · Rating: 1700 · first AC: 2025-08-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[ashmelev's solution](#)

4448.

360A

[Levko and Array Recovery](#) · [Tutorial](#)

Quality: 2,140 global accepts · Rating: 1700 · first AC: 2025-08-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[ashmelev's solution](#)

4449.

471C

[MUH and House of Cards](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 1700 · first AC: 2025-08-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math
[ashmelev's solution](#)

4450.

590A

[Median Smoothing](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 1700 · first AC: 2025-08-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[ashmelev's solution](#)

4451.

507C

[Guess Your Way Out!](#) · [Tutorial](#)

Quality: 4,560 global accepts · Rating: 1700 · first AC: 2025-08-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, trees
[ashmelev's solution](#)

4452.

954C

[Matrix Walk](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 1700 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[ashmelev's solution](#)

4453.

980C

[Posterized](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy
[ashmelev's solution](#)

4454.

1901D

[Yet Another Monster Fight](#) · [Tutorial](#)

Quality: 8,593 global accepts · Rating: 1700 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, math
[ashmelev's solution](#)

4455.

766C

[Mahmoud and a Message](#) · [Tutorial](#)

Quality: 4,941 global accepts · Rating: 1700 · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, strings

[ashmelev's solution](#)

4456.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1700 · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[ashmelev's solution](#)

4457.

387C

[George and Number](#) · [Tutorial](#)

Quality: 2,286 global accepts · Rating: 1700 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[ashmelev's solution](#)

4458.

98A

[Help Victoria the Wise](#) · [Tutorial](#)

Quality: 1,348 global accepts · Rating: 1700 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[ashmelev's solution](#)

4459.

442A

[Borya and Hanabi](#) · [Tutorial](#)

Quality: 2,352 global accepts · Rating: 1700 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, implementation

[ashmelev's solution](#)

4460.

245C

[Game with Coins](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 1700 · first AC: 2025-07-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[ashmelev's solution](#)

4461.

533C

[Board Game](#) · [Tutorial](#)

Quality: 2,439 global accepts · Rating: 1700 · first AC: 2025-07-30 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, implementation, math

[ashmelev's solution](#)

4462.

729D

[Sea Battle](#) · [Tutorial](#)

Quality: 4,084 global accepts · Rating: 1700 · first AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[ashmelev's solution](#)

4463.

678D

[Iterated Linear Function](#) · [Tutorial](#)

Quality: 5,404 global accepts · Rating: 1700 · first AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[ashmelev's solution](#)

4464.

567D

[One-Dimensional Battle Ships](#) · [Tutorial](#)

Quality: 5,245 global accepts · Rating: 1700 · first AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[ashmelev's solution](#)

4465.

18B

[Platforms](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 1700 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[ashmelev's solution](#)

4466.

275B

[Convex Shape](#) · [Tutorial](#)

Quality: 3,049 global accepts · Rating: 1700 · first AC: 2025-07-27 · last AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[ashmelev's solution](#)

4467.

260C

[Balls and Boxes](#) · [Tutorial](#)

Quality: 3,229 global accepts · Rating: 1700 · first AC: 2025-07-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[ashmelev's solution](#)

4468.

756A

[Pavel and barbecue](#) · [Tutorial](#)

Quality: 3,217 global accepts · Rating: 1700 · first AC: 2025-07-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar

[ashmelev's solution](#)

4469.

627B

[Factory Repairs](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 1700 · first AC: 2025-07-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[ashmelev's solution](#)

4470.

65B

[Harry Potter and the History of Magic](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 1700 · first AC: 2025-07-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[ashmelev's solution](#)

4471.

131E

[Yet Another Task with Queens](#) · [Tutorial](#)

Quality: 2,090 global accepts · Rating: 1700 · first AC: 2025-07-25 · C++20 (GCC 13-64) (first AC) · Tags: sortings

[ashmelev's solution](#)

4472.

305B

[Continued Fractions](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 1700 · first AC: 2025-07-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[ashmelev's solution](#)

4473.

201A

[Clear Symmetry](#) · [Tutorial](#)

Quality: 3,246 global accepts · Rating: 1700 · first AC: 2025-07-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math

[ashmelev's solution](#)

4474.

789B

[Masha and geometric depression](#) · [Tutorial](#)

Quality: 4,927 global accepts · Rating: 1700 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[ashmelev's solution](#)

4475.

294B

[Shaass and Bookshelf](#) · [Tutorial](#)

Quality: 5,036 global accepts · Rating: 1700 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[ashmelev's solution](#)

4476.

1019A

[Elections](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 1700 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[ashmelev's solution](#)

4477.

718A

[Efim and Strange Grade](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1700 · first AC: 2025-07-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, math
[ashmelev's solution](#)

4478.

1561D1

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

Quality: 6,113 global accepts · Rating: 1700 · first AC: 2025-07-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, math, number theory
[ashmelev's solution](#)

4479.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,395 global accepts · Rating: 1700 · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings
[ashmelev's solution](#)

4480.

193A

[Cutting Figure](#) · [Tutorial](#)

Quality: 4,681 global accepts · Rating: 1700 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, trees
[ashmelev's solution](#)

4481.

1111B

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

Quality: 6,515 global accepts · Rating: 1700 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math
[ashmelev's solution](#)

4482.

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1700 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, interactive
[ashmelev's solution](#)

4483.

758C

[Unfair Poll](#) · [Tutorial](#)

Quality: 4,053 global accepts · Rating: 1700 · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, implementation, math
[ashmelev's solution](#)

4484.

439C

[Devu and Partitioning of the Array](#) · [Tutorial](#)

Quality: 4,170 global accepts · Rating: 1700 · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, number theory
[ashmelev's solution](#)

4485.

685A

[Robbers' watch](#) · [Tutorial](#)

Quality: 4,502 global accepts · Rating: 1700 · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math
[ashmelev's solution](#)

4486.

409A

[The Great Game](#) · [Tutorial](#)

Quality: 2,626 global accepts · Rating: 1700 · first AC: 2025-07-15 · C++20 (GCC 13-64) (first AC) · Tags: *special
[ashmelev's solution](#)

4487.

281B

[Nearest Fraction](#) · [Tutorial](#)

Quality: 3,412 global accepts · Rating: 1700 · first AC: 2025-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, two pointers

[ashmelev's solution](#)

4488.

303B

[Rectangle Puzzle II](#) · [Tutorial](#)

Quality: 1,424 global accepts · Rating: 1700 · first AC: 2025-07-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[ashmelev's solution](#)

4489.

32C

[Flea](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 1700 · first AC: 2025-07-14 · C++20 (GCC 13-64) (first AC) · Tags: math

[ashmelev's solution](#)

4490.

451C

[Predict Outcome of the Game](#) · [Tutorial](#)

Quality: 3,580 global accepts · Rating: 1700 · first AC: 2025-07-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[ashmelev's solution](#)

4491.

850A

[Five Dimensional Points](#) · [Tutorial](#)

Quality: 3,381 global accepts · Rating: 1700 · first AC: 2025-07-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, math

[ashmelev's solution](#)

4492.

327C

[Magic Five](#) · [Tutorial](#)

Quality: 3,668 global accepts · Rating: 1700 · first AC: 2025-07-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[ashmelev's solution](#)

4493.

22C

[System Administrator](#) · [Tutorial](#)

Quality: 3,809 global accepts · Rating: 1700 · first AC: 2025-07-13 · C++20 (GCC 13-64) (first AC) · Tags: graphs

[ashmelev's solution](#)

4494.

297A

[Parity Game](#) · [Tutorial](#)

Quality: 3,860 global accepts · Rating: 1700 · first AC: 2025-07-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[ashmelev's solution](#)

4495.

936A

[Save Energy!](#) · [Tutorial](#)

Quality: 4,639 global accepts · Rating: 1700 · first AC: 2025-07-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math

[ashmelev's solution](#)

4496.

627A

[XOR Equation](#) · [Tutorial](#)

Quality: 4,798 global accepts · Rating: 1700 · first AC: 2025-07-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[ashmelev's solution](#)

4497.

160C

[Find Pair](#) · [Tutorial](#)

Quality: 3,719 global accepts · Rating: 1700 · first AC: 2025-07-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, sortings

[ashmelev's solution](#)

4498.

449A

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

Quality: 4,126 global accepts · Rating: 1700 · first AC: 2025-07-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[ashmelev's solution](#)

4499.

1879D

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

Quality: 10,486 global accepts · Rating: 1700 · first AC: 2025-07-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[ashmelev's solution](#)

4500.

631C

[Report](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 1700 · first AC: 2025-07-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings

[ashmelev's solution](#)

4501.

831C

[Jury Marks](#) · [Tutorial](#)

Quality: 5,511 global accepts · Rating: 1700 · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms

[ashmelev's solution](#)

4502.

900C

[Remove Extra One](#) · [Tutorial](#)

Quality: 5,006 global accepts · Rating: 1700 · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math

[ashmelev's solution](#)

4503.

1254A

[Feeding Chicken](#) · [Tutorial](#)

Quality: 5,515 global accepts · Rating: 1700 · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[ashmelev's solution](#)

4504.

1132C

[Painting the Fence](#) · [Tutorial](#)

Quality: 5,705 global accepts · Rating: 1700 · first AC: 2025-07-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[ashmelev's solution](#)

4505.

1131F

[Asya And Kittens](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1700 · first AC: 2025-07-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu

[ashmelev's solution](#)

4506.

2124D

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

Quality: 8,093 global accepts · Rating: 1700 · first AC: 2025-07-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers

[ashmelev's solution](#)

4507.

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,208 global accepts · Rating: 1700 · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[ashmelev's solution](#)

4508.

2089A

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

Quality: 7,193 global accepts · Rating: 1700 · first AC: 2025-07-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[ashmelev's solution](#)

4509.

1009C

[Annoying Present](#) · [Tutorial](#)

Quality: 5,557 global accepts · Rating: 1700 · first AC: 2025-07-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[ashmelev's solution](#)

4510.

773A

[Success Rate](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 1700 · first AC: 2025-07-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[ashmelev's solution](#)

4511.

2118D1

[Red Light, Green Light \(Easy version\)](#) · [Tutorial](#)

Quality: 8,454 global accepts · Rating: 1700 · first AC: 2025-07-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, implementation, number theory

[ashmelev's solution](#)

4512.

2123F

[Minimize Fixed Points](#) · [Tutorial](#)

Quality: 9,759 global accepts · Rating: 1700 · first AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[ashmelev's solution](#)

4513.

1009D

[Relatively Prime Graph](#) · [Tutorial](#)

Quality: 6,658 global accepts · Rating: 1700 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math

[ashmelev's solution](#)

4514.

1210A

[Anadi and Domino](#) · [Tutorial](#)

Quality: 5,536 global accepts · Rating: 1700 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs

[ashmelev's solution](#)

4515.

1881F

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

Quality: 9,571 global accepts · Rating: 1700 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees

[ashmelev's solution](#)

4516.

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1700 · first AC: 2025-06-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, strings

[ashmelev's solution](#)

4517.

1392D

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

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2025-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[ashmelev's solution](#)

4518.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2025-06-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[ashmelev's solution](#)

4519.

1336B

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

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2025-06-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[ashmelev's solution](#)

4520.

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,326 global accepts · Rating: 1700 · first AC: 2025-06-29 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[ashmelev's solution](#)

4521.

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2025-06-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[ashmelev's solution](#)

4522.

1042C

[Array Product](#) · [Tutorial](#)

Quality: 4,970 global accepts · Rating: 1700 · first AC: 2025-06-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[ashmelev's solution](#)

4523.

923A

[Primal Sport](#) · [Tutorial](#)

Quality: 5,419 global accepts · Rating: 1700 · first AC: 2025-06-28 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[ashmelev's solution](#)

4524.

621C

[Wet Shark and Flowers](#) · [Tutorial](#)

Quality: 6,240 global accepts · Rating: 1700 · first AC: 2025-06-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory, probabilities

[ashmelev's solution](#)

4525.

1215D

[Ticket Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2025-06-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[ashmelev's solution](#)

4526.

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,878 global accepts · Rating: 1700 · first AC: 2025-06-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math

[ashmelev's solution](#)

4527.

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,366 global accepts · Rating: 1700 · first AC: 2025-06-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[ashmelev's solution](#)

4528.

625A

[Guest From the Past](#) · [Tutorial](#)

Quality: 5,664 global accepts · Rating: 1700 · first AC: 2025-06-26 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[ashmelev's solution](#)

4529.

815A

[Karen and Game](#) · [Tutorial](#)

Quality: 5,888 global accepts · Rating: 1700 · first AC: 2025-06-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation
[ashmelev's solution](#)

4530.

584C

[Marina and Vasya](#) · [Tutorial](#)

Quality: 6,530 global accepts · Rating: 1700 · first AC: 2025-06-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings
[ashmelev's solution](#)

4531.

464A

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

Quality: 6,235 global accepts · Rating: 1700 · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
[ashmelev's solution](#)

4532.

1111C

[Creative Snap](#) · [Tutorial](#)

Quality: 7,011 global accepts · Rating: 1700 · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, divide and conquer, math
[ashmelev's solution](#)

4533.

460C

[Present](#) · [Tutorial](#)

Quality: 6,786 global accepts · Rating: 1700 · first AC: 2025-06-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy
[ashmelev's solution](#)

4534.

1000C

[Covered Points Count](#) · [Tutorial](#)

Quality: 8,437 global accepts · Rating: 1700 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings
[ashmelev's solution](#)

4535.

216B

[Forming Teams](#) · [Tutorial](#)

Quality: 7,029 global accepts · Rating: 1700 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, implementation
[ashmelev's solution](#)

4536.

813C

[The Tag Game](#) · [Tutorial](#)

Quality: 8,140 global accepts · Rating: 1700 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs
[ashmelev's solution](#)

4537.

20A

[BerOS file system](#) · [Tutorial](#)

Quality: 7,128 global accepts · Rating: 1700 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[ashmelev's solution](#)

4538.

1690F

[Shifting String](#) · [Tutorial](#)

Quality: 8,881 global accepts · Rating: 1700 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, math, number theory, strings
[ashmelev's solution](#)

4539.

1628B

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

Quality: 12,714 global accepts · Rating: 1700 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
[ashmelev's solution](#)

4540.

1153C

[Serval and Parenthesis Sequence](#) · [Tutorial](#)

Quality: 7,793 global accepts · Rating: 1700 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
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4541.

833A

[The Meaningless Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[ashmelev's solution](#)

4542.

915C

[Permute Digits](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1700 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy
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4543.

2113C

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Quality: 7,975 global accepts · Rating: 1700 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy
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4544.

622C

[Not Equal on a Segment](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 1700 · first AC: 2025-06-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation
[ashmelev's solution](#)

4545.

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,783 global accepts · Rating: 1700 · first AC: 2025-06-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory
[ashmelev's solution](#)

4546.

632C

[The Smallest String Concatenation](#) · [Tutorial](#)

Quality: 10,429 global accepts · Rating: 1700 · first AC: 2025-06-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: sortings, strings
[ashmelev's solution](#)

4547.

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,073 global accepts · Rating: 1700 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math
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4548.

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, geometry, math
[ashmelev's solution](#)

4549.

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,768 global accepts · Rating: 1700 · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation, math, number theory

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4550.

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 1700 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, graphs, interactive

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4551.

2065G

[Skibidus and Capping](#) · [Tutorial](#)

Quality: 6,282 global accepts · Rating: 1700 · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[ashmelev's solution](#)

4552.

2065F

[Skibidus and Slay](#) · [Tutorial](#)

Quality: 7,093 global accepts · Rating: 1700 · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

[ashmelev's solution](#)

4553.

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math

[ashmelev's solution](#)

4554.

1618E

[Singers' Tour](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[ashmelev's solution](#)

4555.

518D

[Ilya and Escalator](#) · [Tutorial](#)

Quality: 8,169 global accepts · Rating: 1700 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities

[ashmelev's solution](#)

4556.

382C

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

Quality: 8,733 global accepts · Rating: 1700 · first AC: 2025-06-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[ashmelev's solution](#)

4557.

1361A

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

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2025-06-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[ashmelev's solution](#)

4558.

1528B

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

Quality: 10,665 global accepts · Rating: 1700 · first AC: 2025-06-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[ashmelev's solution](#)

4559.

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2025-06-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp

[ashmelev's solution](#)

4560.

1239A

[Ivan the Fool and the Probability Theory](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2025-06-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[ashmelev's solution](#)

4561.

797C

[Minimal string](#) · [Tutorial](#)

Quality: 9,841 global accepts · Rating: 1700 · first AC: 2025-06-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, strings

[ashmelev's solution](#)

4562.

711C

[Coloring Trees](#) · [Tutorial](#)

Quality: 9,345 global accepts · Rating: 1700 · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[ashmelev's solution](#)

4563.

1268A

[Long Beautiful Integer](#) · [Tutorial](#)

Quality: 9,069 global accepts · Rating: 1700 · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[ashmelev's solution](#)

4564.

919D

[Substring](#) · [Tutorial](#)

Quality: 12,252 global accepts · Rating: 1700 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs

[ashmelev's solution](#)

4565.

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,949 global accepts · Rating: 1700 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy

[ashmelev's solution](#)

4566.

1700C

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

Quality: 12,161 global accepts · Rating: 1700 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy

[ashmelev's solution](#)

4567.

1217C

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Quality: 7,856 global accepts · Rating: 1700 · first AC: 2025-06-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force

[ashmelev's solution](#)

4568.

1114C

[Trailing Loves \(or L'oeufs?\)](#) · [Tutorial](#)

Quality: 7,888 global accepts · Rating: 1700 · first AC: 2025-06-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math, number theory

[ashmelev's solution](#)

4569.

1278C

[Berry Jam](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2025-06-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, implementation

[ashmelev's solution](#)

4570.

1783C

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

Quality: 10,882 global accepts · Rating: 1700 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, sortings

[ashmelev's solution](#)

4571.

279C

[Ladder](#) · [Tutorial](#)

Quality: 8,924 global accepts · Rating: 1700 · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation, two pointers

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4572.

1400B

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Quality: 11,697 global accepts · Rating: 1700 · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math

[ashmelev's solution](#)

4573.

490C

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Quality: 9,472 global accepts · Rating: 1700 · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory, strings

[ashmelev's solution](#)

4574.

269B

[Greenhouse Effect](#) · [Tutorial](#)

Quality: 6,991 global accepts · Rating: 1700 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[ashmelev's solution](#)

4575.

2109C2

[Hacking Numbers \(Medium Version\)](#) · [Tutorial](#)

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[ashmelev's solution](#)

4576.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,100 global accepts · Rating: 1700 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[ashmelev's solution](#)

4577.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,053 global accepts · Rating: 1700 · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[ashmelev's solution](#)

4578.

689C

[Mike and Chocolate Thieves](#) · [Tutorial](#)

Quality: 6,174 global accepts · Rating: 1700 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, math

[ashmelev's solution](#)

4579.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation
[ashmelev's solution](#)

4580.

2094G

[Chimpanzini Bananini](#) · [Tutorial](#)

Quality: 7,848 global accepts · Rating: 1700 · first AC: 2025-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math
[ashmelev's solution](#)

4581.

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2025-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, implementation, math, number theory
[ashmelev's solution](#)

4582.

1295B

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

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2025-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, strings
[ashmelev's solution](#)

4583.

1359C

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Quality: 15,298 global accepts · Rating: 1700 · first AC: 2025-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math
[ashmelev's solution](#)

4584.

287B

[Pipeline](#) · [Tutorial](#)

Quality: 11,537 global accepts · Rating: 1700 · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math
[ashmelev's solution](#)

4585.

1699C

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

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math
[ashmelev's solution](#)

4586.

1313B

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Quality: 7,008 global accepts · Rating: 1700 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[ashmelev's solution](#)

4587.

2071C

[Trapmignano Reggiano](#) · [Tutorial](#)

Quality: 9,696 global accepts · Rating: 1700 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees
[ashmelev's solution](#)

4588.

924C

[Riverside Curio](#) · [Tutorial](#)

Quality: 4,219 global accepts · Rating: 1700 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy
[ashmelev's solution](#)

4589.

219D

[Choosing Capital for Treeland](#) · [Tutorial](#)

Quality: 12,488 global accepts · Rating: 1700 · first AC: 2025-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs,

trees

[ashmelev's solution](#)

4590.

1324E

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

Quality: 17,011 global accepts · Rating: 1700 · first AC: 2025-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[ashmelev's solution](#)

4591.

2009F

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Quality: 8,488 global accepts · Rating: 1700 · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, flows, math

[ashmelev's solution](#)

4592.

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,818 global accepts · Rating: 1700 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[ashmelev's solution](#)

4593.

1770C

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

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2025-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[ashmelev's solution](#)

4594.

2053D

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Quality: 7,685 global accepts · Rating: 1700 · first AC: 2025-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[ashmelev's solution](#)

4595.

183A

[Headquarters](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 1700 · first AC: 2025-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

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4596.

2044G1

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Quality: 7,316 global accepts · Rating: 1700 · first AC: 2024-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graph matchings, graphs, implementation, trees

[ashmelev's solution](#)

4597.

2050F

[Maximum modulo equality](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1700 · first AC: 2024-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, math, number theory

[ashmelev's solution](#)

4598.

2039D

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Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[ashmelev's solution](#)

4599.

225C

[Barcode](#) · [Tutorial](#)

Quality: 10,166 global accepts · Rating: 1700 · first AC: 2024-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, matrices

[ashmelev's solution](#)

4600.

2029C

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Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[ashmelev's solution](#)

4601.

2019E

[Tree Pruning](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, sortings, trees

[ashmelev's solution](#)

4602.

2010C2

[Message Transmission Error \(hard version\)](#) · [Tutorial](#)

Quality: 4,582 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: hashing, string suffix structures, strings, two pointers

[ashmelev's solution](#)

4603.

1999G2

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

Quality: 11,029 global accepts · Rating: 1700 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, ternary search

[ashmelev's solution](#)

4604.

582A

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Quality: 8,346 global accepts · Rating: 1700 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[ashmelev's solution](#)

4605.

1228C

[Primes and Multiplication](#) · [Tutorial](#)

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[ashmelev's solution](#)

4606.

567C

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

Quality: 10,433 global accepts · Rating: 1700 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp

[ashmelev's solution](#)

4607.

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,901 global accepts · Rating: 1700 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, two pointers

[ashmelev's solution](#)

4608.

349B

[Color the Fence](#) · [Tutorial](#)

Quality: 15,119 global accepts · Rating: 1700 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, implementation

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4609.

486C

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Quality: 12,371 global accepts · Rating: 1700 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

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4610.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[ashmelev's solution](#)

4611.

598D

[Igor In the Museum](#) · [Tutorial](#)

Quality: 13,092 global accepts · Rating: 1700 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[ashmelev's solution](#)

4612.

276D

[Little Girl and Maximum XOR](#) · [Tutorial](#)

Quality: 16,369 global accepts · Rating: 1700 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy, implementation, math

[ashmelev's solution](#)

4613.

778A

[String Game](#) · [Tutorial](#)

Quality: 12,830 global accepts · Rating: 1700 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings

[ashmelev's solution](#)

4614.

1368D

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

Quality: 13,656 global accepts · Rating: 1700 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math

[ashmelev's solution](#)

4615.

484A

[Bits](#) · [Tutorial](#)

Quality: 13,391 global accepts · Rating: 1700 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms

[ashmelev's solution](#)

4616.

295B

[Greg and Graph](#) · [Tutorial](#)

Quality: 17,657 global accepts · Rating: 1700 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, shortest paths

[ashmelev's solution](#)

4617.

385C

[Bear and Prime Numbers](#) · [Tutorial](#)

Quality: 10,586 global accepts · Rating: 1700 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, math, number theory

[ashmelev's solution](#)

4618.

467C

[George and Job](#) · [Tutorial](#)

Quality: 16,581 global accepts · Rating: 1700 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[ashmelev's solution](#)

4619.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,622 global accepts · Rating: 1700 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: dp

[ashmelev's solution](#)

4620.

339D

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

Quality: 32,549 global accepts · Rating: 1700 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees
[ashmelev's solution](#)

4621.

339C

[Xenia and Weights](#) · [Tutorial](#)

Quality: 8,761 global accepts · Rating: 1700 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths
[ashmelev's solution](#)

4622.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,887 global accepts · Rating: 1700 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers
[ashmelev's solution](#)

4623.

1995B2

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

Quality: 10,150 global accepts · Rating: 1700 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers
[ashmelev's solution](#)

4624.

1992E

[Novice's Mistake](#) · [Tutorial](#)

Quality: 10,758 global accepts · Rating: 1700 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, strings
[ashmelev's solution](#)

4625.

1822F

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

Quality: 7,654 global accepts · Rating: 1700 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees
[ashmelev's solution](#)

4626.

1822G1

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

Quality: 9,477 global accepts · Rating: 1700 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math, number theory
[ashmelev's solution](#)

4627.

1986E

[Beautiful Array](#) · [Tutorial](#)

Quality: 10,862 global accepts · Rating: 1700 · first AC: 2024-06-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory, sortings
[ashmelev's solution](#)

4628.

1985H1

[Maximize the Largest Component \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1700 · first AC: 2024-06-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, implementation
[ashmelev's solution](#)

4629.

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math
[ashmelev's solution](#)

4630.

1973C

[Cat, Fox and Double Maximum](#) · [Tutorial](#)

Quality: 9,851 global accepts · Rating: 1700 · first AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings

[ashmelev's solution](#)

4631.

1249E

[By Elevator or Stairs?](#) · [Tutorial](#)

Quality: 11,001 global accepts · Rating: 1700 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, shortest paths

[ashmelev's solution](#)

4632.

1971G

[XOUR](#) · [Tutorial](#)

Quality: 11,487 global accepts · Rating: 1700 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, sortings

[ashmelev's solution](#)

4633.

1883E

[Look Back](#) · [Tutorial](#)

Quality: 9,920 global accepts · Rating: 1700 · first AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

[ashmelev's solution](#)

4634.

1970C2

[Game on Tree \(Medium\)](#) · [Tutorial](#)

Quality: 4,340 global accepts · Rating: 1700 · first AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, trees

[ashmelev's solution](#)

4635.

1969C

[Minimizing the Sum](#) · [Tutorial](#)

Quality: 11,495 global accepts · Rating: 1700 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[ashmelev's solution](#)

4636.

1772E

[Permutation Game](#) · [Tutorial](#)

Quality: 7,669 global accepts · Rating: 1700 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: games

[ashmelev's solution](#)

4637.

1955E

[Long Inversions](#) · [Tutorial](#)

Quality: 10,549 global accepts · Rating: 1700 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[ashmelev's solution](#)

4638.

1141E

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Quality: 7,106 global accepts · Rating: 1700 · first AC: 2024-04-06 · C++14 (GCC 6-32) (first AC) · Tags: math

[ashmelev's solution](#)

4639.

1102E

[Monotonic Renumeration](#) · [Tutorial](#)

Quality: 6,921 global accepts · Rating: 1700 · first AC: 2024-04-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, sortings

[ashmelev's solution](#)

4640.

1203D2

[Remove the Substring \(hard version\)](#) · [Tutorial](#)

Quality: 8,119 global accepts · Rating: 1700 · first AC: 2024-04-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation,

two pointers

[ashmelev's solution](#)

4641.

1942C2

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

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-04-01 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math

[ashmelev's solution](#)

4642.

1714G

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Quality: 9,704 global accepts · Rating: 1700 · first AC: 2024-03-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[ashmelev's solution](#)

4643.

1950F

[0, 1, 2, Tree!](#) · [Tutorial](#)

Quality: 11,278 global accepts · Rating: 1700 · first AC: 2024-03-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, trees

[ashmelev's solution](#)

4644.

1497E1

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

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2024-03-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[ashmelev's solution](#)

4645.

1619E

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Quality: 10,207 global accepts · Rating: 1700 · first AC: 2024-03-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation, math, sortings

[ashmelev's solution](#)

4646.

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2024-03-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory

[ashmelev's solution](#)

4647.

1945E

[Binary Search](#) · [Tutorial](#)

Quality: 9,715 global accepts · Rating: 1700 · first AC: 2024-03-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy

[ashmelev's solution](#)

4648.

1833F

[Ira and Flamenco](#) · [Tutorial](#)

Quality: 10,136 global accepts · Rating: 1700 · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, implementation, math, sortings, two pointers

[ashmelev's solution](#)

4649.

1118C

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

Quality: 6,101 global accepts · Rating: 1700 · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[ashmelev's solution](#)

4650.

1937C

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

Rating: 1700 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive
[ashmelev's solution](#)

4651.

1176E

[Cover it!](#) · [Tutorial](#)

Quality: 13,568 global accepts · Rating: 1700 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees
[ashmelev's solution](#)

4652.

1931F

[Chat Screenshots](#) · [Tutorial](#)

Quality: 12,008 global accepts · Rating: 1700 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, graphs
[ashmelev's solution](#)

4653.

1066E

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

Quality: 6,577 global accepts · Rating: 1700 · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math
[ashmelev's solution](#)

4654.

1118E

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

Quality: 4,456 global accepts · Rating: 1700 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation
[ashmelev's solution](#)

4655.

1118D1

[Coffee and Coursework \(Easy version\)](#) · [Tutorial](#)

Quality: 6,084 global accepts · Rating: 1700 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[ashmelev's solution](#)

4656.

1118D2

[Coffee and Coursework \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,800 global accepts · Rating: 1700 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy
[ashmelev's solution](#)

4657.

1015E1

[Stars Drawing \(Easy Edition\)](#) · [Tutorial](#)

Quality: 6,809 global accepts · Rating: 1700 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy
[ashmelev's solution](#)

4658.

1092C

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

Quality: 6,347 global accepts · Rating: 1700 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: strings
[ashmelev's solution](#)

4659.

978G

[Petya's Exams](#) · [Tutorial](#)

Quality: 4,881 global accepts · Rating: 1700 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings
[ashmelev's solution](#)

4660.

1006D

[Two Strings Swaps](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 1700 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[ashmelev's solution](#)

4661.

977F

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

Quality: 25,129 global accepts · Rating: 1700 · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: dp

[ashmelev's solution](#)

4662.

1850H

[The Third Letter](#) · [Tutorial](#)

Quality: 9,993 global accepts · Rating: 1700 · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[ashmelev's solution](#)

4663.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[ashmelev's solution](#)

4664.

1594D

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

Quality: 9,396 global accepts · Rating: 1700 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[ashmelev's solution](#)

4665.

1157E

[Minimum Array](#) · [Tutorial](#)

Quality: 9,189 global accepts · Rating: 1700 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy

[ashmelev's solution](#)

4666.

1157C2

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

Quality: 9,080 global accepts · Rating: 1700 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[ashmelev's solution](#)

4667.

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1700 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[ashmelev's solution](#)

4668.

1873H

[Mad City](#) · [Tutorial](#)

Quality: 9,525 global accepts · Rating: 1700 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, games, graphs, shortest paths, trees

[ashmelev's solution](#)

4669.

1884C

[Medium Design](#) · [Tutorial](#)

Quality: 7,350 global accepts · Rating: 1700 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[ashmelev's solution](#)

4670.

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,519 global accepts · Rating: 1700 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive

algorithms, dp, hashing, strings

[ashmelev's solution](#)

4671.

1807F

[Bouncy Ball](#) · [Tutorial](#)

Quality: 7,319 global accepts · Rating: 1700 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, implementation

[ashmelev's solution](#)

4672.

1836C

[k-th equality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math

[ashmelev's solution](#)

4673.

1829H

[Don't Blame Me](#) · [Tutorial](#)

Quality: 10,798 global accepts · Rating: 1700 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[ashmelev's solution](#)

4674.

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,564 global accepts · Rating: 1700 · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[ashmelev's solution](#)

4675.

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,420 global accepts · Rating: 1700 · first AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[ashmelev's solution](#)

4676.

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,295 global accepts · Rating: 1700 · first AC: 2023-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory, sortings, two pointers

[ashmelev's solution](#)

4677.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,135 global accepts · Rating: 1700 · first AC: 2023-01-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[ashmelev's solution](#)

4678.

1760G

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

Quality: 10,313 global accepts · Rating: 1700 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, graphs

[ashmelev's solution](#)

4679.

1722F

[L-shapes](#) · [Tutorial](#)

Quality: 8,014 global accepts · Rating: 1700 · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation

[ashmelev's solution](#)

4680.

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,375 global accepts · Rating: 1700 · first AC: 2022-08-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation, math

[ashmelev's solution](#)

4681.

1692H

[Gambling](#) · [Tutorial](#)

Quality: 9,601 global accepts · Rating: 1700 · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math
[ashmelev's solution](#)

4682.

1688C

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

Quality: 8,742 global accepts · Rating: 1700 · first AC: 2022-06-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings
[ashmelev's solution](#)

4683.

1670D

[Very Suspicious](#) · [Tutorial](#)

Quality: 5,655 global accepts · Rating: 1700 · first AC: 2022-05-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, geometry, greedy, implementation, math
[ashmelev's solution](#)

4684.

499C

[Crazy Town](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-05-01 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math
[ashmelev's solution](#)

4685.

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,538 global accepts · Rating: 1700 · first AC: 2022-04-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
[ashmelev's solution](#)

4686.

1660F1

[Promising String \(easy version\)](#) · [Tutorial](#)

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2022-04-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, strings
[ashmelev's solution](#)

4687.

1658C

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

Quality: 9,944 global accepts · Rating: 1700 · first AC: 2022-03-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[ashmelev's solution](#)

4688.

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
[ashmelev's solution](#)

4689.

1626C

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

Quality: 11,809 global accepts · Rating: 1700 · first AC: 2022-01-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers
[ashmelev's solution](#)

4690.

1625C

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

Quality: 13,286 global accepts · Rating: 1700 · first AC: 2022-01-12 · C++17 (GCC 7-32) (first AC) · Tags: dp
[ashmelev's solution](#)

4691.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2022-01-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[ashmelev's solution](#)

4692.

1068C

[Colored Rooks](#) · [Tutorial](#)

Quality: 3,349 global accepts · Rating: 1700 · first AC: 2022-01-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[ashmelev's solution](#)

4693.

493D

[Vasya and Chess](#) · [Tutorial](#)

Quality: 10,201 global accepts · Rating: 1700 · first AC: 2022-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, math

[ashmelev's solution](#)

4694.

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2021-12-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[ashmelev's solution](#)

4695.

1611E1

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

Quality: 8,375 global accepts · Rating: 1700 · first AC: 2021-11-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers

[ashmelev's solution](#)

4696.

1216C

[White Sheet](#) · [Tutorial](#)

Quality: 10,362 global accepts · Rating: 1700 · first AC: 2021-11-20 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[ashmelev's solution](#)

4697.

1393C

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

Quality: 11,045 global accepts · Rating: 1700 · first AC: 2021-11-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[ashmelev's solution](#)

4698.

1453C

[Triangles](#) · [Tutorial](#)

Quality: 6,260 global accepts · Rating: 1700 · first AC: 2021-10-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[ashmelev's solution](#)

4699.

1256C

[Platforms Jumping](#) · [Tutorial](#)

Quality: 7,320 global accepts · Rating: 1700 · first AC: 2021-10-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[ashmelev's solution](#)

4700.

1465C

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-10-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation

[ashmelev's solution](#)

4701.

1586C

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

Rating: 1700 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[ashmelev's solution](#)

4702.

1480C

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

Rating: 1700 · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, math, ternary search

[ashmelev's solution](#)

4703.

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2021-10-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

[ashmelev's solution](#)

4704.

1592C

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

Quality: 9,133 global accepts · Rating: 1700 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees

[ashmelev's solution](#)

4705.

1581C

[Portal](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[ashmelev's solution](#)

4706.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,005 global accepts · Rating: 1700 · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[ashmelev's solution](#)

4707.

1579F

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

Quality: 5,363 global accepts · Rating: 1700 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths

[ashmelev's solution](#)

4708.

1579E2

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

Quality: 7,368 global accepts · Rating: 1700 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[ashmelev's solution](#)

4709.

1467B

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

Quality: 11,543 global accepts · Rating: 1700 · first AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[ashmelev's solution](#)

4710.

1478C

[Nezzar and Symmetric Array](#) · [Tutorial](#)

Quality: 10,623 global accepts · Rating: 1700 · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, sortings

[ashmelev's solution](#)

4711.

1472E

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

Quality: 8,851 global accepts · Rating: 1700 · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[ashmelev's solution](#)

4712.

1562D1

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

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2021-08-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math
[ashmelev's solution](#)

4713.

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices
[ashmelev's solution](#)

4714.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,797 global accepts · Rating: 1700 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy, math
[ashmelev's solution](#)

4715.

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[ashmelev's solution](#)

4716.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1700 · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs
[ashmelev's solution](#)

4717.

1538D

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

Quality: 15,267 global accepts · Rating: 1700 · first AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[ashmelev's solution](#)

4718.

1550C

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

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy, implementation
[ashmelev's solution](#)

4719.

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, greedy
[ashmelev's solution](#)

4720.

1543D1

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

Quality: 8,000 global accepts · Rating: 1700 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
[ashmelev's solution](#)

4721.

1537D

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

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2021-07-01 · C++17 (GCC 9-64) (first AC) · Tags: games, math, number theory
[ashmelev's solution](#)

4722.

1516C

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

Quality: 14,111 global accepts · Rating: 1700 · first AC: 2021-04-22 · last AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[ashmelev's solution](#)

4723.

1512G

[Short Task](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 1700 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[ashmelev's solution](#)

4724.

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,238 global accepts · Rating: 1700 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, implementation

[ashmelev's solution](#)

4725.

1474C

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

Quality: 14,158 global accepts · Rating: 1700 · first AC: 2021-01-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[ashmelev's solution](#)

4726.

1473D

[Program](#) · [Tutorial](#)

Quality: 10,968 global accepts · Rating: 1700 · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, strings

[ashmelev's solution](#)

4727.

1462E2

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

Quality: 11,367 global accepts · Rating: 1700 · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers

[ashmelev's solution](#)

4728.

1406C

[Link Cut Centroids](#) · [Tutorial](#)

Quality: 11,779 global accepts · Rating: 1700 · first AC: 2020-09-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[ashmelev's solution](#)

4729.

1382C2

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

Rating: 1700 · first AC: 2020-07-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings

[ashmelev's solution](#)

4730.

1343D

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

Quality: 13,539 global accepts · Rating: 1700 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, two pointers

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4731.

1335E1

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

Quality: 11,747 global accepts · Rating: 1700 · first AC: 2020-04-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

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4732.

1333C

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

Quality: 13,363 global accepts · Rating: 1700 · first AC: 2020-04-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[ashmelev's solution](#)

4733.

157C

[Message](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-03-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, strings

[ashmelev's solution](#)

4734.

1310A

[Recommendations](#) · [Tutorial](#)

Quality: 5,582 global accepts · Rating: 1700 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[ashmelev's solution](#)

4735.

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,877 global accepts · Rating: 1700 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, greedy, math, strings

[ashmelev's solution](#)

4736.

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,769 global accepts · Rating: 1700 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

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4737.

1204C

[Anna, Svyatoslav and Maps](#) · [Tutorial](#)

Quality: 7,209 global accepts · Rating: 1700 · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

[ashmelev's solution](#)

4738.

1202B

[You Are Given a Decimal String...](#) · [Tutorial](#)

Quality: 4,844 global accepts · Rating: 1700 · first AC: 2019-08-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, shortest paths

[ashmelev's solution](#)

4739.

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-07-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[ashmelev's solution](#)

4740.

1185D

[Extra Element](#) · [Tutorial](#)

Quality: 7,059 global accepts · Rating: 1700 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[ashmelev's solution](#)

4741.

1185C2

[Exam in BerSU \(hard version\)](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1700 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math

[ashmelev's solution](#)

4742.

1182C

[Beautiful Lyrics](#) · [Tutorial](#)

Quality: 4,591 global accepts · Rating: 1700 · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings
[ashmelev's solution](#)

4743.

1169C

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

Rating: 1700 · first AC: 2019-05-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[ashmelev's solution](#)

4744.

1168A

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

Quality: 7,596 global accepts · Rating: 1700 · first AC: 2019-05-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[ashmelev's solution](#)

4745.

1144F

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

Quality: 14,116 global accepts · Rating: 1700 · first AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs
[ashmelev's solution](#)

4746.

1085D

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

Quality: 5,907 global accepts · Rating: 1700 · first AC: 2018-12-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, trees
[ashmelev's solution](#)

4747.

199C

[About Bacteria](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: math
[ashmelev's solution](#)

4748.

1032C

[Playing Piano](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 1700 · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp
[ashmelev's solution](#)

4749.

895B

[XK Segments](#) · [Tutorial](#)

Quality: 3,822 global accepts · Rating: 1700 · first AC: 2017-11-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, sortings, two pointers
[ashmelev's solution](#)

4750.

798C

[Mike and gcd problem](#) · [Tutorial](#)

Quality: 6,370 global accepts · Rating: 1700 · first AC: 2017-04-21 · GNU C++11 (first AC) · Tags: dp, greedy, number theory
[ashmelev's solution](#)

4751.

740C

[Alyona and mex](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-11-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[ashmelev's solution](#)

4752.

644B

[Processing Queries](#) · [Tutorial](#)

Quality: 2,845 global accepts · Rating: 1700 · first AC: 2016-03-17 · GNU C++11 (first AC) · Tags: *special, constructive algorithms, data

structures, two pointers

[ashmelev's solution](#)

4753.

630Q

[Pyramids](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 1700 · first AC: 2016-02-24 · GNU C++11 (first AC) · Tags: geometry, math

[ashmelev's solution](#)

4754.

630I

[Parking Lot](#) · [Tutorial](#)

Quality: 8,263 global accepts · Rating: 1700 · first AC: 2016-02-24 · GNU C++11 (first AC) · Tags: combinatorics, math

[ashmelev's solution](#)

4755.

606D

[Lazy Student](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-12-15 · GNU C++11 (first AC) · Tags: graphs

[ashmelev's solution](#)

4756.

579D

["Or" Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-09-20 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[ashmelev's solution](#)

4757.

579C

[A Problem about Polyline](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-09-20 · GNU C++11 (first AC) · Tags: binary search, math

[ashmelev's solution](#)

4758.

560D

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

Rating: 1700 · first AC: 2015-08-01 · GNU C++11 (first AC) · Tags: hashing, implementation, strings

[ashmelev's solution](#)

4759.

546D

[Soldier and Number Game](#) · [Tutorial](#)

Quality: 13,770 global accepts · Rating: 1700 · first AC: 2015-06-09 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, math, number theory

[ashmelev's solution](#)

4760.

540B

[School Marks](#) · [Tutorial](#)

Quality: 4,980 global accepts · Rating: 1700 · first AC: 2015-04-30 · GNU C++11 (first AC) · Tags: greedy, implementation

[ashmelev's solution](#)

4761.

489D

[Unbearable Controversy of Being](#) · [Tutorial](#)

Quality: 7,050 global accepts · Rating: 1700 · first AC: 2014-11-17 · GNU C++ (first AC) · Tags: brute force, combinatorics, dfs and similar, graphs

[ashmelev's solution](#)

4762.

321A

[Ciel and Robot](#) · [Tutorial](#)

Quality: 3,901 global accepts · Rating: 1700 · first AC: 2013-07-01 · GNU C++ (first AC) · Tags: binary search, implementation, math

[ashmelev's solution](#)

4763.

176B

[Word Cut](#) · [Tutorial](#)

Quality: 2,389 global accepts · Rating: 1700 · first AC: 2012-04-20 · GNU C++ (first AC) · Tags: dp

[ashmelev's solution](#)

4764.

164A

[Variable, or There and Back Again](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 1700 · first AC: 2012-04-08 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[ashmelev's solution](#)

4765.

163A

[Substring and Subsequence](#) · [Tutorial](#)

Quality: 2,995 global accepts · Rating: 1700 · first AC: 2012-03-25 · GNU C++ (first AC) · Tags: dp

[ashmelev's solution](#)

4766.

161B

[Discounts](#) · [Tutorial](#)

Quality: 2,090 global accepts · Rating: 1700 · first AC: 2012-03-11 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, sortings

[ashmelev's solution](#)

4767.

159E

[Zebra Tower](#) · [Tutorial](#)

Quality: 1,098 global accepts · Rating: 1700 · first AC: 2012-03-11 · GNU C++ (first AC) · Tags: *special, data structures, greedy, sortings

[ashmelev's solution](#)

4768.

148C

[Terse princess](#) · [Tutorial](#)

Quality: 3,381 global accepts · Rating: 1700 · first AC: 2012-02-08 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[ashmelev's solution](#)

4769.

140A

[New Year Table](#) · [Tutorial](#)

Quality: 4,368 global accepts · Rating: 1700 · first AC: 2012-01-04 · GNU C++ (first AC) · Tags: geometry, math

[ashmelev's solution](#)

4770.

126B

[Password](#) · [Tutorial](#)

Quality: 24,766 global accepts · Rating: 1700 · first AC: 2011-11-09 · GNU C++ (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[ashmelev's solution](#)

4771.

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,473 global accepts · Rating: 1700 · first AC: 2011-10-14 · GNU C++ (first AC) · Tags: dp

[ashmelev's solution](#)

4772.

106D

[Treasure Island](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 1700 · first AC: 2011-08-20 · GNU C++ (first AC) · Tags: brute force, implementation

[ashmelev's solution](#)

4773.

106C

[Buns](#) · [Tutorial](#)

Quality: 7,060 global accepts · Rating: 1700 · first AC: 2011-08-20 · GNU C++ (first AC) · Tags: dp

[ashmelev's solution](#)

4774.

105A

[Transmigration](#) · [Tutorial](#)

Quality: 2,022 global accepts · Rating: 1700 · first AC: 2011-08-13 · GNU C++ (first AC) · Tags: implementation

[ashmelev's solution](#)

4775.

31C

[Schedule](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 1700 · first AC: 2011-07-23 · GNU C++ (first AC) · Tags: implementation

[ashmelev's solution](#)

4776.

94C

[Frames](#) · [Tutorial](#)

Rating: 1700 · first AC: 2011-07-13 · GNU C++ (first AC) · Tags: math

[ashmelev's solution](#)

4777.

29C

[Mail Stamps](#) · [Tutorial](#)

Quality: 6,479 global accepts · Rating: 1700 · first AC: 2011-06-11 · GNU C++ (first AC) · Tags: data structures, dfs and similar, graphs, implementation

[ashmelev's solution](#)

4778.

84C

[Biathlon](#) · [Tutorial](#)

Quality: 1,856 global accepts · Rating: 1700 · first AC: 2011-05-19 · GNU C++ (first AC) · Tags: binary search, implementation

[ashmelev's solution](#)

4779.

82B

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Quality: 2,336 global accepts · Rating: 1700 · first AC: 2011-05-07 · GNU C++ (first AC) · Tags: constructive algorithms, hashing, implementation

[ashmelev's solution](#)

4780.

81C

[Average Score](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 1700 · first AC: 2011-05-04 · GNU C++ (first AC) · Tags: greedy, math, sortings

[ashmelev's solution](#)

4781.

81B

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

Quality: 2,141 global accepts · Rating: 1700 · first AC: 2011-05-04 · GNU C++ (first AC) · Tags: implementation, strings

[ashmelev's solution](#)

4782.

14C

[Four Segments](#) · [Tutorial](#)

Quality: 3,858 global accepts · Rating: 1700 · first AC: 2011-03-26 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, geometry, implementation, math

[ashmelev's solution](#)

4783.

66D

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

Quality: 3,612 global accepts · Rating: 1700 · first AC: 2011-03-07 · Java 6 (first AC) · Tags: constructive algorithms, math, number theory

[ashmelev's solution](#)

4784.

35D

[Animals](#) · [Tutorial](#)

Quality: 3,860 global accepts · Rating: 1700 · first AC: 2011-03-04 · GNU C++ (first AC) · Tags: dp, greedy

[ashmelev's solution](#)

4785.

35B

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Quality: 1,195 global accepts · Rating: 1700 · first AC: 2011-03-04 · GNU C++ (first AC) · Tags: implementation

[ashmelev's solution](#)

4786.

63C

[Bulls and Cows](#) · [Tutorial](#)

Quality: 2,002 global accepts · Rating: 1700 · first AC: 2011-03-01 · GNU C++ (first AC) · Tags: brute force, implementation

[ashmelev's solution](#)

4787.

56C

[Corporation Mail](#) · [Tutorial](#)

Quality: 1,305 global accepts · Rating: 1700 · first AC: 2011-01-21 · GNU C++ (first AC) · Tags: data structures, expression parsing, implementation

[ashmelev's solution](#)

4788.

53B

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Quality: 1,571 global accepts · Rating: 1700 · first AC: 2011-01-07 · GNU C++ (first AC) · Tags: binary search, implementation

[ashmelev's solution](#)

4789.

49C

[Disposition](#) · [Tutorial](#)

Quality: 1,867 global accepts · Rating: 1700 · first AC: 2010-12-17 · GNU C++ (first AC) · Tags: constructive algorithms, math

[ashmelev's solution](#)

4790.

4D

[Mysterious Present](#) · [Tutorial](#)

Quality: 12,112 global accepts · Rating: 1700 · first AC: 2010-03-12 · GNU C++ (first AC) · Tags: dp, sortings

[ashmelev's solution](#)

4791.

2078D

[Scammy Game Ad](#) · [Tutorial](#)

Quality: 6,536 global accepts · Rating: 1800 · first AC: 2026-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[ashmelev's solution](#)

4792.

1083A

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

Quality: 6,271 global accepts · Rating: 1800 · first AC: 2026-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, trees

[ashmelev's solution](#)

4793.

1705D

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

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2026-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[ashmelev's solution](#)

4794.

1979D

[Fixing a Binary String](#) · [Tutorial](#)

Quality: 7,853 global accepts · Rating: 1800 · first AC: 2026-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[ashmelev's solution](#)

4795.

730A

[Toda 2](#) · [Tutorial](#)

Quality: 1,734 global accepts · Rating: 1800 · first AC: 2026-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[ashmelev's solution](#)

4796.

1450D

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

Quality: 5,805 global accepts · Rating: 1800 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers
[ashmelev's solution](#)

4797.

2218G

[The 67th Iteration of "Counting is Fun"](#) · [Tutorial](#)

Quality: 3,616 global accepts · Rating: 1800 · first AC: 2026-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[ashmelev's solution](#)

4798.

2211C2

[Equal Multisets \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,671 global accepts · Rating: 1800 · first AC: 2026-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, greedy
[ashmelev's solution](#)

4799.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,810 global accepts · Rating: 1800 · first AC: 2026-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, trees
[ashmelev's solution](#)

4800.

1793D

[Moscow Gorillas](#) · [Tutorial](#)

Quality: 7,134 global accepts · Rating: 1800 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers
[ashmelev's solution](#)

4801.

863D

[Yet Another Array Queries Problem](#) · [Tutorial](#)

Quality: 3,813 global accepts · Rating: 1800 · first AC: 2026-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation
[ashmelev's solution](#)

4802.

1156B

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Quality: 6,576 global accepts · Rating: 1800 · first AC: 2026-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, greedy, implementation, sortings, strings
[ashmelev's solution](#)

4803.

853B

[Jury Meeting](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 1800 · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers
[ashmelev's solution](#)

4804.

724C

[Ray Tracing](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 1800 · first AC: 2026-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, hashing, implementation, math, number theory, sortings
[ashmelev's solution](#)

4805.

847K

[Travel Cards](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 1800 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[ashmelev's solution](#)

4806.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[ashmelev's solution](#)

4807.

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[ashmelev's solution](#)

4808.

1851F

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

Quality: 7,420 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math, strings, trees

[ashmelev's solution](#)

4809.

1805D

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

Quality: 9,001 global accepts · Rating: 1800 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[ashmelev's solution](#)

4810.

1338B

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

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[ashmelev's solution](#)

4811.

1244D

[Paint the Tree](#) · [Tutorial](#)

Quality: 8,301 global accepts · Rating: 1800 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, trees

[ashmelev's solution](#)

4812.

1768D

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

Quality: 9,006 global accepts · Rating: 1800 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[ashmelev's solution](#)

4813.

1922E

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

Quality: 9,089 global accepts · Rating: 1800 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[ashmelev's solution](#)

4814.

845D

[Driving Test](#) · [Tutorial](#)

Quality: 2,576 global accepts · Rating: 1800 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy
[ashmelev's solution](#)

4815.

847E

[Packmen](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1800 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp
[ashmelev's solution](#)

4816.

1965B

[Missing Subsequence Sum](#) · [Tutorial](#)

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2026-03-24 · last AC: 2026-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory
[ashmelev's solution](#)

4817.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,471 global accepts · Rating: 1800 · first AC: 2026-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths
[ashmelev's solution](#)

4818.

1250J

[The Parade](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 1800 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy
[ashmelev's solution](#)

4819.

333B

[Chips](#) · [Tutorial](#)

Quality: 2,762 global accepts · Rating: 1800 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[ashmelev's solution](#)

4820.

1067B

[Multihedgehog](#) · [Tutorial](#)

Quality: 2,860 global accepts · Rating: 1800 · first AC: 2026-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, shortest paths
[ashmelev's solution](#)

4821.

1250B

[The Feast and the Bus](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 1800 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[ashmelev's solution](#)

4822.

1172A

[Nauuo and Cards](#) · [Tutorial](#)

Quality: 5,176 global accepts · Rating: 1800 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[ashmelev's solution](#)

4823.

638D

[Three-dimensional Turtle Super Computer](#) · [Tutorial](#)

Quality: 793 global accepts · Rating: 1800 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs
[ashmelev's solution](#)

4824.

1468J

[Road Reform](#) · [Tutorial](#)

Quality: 5,905 global accepts · Rating: 1800 · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dsu, graphs, greedy

[ashmelev's solution](#)

4825.

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[ashmelev's solution](#)

4826.

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 1800 · first AC: 2026-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[ashmelev's solution](#)

4827.

351A

[Jeff and Rounding](#) · [Tutorial](#)

Quality: 3,097 global accepts · Rating: 1800 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, math

[ashmelev's solution](#)

4828.

2188D

[Shortest Statement Ever](#) · [Tutorial](#)

Rating: 1800 · first AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[ashmelev's solution](#)

4829.

420B

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Quality: 1,172 global accepts · Rating: 1800 · first AC: 2026-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

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4830.

45J

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Quality: 1,073 global accepts · Rating: 1800 · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

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4831.

575H

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Quality: 1,877 global accepts · Rating: 1800 · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

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4832.

182E

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Quality: 1,665 global accepts · Rating: 1800 · first AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

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4833.

409E

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Quality: 618 global accepts · Rating: 1800 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[ashmelev's solution](#)

4834.

142B

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Quality: 2,405 global accepts · Rating: 1800 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[ashmelev's solution](#)

4835.

145B

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Quality: 2,422 global accepts · Rating: 1800 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
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4836.

2189C2

[XOR-convenience \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,208 global accepts · Rating: 1800 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math
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4837.

216C

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Quality: 1,927 global accepts · Rating: 1800 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
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4838.

846F

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Quality: 2,656 global accepts · Rating: 1800 · first AC: 2026-01-22 · last AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math, probabilities, two pointers
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4839.

2185G

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Quality: 3,307 global accepts · Rating: 1800 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math
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4840.

802A2

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Quality: 1,343 global accepts · Rating: 1800 · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy
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4841.

802A1

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Quality: 1,602 global accepts · Rating: 1800 · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
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4842.

952D

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Quality: 2,566 global accepts · Rating: 1800 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, probabilities
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4843.

336C

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Quality: 2,657 global accepts · Rating: 1800 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, number theory
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4844.

452B

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Quality: 2,117 global accepts · Rating: 1800 · first AC: 2026-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, geometry, trees
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4845.

2025D

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Quality: 7,879 global accepts · Rating: 1800 · first AC: 2026-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[ashmelev's solution](#)

4846.

37B

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[ashmelev's solution](#)

4847.

2184E

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[ashmelev's solution](#)

4848.

822D

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[ashmelev's solution](#)

4849.

402D

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Quality: 2,787 global accepts · Rating: 1800 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math, number theory

[ashmelev's solution](#)

4850.

1845D

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Quality: 9,012 global accepts · Rating: 1800 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[ashmelev's solution](#)

4851.

533E

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[ashmelev's solution](#)

4852.

1138B

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4853.

2020D

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Quality: 7,423 global accepts · Rating: 1800 · first AC: 2026-01-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

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4854.

1809D

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Quality: 7,278 global accepts · Rating: 1800 · first AC: 2026-01-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

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4855.

459D

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Quality: 12,806 global accepts · Rating: 1800 · first AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, sortings

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4856.

899D

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[ashmelev's solution](#)

4857.

1109B

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[ashmelev's solution](#)

4858.

1282C

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Quality: 4,582 global accepts · Rating: 1800 · first AC: 2026-01-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers

[ashmelev's solution](#)

4859.

2008G

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Quality: 6,671 global accepts · Rating: 1800 · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory

[ashmelev's solution](#)

4860.

725D

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Quality: 3,093 global accepts · Rating: 1800 · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

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4861.

1617D1

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Quality: 5,171 global accepts · Rating: 1800 · first AC: 2026-01-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[ashmelev's solution](#)

4862.

913D

[Too Easy Problems](#) · [Tutorial](#)

Quality: 5,131 global accepts · Rating: 1800 · first AC: 2026-01-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[ashmelev's solution](#)

4863.

2179E

[Blackslex and Girls](#) · [Tutorial](#)

Quality: 5,782 global accepts · Rating: 1800 · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, math

[ashmelev's solution](#)

4864.

252B

[Unsorting Array](#) · [Tutorial](#)

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[ashmelev's solution](#)

4865.

471D

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Quality: 10,275 global accepts · Rating: 1800 · first AC: 2025-12-13 · C++20 (GCC 13-64) (first AC) · Tags: string suffix structures, strings

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4866.

2117F

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Quality: 5,930 global accepts · Rating: 1800 · first AC: 2025-12-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, trees

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4867.

1949I

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Quality: 2,755 global accepts · Rating: 1800 · first AC: 2025-12-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

[ashmelev's solution](#)

4868.

794C

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Quality: 3,327 global accepts · Rating: 1800 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

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4869.

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2025-11-27 · C++20 (GCC 13-64) (first AC) · Tags: geometry

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4870.

1718A1

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

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2025-11-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[ashmelev's solution](#)

4871.

251B

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Quality: 1,380 global accepts · Rating: 1800 · first AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

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4872.

733C

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4873.

1081D

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Quality: 4,645 global accepts · Rating: 1800 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: dsu, graphs, shortest paths, sortings

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4874.

44D

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Quality: 800 global accepts · Rating: 1800 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: math

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4875.

48C

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[ashmelev's solution](#)

4876.

167B

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Quality: 2,452 global accepts · Rating: 1800 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

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4877.

325B

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Quality: 1,674 global accepts · Rating: 1800 · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

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4878.

610C

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Quality: 2,963 global accepts · Rating: 1800 · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

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4879.

1187C

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Quality: 6,764 global accepts · Rating: 1800 · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[ashmelev's solution](#)

4880.

1107D

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Quality: 3,904 global accepts · Rating: 1800 · first AC: 2025-11-18 · last AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, math, number theory

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4881.

626D

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Quality: 3,159 global accepts · Rating: 1800 · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, probabilities

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4882.

30C

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4883.

254C

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4884.

200C

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4885.

24C

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4886.

370C

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4887.

666A

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328A

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4889.

123B

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4890.

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4891.

691C

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4892.

846C

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4893.

274B

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4894.

190B

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4895.

846B

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4896.

432C

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4897.

433C

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4898.

989C

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Quality: 4,034 global accepts · Rating: 1800 · first AC: 2025-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs
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4899.

222C

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4900.

492D

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Quality: 3,322 global accepts · Rating: 1800 · first AC: 2025-11-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math, sortings
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4901.

2120D

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Quality: 5,777 global accepts · Rating: 1800 · first AC: 2025-11-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math
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4902.

1073C

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Quality: 5,436 global accepts · Rating: 1800 · first AC: 2025-11-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, two pointers
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4903.

1426E

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4904.

1990D

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Quality: 7,718 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation
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4905.

1870D

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4906.

1728D

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1750D

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4908.

301A

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4909.

917A

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4910.

665D

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4911.

592C

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4912.

487A

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4913.

33C

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Quality: 3,579 global accepts · Rating: 1800 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy
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4914.

663A

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652C

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4916.

363D

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4917.

519D

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4918.

483B

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4919.

612D

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4920.

263D

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Quality: 4,479 global accepts · Rating: 1800 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

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4921.

813B

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Quality: 4,438 global accepts · Rating: 1800 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

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4922.

358D

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Quality: 4,505 global accepts · Rating: 1800 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

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4923.

623A

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4924.

51C

[Three Base Stations](#) · [Tutorial](#)

Quality: 2,912 global accepts · Rating: 1800 · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

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4925.

922D

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4926.

652D

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[ashmelev's solution](#)

4927.

888E

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

Quality: 9,201 global accepts · Rating: 1800 · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[ashmelev's solution](#)

4928.

777D

[Cloud of Hashtags](#) · [Tutorial](#)

Quality: 5,250 global accepts · Rating: 1800 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, strings

[ashmelev's solution](#)

4929.

772A

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Quality: 4,989 global accepts · Rating: 1800 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[ashmelev's solution](#)

4930.

280B

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Quality: 5,251 global accepts · Rating: 1800 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, two pointers

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4931.

671A

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Quality: 4,376 global accepts · Rating: 1800 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry, greedy, implementation

[ashmelev's solution](#)

4932.

979B

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Quality: 4,779 global accepts · Rating: 1800 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[ashmelev's solution](#)

4933.

404C

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Quality: 5,787 global accepts · Rating: 1800 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, sortings

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4934.

986B

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4935.

257C

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Quality: 4,719 global accepts · Rating: 1800 · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, math

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4936.

911D

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Quality: 5,107 global accepts · Rating: 1800 · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

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4937.

585A

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Quality: 4,476 global accepts · Rating: 1800 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[ashmelev's solution](#)

4938.

33B

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Quality: 5,722 global accepts · Rating: 1800 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: shortest paths

[ashmelev's solution](#)

4939.

1151C

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Quality: 5,605 global accepts · Rating: 1800 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
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4940.

1030D

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Quality: 6,254 global accepts · Rating: 1800 · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: geometry, number theory
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4941.

1010C

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Quality: 5,931 global accepts · Rating: 1800 · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: number theory
[ashmelev's solution](#)

4942.

442B

[Andrey and Problem](#) · [Tutorial](#)

Quality: 6,110 global accepts · Rating: 1800 · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, probabilities
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4943.

2153D

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Quality: 6,294 global accepts · Rating: 1800 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[ashmelev's solution](#)

4944.

1781D

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Quality: 6,305 global accepts · Rating: 1800 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[ashmelev's solution](#)

4945.

776C

[Molly's Chemicals](#) · [Tutorial](#)

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2025-10-10 · last AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation, math
[ashmelev's solution](#)

4946.

687B

[Remainders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, math, number theory
[ashmelev's solution](#)

4947.

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,526 global accepts · Rating: 1800 · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory
[ashmelev's solution](#)

4948.

1186C

[Vus the Cossack and Strings](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[ashmelev's solution](#)

4949.

600C

[Make Palindrome](#) · [Tutorial](#)

Quality: 7,081 global accepts · Rating: 1800 · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[ashmelev's solution](#)

4950.

830A

[Office Keys](#) · [Tutorial](#)

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[ashmelev's solution](#)

4951.

1466E

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Quality: 8,363 global accepts · Rating: 1800 · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math

[ashmelev's solution](#)

4952.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, shortest paths

[ashmelev's solution](#)

4953.

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,069 global accepts · Rating: 1800 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[ashmelev's solution](#)

4954.

1329A

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

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[ashmelev's solution](#)

4955.

706D

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

Quality: 12,583 global accepts · Rating: 1800 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, trees

[ashmelev's solution](#)

4956.

1396B

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Quality: 12,933 global accepts · Rating: 1800 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[ashmelev's solution](#)

4957.

1995C

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Quality: 10,289 global accepts · Rating: 1800 · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[ashmelev's solution](#)

4958.

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1800 · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math, two pointers

[ashmelev's solution](#)

4959.

271D

[Good Substrings](#) · [Tutorial](#)

Quality: 14,011 global accepts · Rating: 1800 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings

[ashmelev's solution](#)

4960.

220B

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Quality: 12,883 global accepts · Rating: 1800 · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures

[ashmelev's solution](#)

4961.

242C

[King's Path](#) · [Tutorial](#)

Quality: 10,925 global accepts · Rating: 1800 · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths

[ashmelev's solution](#)

4962.

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 6,999 global accepts · Rating: 1800 · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[ashmelev's solution](#)

4963.

448D

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[ashmelev's solution](#)

4964.

478C

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Quality: 20,591 global accepts · Rating: 1800 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[ashmelev's solution](#)

4965.

2148F

[Gravity Falls](#) · [Tutorial](#)

Quality: 6,595 global accepts · Rating: 1800 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[ashmelev's solution](#)

4966.

234F

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Quality: 1,971 global accepts · Rating: 1800 · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: dp

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4967.

1152C

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[ashmelev's solution](#)

4968.

1038D

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Quality: 8,862 global accepts · Rating: 1800 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

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4969.

2042C

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Quality: 8,643 global accepts · Rating: 1800 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[ashmelev's solution](#)

4970.

482B

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

Quality: 7,729 global accepts · Rating: 1800 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, trees

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4971.

1190B

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: games

[ashmelev's solution](#)

4972.

1207D

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Quality: 6,701 global accepts · Rating: 1800 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics

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4973.

1063B

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Quality: 9,253 global accepts · Rating: 1800 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[ashmelev's solution](#)

4974.

1442A

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

Quality: 9,720 global accepts · Rating: 1800 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy

[ashmelev's solution](#)

4975.

1016C

[Vasya And The Mushrooms](#) · [Tutorial](#)

Quality: 3,991 global accepts · Rating: 1800 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[ashmelev's solution](#)

4976.

946D

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Quality: 4,880 global accepts · Rating: 1800 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: dp

[ashmelev's solution](#)

4977.

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[ashmelev's solution](#)

4978.

1316C

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Quality: 7,592 global accepts · Rating: 1800 · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, ternary search

[ashmelev's solution](#)

4979.

909C

[Python Indentation](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 1800 · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: dp

[ashmelev's solution](#)

4980.

1491D

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

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[ashmelev's solution](#)

4981.

869C

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Quality: 5,203 global accepts · Rating: 1800 · first AC: 2025-08-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[ashmelev's solution](#)

4982.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,078 global accepts · Rating: 1800 · first AC: 2025-08-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

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4983.

933A

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Quality: 5,401 global accepts · Rating: 1800 · first AC: 2025-08-18 · C++20 (GCC 13-64) (first AC) · Tags: dp

[ashmelev's solution](#)

4984.

721C

[Journey](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs

[ashmelev's solution](#)

4985.

1637D

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Quality: 8,921 global accepts · Rating: 1800 · first AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

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4986.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,680 global accepts · Rating: 1800 · first AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[ashmelev's solution](#)

4987.

1446B

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[ashmelev's solution](#)

4988.

543A

[Writing Code](#) · [Tutorial](#)

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[ashmelev's solution](#)

4989.

1286A

[Garland](#) · [Tutorial](#)

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[ashmelev's solution](#)

4990.

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,398 global accepts · Rating: 1800 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: dp

[ashmelev's solution](#)

4991.

300C

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

Quality: 11,758 global accepts · Rating: 1800 · first AC: 2025-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics
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4992.

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2025-08-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[ashmelev's solution](#)

4993.

1225D

[Power Products](#) · [Tutorial](#)

Quality: 10,041 global accepts · Rating: 1800 · first AC: 2025-08-11 · C++20 (GCC 13-64) (first AC) · Tags: hashing, math, number theory
[ashmelev's solution](#)

4994.

95B

[Lucky Numbers](#) · [Tutorial](#)

Quality: 1,399 global accepts · Rating: 1800 · first AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[ashmelev's solution](#)

4995.

255D

[Mr. Bender and Square](#) · [Tutorial](#)

Quality: 2,201 global accepts · Rating: 1800 · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math
[ashmelev's solution](#)

4996.

245H

[Queries for Number of Palindromes](#) · [Tutorial](#)

Quality: 9,059 global accepts · Rating: 1800 · first AC: 2025-07-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, hashing, strings
[ashmelev's solution](#)

4997.

584D

[Dima and Lisa](#) · [Tutorial](#)

Quality: 11,119 global accepts · Rating: 1800 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory
[ashmelev's solution](#)

4998.

2121F

[Yamakasi](#) · [Tutorial](#)

Quality: 8,119 global accepts · Rating: 1800 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, two pointers
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4999.

2081A

[Math Division](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1800 · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math, probabilities
[ashmelev's solution](#)

5000.

440C

[One-Based Arithmetic](#) · [Tutorial](#)

Quality: 1,139 global accepts · Rating: 1800 · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, divide and conquer
[ashmelev's solution](#)

5001.

1227D2

[Optimal Subsequences \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,729 global accepts · Rating: 1800 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy
[ashmelev's solution](#)

5002.

2106E

[Wolf](#) · [Tutorial](#)

Quality: 5,935 global accepts · Rating: 1800 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math
[ashmelev's solution](#)

5003.

2093F

[Hackers and Neural Networks](#) · [Tutorial](#)

Quality: 5,884 global accepts · Rating: 1800 · first AC: 2025-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy
[ashmelev's solution](#)

5004.

1904D2

[Set To Max \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,704 global accepts · Rating: 1800 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings
[ashmelev's solution](#)

5005.

1575D

[Divisible by Twenty-Five](#) · [Tutorial](#)

Quality: 2,871 global accepts · Rating: 1800 · first AC: 2025-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp
[ashmelev's solution](#)

5006.

1442B

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

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation
[ashmelev's solution](#)

5007.

747D

[Winter Is Coming](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1800 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, sortings
[ashmelev's solution](#)

5008.

1732C1

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

Quality: 7,570 global accepts · Rating: 1800 · first AC: 2025-02-16 · last AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, greedy, two pointers
[ashmelev's solution](#)

5009.

914C

[Travelling Salesman and Special Numbers](#) · [Tutorial](#)

Quality: 4,209 global accepts · Rating: 1800 · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp
[ashmelev's solution](#)

5010.

2043D

[Problem about GCD](#) · [Tutorial](#)

Quality: 7,678 global accepts · Rating: 1800 · first AC: 2024-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, flows, math, number theory
[ashmelev's solution](#)

5011.

2039C2

[Shohag Loves XOR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory
[ashmelev's solution](#)

5012.

2033F

[Kosuke's Sloth](#) · [Tutorial](#)

Quality: 7,127 global accepts · Rating: 1800 · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[ashmelev's solution](#)

5013.

2022C

[Gerrymandering](#) · [Tutorial](#)

Quality: 6,410 global accepts · Rating: 1800 · first AC: 2024-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[ashmelev's solution](#)

5014.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games

[ashmelev's solution](#)

5015.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,216 global accepts · Rating: 1800 · first AC: 2024-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[ashmelev's solution](#)

5016.

1326D2

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

Quality: 11,755 global accepts · Rating: 1800 · first AC: 2024-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[ashmelev's solution](#)

5017.

2014E

[Rendez-vous de Marian et Robin](#) · [Tutorial](#)

Quality: 8,726 global accepts · Rating: 1800 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[ashmelev's solution](#)

5018.

1034A

[Enlarge GCD](#) · [Tutorial](#)

Quality: 9,919 global accepts · Rating: 1800 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: number theory

[ashmelev's solution](#)

5019.

1082D

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

Quality: 4,090 global accepts · Rating: 1800 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[ashmelev's solution](#)

5020.

1981C

[Turtle and an Incomplete Sequence](#) · [Tutorial](#)

Quality: 6,341 global accepts · Rating: 1800 · first AC: 2024-06-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

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5021.

1974E

[Money Buys Happiness](#) · [Tutorial](#)

Quality: 11,318 global accepts · Rating: 1800 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ashmelev's solution](#)

5022.

1136D

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

Quality: 4,001 global accepts · Rating: 1800 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[ashmelev's solution](#)

5023.

1970E1

[Trails \(Easy\)](#) · [Tutorial](#)

Quality: 3,426 global accepts · Rating: 1800 · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: dp

[ashmelev's solution](#)

5024.

1846E2

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

Quality: 8,507 global accepts · Rating: 1800 · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation, math

[ashmelev's solution](#)

5025.

1968F

[Equal XOR Segments](#) · [Tutorial](#)

Quality: 6,928 global accepts · Rating: 1800 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[ashmelev's solution](#)

5026.

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,524 global accepts · Rating: 1800 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[ashmelev's solution](#)

5027.

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[ashmelev's solution](#)

5028.

1367D

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

Quality: 8,809 global accepts · Rating: 1800 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[ashmelev's solution](#)

5029.

1955F

[Unfair Game](#) · [Tutorial](#)

Quality: 8,713 global accepts · Rating: 1800 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, math, schedules

[ashmelev's solution](#)

5030.

1611F

[ATM and Students](#) · [Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

[ashmelev's solution](#)

5031.

1409E

[Two Platforms](#) · [Tutorial](#)

Quality: 8,457 global accepts · Rating: 1800 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, sortings, two pointers

[ashmelev's solution](#)

5032.

1619D

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

Quality: 8,461 global accepts · Rating: 1800 · first AC: 2024-04-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings
[ashmelev's solution](#)

5033.

1862F

[Magic Will Save the World](#) · [Tutorial](#)

Quality: 7,617 global accepts · Rating: 1800 · first AC: 2024-03-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp
[ashmelev's solution](#)

5034.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,671 global accepts · Rating: 1800 · first AC: 2024-03-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, implementation, math
[ashmelev's solution](#)

5035.

1907F

[Shift and Reverse](#) · [Tutorial](#)

Quality: 5,996 global accepts · Rating: 1800 · first AC: 2024-03-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[ashmelev's solution](#)

5036.

1283E

[New Year Parties](#) · [Tutorial](#)

Quality: 7,328 global accepts · Rating: 1800 · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
[ashmelev's solution](#)

5037.

1283D

[Christmas Trees](#) · [Tutorial](#)

Quality: 9,441 global accepts · Rating: 1800 · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths
[ashmelev's solution](#)

5038.

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1800 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings
[ashmelev's solution](#)

5039.

1249D1

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

Quality: 5,508 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[ashmelev's solution](#)

5040.

1249D2

[Too Many Segments \(hard version\)](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings
[ashmelev's solution](#)

5041.

1176D

[Recover it!](#) · [Tutorial](#)

Quality: 5,700 global accepts · Rating: 1800 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, number theory, sortings
[ashmelev's solution](#)

5042.

1133E

[K Balanced Teams](#) · [Tutorial](#)

Quality: 6,440 global accepts · Rating: 1800 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings, two pointers

[ashmelev's solution](#)

5043.

1108E1

[Array and Segments \(Easy version\)](#) · [Tutorial](#)

Quality: 4,899 global accepts · Rating: 1800 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[ashmelev's solution](#)

5044.

1077E

[Thematic Contests](#) · [Tutorial](#)

Quality: 5,094 global accepts · Rating: 1800 · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[ashmelev's solution](#)

5045.

1066D

[Boxes Packing](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 1800 · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation

[ashmelev's solution](#)

5046.

1005E1

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

Quality: 4,343 global accepts · Rating: 1800 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[ashmelev's solution](#)

5047.

988D

[Points and Powers of Two](#) · [Tutorial](#)

Quality: 8,042 global accepts · Rating: 1800 · first AC: 2024-01-24 · last AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[ashmelev's solution](#)

5048.

1462F

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

Quality: 8,538 global accepts · Rating: 1800 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy

[ashmelev's solution](#)

5049.

1915G

[Bicycles](#) · [Tutorial](#)

Quality: 9,716 global accepts · Rating: 1800 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings

[ashmelev's solution](#)

5050.

1872F

[Selling a Menagerie](#) · [Tutorial](#)

Quality: 7,536 global accepts · Rating: 1800 · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation, math

[ashmelev's solution](#)

5051.

1856E1

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

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

[ashmelev's solution](#)

5052.

1853C

[Ntarsis' Set](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, implementation, math

[ashmelev's solution](#)

5053.

1848C

[Vika and Price Tags](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[ashmelev's solution](#)

5054.

132C

[Logo Turtle](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 1800 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: dp
[ashmelev's solution](#)

5055.

1729E

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

Quality: 7,915 global accepts · Rating: 1800 · first AC: 2023-02-23 · C++17 (GCC 7-32) (first AC) · Tags: interactive, probabilities
[ashmelev's solution](#)

5056.

1769D1

[A,3D0C! CT2DôBCαC I](#)

Quality: 421 global accepts · Rating: 1800 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, dp
[ashmelev's solution](#)

5057.

1759F

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

Quality: 4,506 global accepts · Rating: 1800 · first AC: 2022-12-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, number theory
[ashmelev's solution](#)

5058.

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-09-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, two pointers
[ashmelev's solution](#)

5059.

1713D

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

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

5060.

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,274 global accepts · Rating: 1800 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[ashmelev's solution](#)

5061.

1675F

[Vlad and Unfinished Business](#) · [Tutorial](#)

Quality: 6,268 global accepts · Rating: 1800 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees
[ashmelev's solution](#)

5062.

1674F

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

Quality: 5,680 global accepts · Rating: 1800 · first AC: 2022-05-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation
[ashmelev's solution](#)

5063.

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2022-01-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, sortings
[ashmelev's solution](#)

5064.

371D

[Vessels](#) · [Tutorial](#)

Quality: 6,476 global accepts · Rating: 1800 · first AC: 2022-01-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, implementation, trees
[ashmelev's solution](#)

5065.

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,274 global accepts · Rating: 1800 · first AC: 2021-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, math
[ashmelev's solution](#)

5066.

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,186 global accepts · Rating: 1800 · first AC: 2021-11-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings
[ashmelev's solution](#)

5067.

1463C

[Busy Robot](#) · [Tutorial](#)

Quality: 6,055 global accepts · Rating: 1800 · first AC: 2021-11-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[ashmelev's solution](#)

5068.

1501C

[Going Home](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-09-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[ashmelev's solution](#)

5069.

1573C

[Book](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, implementation
[ashmelev's solution](#)

5070.

1509C

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

Quality: 15,305 global accepts · Rating: 1800 · first AC: 2021-09-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[ashmelev's solution](#)

5071.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,590 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
[ashmelev's solution](#)

5072.

1556C

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

5073.

1525D

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Quality: 10,849 global accepts · Rating: 1800 · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, graph matchings, greedy
[ashmelev's solution](#)

5074.

1548B

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

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers
[ashmelev's solution](#)

5075.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,561 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings
[ashmelev's solution](#)

5076.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,775 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, greedy, implementation
[ashmelev's solution](#)

5077.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math
[ashmelev's solution](#)

5078.

1552C

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

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings
[ashmelev's solution](#)

5079.

1535D

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

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees
[ashmelev's solution](#)

5080.

1475D

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

Quality: 11,189 global accepts · Rating: 1800 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, sortings, two pointers
[ashmelev's solution](#)

5081.

527D

[Clique Problem](#) · [Tutorial](#)

Quality: 5,084 global accepts · Rating: 1800 · first AC: 2020-11-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings
[ashmelev's solution](#)

5082.

847C

[Sum of Nestings](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 1800 · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[ashmelev's solution](#)

5083.

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

[ashmelev's solution](#)

5084.

1398D

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

Quality: 12,541 global accepts · Rating: 1800 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[ashmelev's solution](#)

5085.

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

[ashmelev's solution](#)

5086.

1382D

[Unmerge](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ashmelev's solution](#)

5087.

1335E2

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

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2020-04-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, two pointers

[ashmelev's solution](#)

5088.

1334D

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

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-04-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[ashmelev's solution](#)

5089.

1304D

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

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

[ashmelev's solution](#)

5090.

1296E1

[String Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 8,209 global accepts · Rating: 1800 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, sortings

[ashmelev's solution](#)

5091.

1290B

[Irreducible Anagrams](#) · [Tutorial](#)

Quality: 7,155 global accepts · Rating: 1800 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[ashmelev's solution](#)

5092.

1221D

[Make The Fence Great Again](#) · [Tutorial](#)

Quality: 10,195 global accepts · Rating: 1800 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ashmelev's solution](#)

5093.

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,533 global accepts · Rating: 1800 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees

[ashmelev's solution](#)

5094.

1196E

[Connected Component on a Chessboard](#) · [Tutorial](#)

Quality: 3,915 global accepts · Rating: 1800 · first AC: 2019-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[ashmelev's solution](#)

5095.

1195D2

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

Quality: 4,898 global accepts · Rating: 1800 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[ashmelev's solution](#)

5096.

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-07-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[ashmelev's solution](#)

5097.

1154E

[Two Teams](#) · [Tutorial](#)

Quality: 6,950 global accepts · Rating: 1800 · first AC: 2019-04-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[ashmelev's solution](#)

5098.

894B

[Ralph And His Magic Field](#) · [Tutorial](#)

Quality: 4,699 global accepts · Rating: 1800 · first AC: 2017-11-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math, number theory

[ashmelev's solution](#)

5099.

768C

[Jon Snow and his Favourite Number](#) · [Tutorial](#)

Quality: 3,974 global accepts · Rating: 1800 · first AC: 2017-02-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, sortings

[ashmelev's solution](#)

5100.

743D

[Chloe and pleasant prizes](#) · [Tutorial](#)

Quality: 4,729 global accepts · Rating: 1800 · first AC: 2016-12-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[ashmelev's solution](#)

5101.

638C

[Road Improvement](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 1800 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: *special, dfs and similar, graphs, greedy, trees

[ashmelev's solution](#)

5102.

645D

[Robot Rapping Results Report](#) · [Tutorial](#)

Quality: 3,340 global accepts · Rating: 1800 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: binary search, dp, graphs

[ashmelev's solution](#)

5103.

630M

[Turn](#) · [Tutorial](#)

Quality: 1,399 global accepts · Rating: 1800 · first AC: 2016-02-24 · GNU C++11 (first AC) · Tags: geometry, math
[ashmelev's solution](#)

5104.

604D

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

Rating: 1800 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: combinatorics, dsu, math, number theory
[ashmelev's solution](#)

5105.

580D

[Kefa and Dishes](#) · [Tutorial](#)

Quality: 11,874 global accepts · Rating: 1800 · first AC: 2015-09-23 · GNU C++11 (first AC) · Tags: bitmasks, dp
[ashmelev's solution](#)

5106.

538D

[Weird Chess](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 1800 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation
[ashmelev's solution](#)

5107.

513B2

[Permutations](#) · [Tutorial](#)

Quality: 2,930 global accepts · Rating: 1800 · first AC: 2015-02-07 · GNU C++ (first AC) · Tags: bitmasks, divide and conquer, math
[ashmelev's solution](#)

5108.

513G1

[Inversions problem](#) · [Tutorial](#)

Quality: 1,847 global accepts · Rating: 1800 · first AC: 2015-02-07 · GNU C++ (first AC) · Tags: brute force, dfs and similar, dp, meet-in-the-middle
[ashmelev's solution](#)

5109.

195C

[Try and Catch](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 1800 · first AC: 2012-06-15 · GNU C++ (first AC) · Tags: expression parsing, implementation
[ashmelev's solution](#)

5110.

189D

[AlgoRace](#) · [Tutorial](#)

Rating: 1800 · first AC: 2012-05-11 · GNU C++ (first AC) · Tags: dp, shortest paths
[ashmelev's solution](#)

5111.

185B

[Mushroom Scientists](#) · [Tutorial](#)

Quality: 1,786 global accepts · Rating: 1800 · first AC: 2012-05-04 · GNU C++ (first AC) · Tags: math, ternary search
[ashmelev's solution](#)

5112.

180A

[Defragmentation](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 1800 · first AC: 2012-04-22 · GNU C++ (first AC) · Tags: implementation
[ashmelev's solution](#)

5113.

180E

[Cubes](#) · [Tutorial](#)

Quality: 2,067 global accepts · Rating: 1800 · first AC: 2012-04-22 · GNU C++ (first AC) · Tags: binary search, dp, two pointers

[ashmelev's solution](#)

5114.

173B

[Chamber of Secrets](#) · [Tutorial](#)

Quality: 3,987 global accepts · Rating: 1800 · first AC: 2012-04-06 · GNU C++ (first AC) · Tags: dfs and similar, shortest paths

[ashmelev's solution](#)

5115.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,176 global accepts · Rating: 1800 · first AC: 2012-03-11 · GNU C++ (first AC) · Tags: dfs and similar, dp, trees

[ashmelev's solution](#)

5116.

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,908 global accepts · Rating: 1800 · first AC: 2012-02-08 · GNU C++ (first AC) · Tags: dp, games, math, probabilities

[ashmelev's solution](#)

5117.

141C

[Queue](#) · [Tutorial](#)

Quality: 2,726 global accepts · Rating: 1800 · first AC: 2012-01-09 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, sortings

[ashmelev's solution](#)

5118.

140D

[New Year Contest](#) · [Tutorial](#)

Quality: 2,312 global accepts · Rating: 1800 · first AC: 2012-01-04 · GNU C++ (first AC) · Tags: greedy, sortings

[ashmelev's solution](#)

5119.

140B

[New Year Cards](#) · [Tutorial](#)

Quality: 1,754 global accepts · Rating: 1800 · first AC: 2012-01-04 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[ashmelev's solution](#)

5120.

140C

[New Year Snowmen](#) · [Tutorial](#)

Quality: 4,755 global accepts · Rating: 1800 · first AC: 2012-01-04 · GNU C++ (first AC) · Tags: binary search, data structures, greedy

[ashmelev's solution](#)

5121.

120H

[Brevity is Soul of Wit](#) · [Tutorial](#)

Quality: 1,590 global accepts · Rating: 1800 · first AC: 2011-10-24 · GNU C++ (first AC) · Tags: graph matchings

[ashmelev's solution](#)

5122.

120G

[Boom](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 1800 · first AC: 2011-10-24 · GNU C++ (first AC) · Tags: implementation

[ashmelev's solution](#)

5123.

117B

[Very Interesting Game](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 1800 · first AC: 2011-09-23 · GNU C++ (first AC) · Tags: brute force, number theory

[ashmelev's solution](#)

5124.

105B

[Dark Assembly](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 1800 · first AC: 2011-08-13 · GNU C++ (first AC) · Tags: brute force, probabilities

[ashmelev's solution](#)

5125.

90C

[Robbery](#) · [Tutorial](#)

Rating: 1800 · first AC: 2011-06-18 · GNU C++ (first AC) · Tags: greedy, math

[ashmelev's solution](#)

5126.

88D

[Vasya and Types](#) · [Tutorial](#)

Rating: 1800 · first AC: 2011-06-10 · GNU C++ (first AC) · Tags: implementation

[ashmelev's solution](#)

5127.

79C

[Beaver](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 1800 · first AC: 2011-05-29 · GNU C++ (first AC) · Tags: data structures, dp, greedy, hashing, strings, two pointers

[ashmelev's solution](#)

5128.

85B

[Embassy Queue](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 1800 · first AC: 2011-05-20 · GNU C++ (first AC) · Tags: data structures, greedy

[ashmelev's solution](#)

5129.

83B

[Doctor](#) · [Tutorial](#)

Quality: 1,892 global accepts · Rating: 1800 · first AC: 2011-05-19 · GNU C++ (first AC) · Tags: binary search, math, sortings

[ashmelev's solution](#)

5130.

84D

[Doctor](#) · [Tutorial](#)

Rating: 1800 · first AC: 2011-05-19 · GNU C++ (first AC) · Tags: binary search, implementation

[ashmelev's solution](#)

5131.

73C

[LionAge II](#) · [Tutorial](#)

Quality: 2,488 global accepts · Rating: 1800 · first AC: 2011-04-26 · GNU C++ (first AC) · Tags: dp

[ashmelev's solution](#)

5132.

16C

[Monitor](#) · [Tutorial](#)

Quality: 5,417 global accepts · Rating: 1800 · first AC: 2011-04-26 · GNU C++ (first AC) · Tags: binary search, number theory

[ashmelev's solution](#)

5133.

77B

[Falling Anvils](#) · [Tutorial](#)

Quality: 2,867 global accepts · Rating: 1800 · first AC: 2011-04-26 · GNU C++ (first AC) · Tags: math, probabilities

[ashmelev's solution](#)

5134.

80D

[Falling Anvils](#) · [Tutorial](#)

Rating: 1800 · first AC: 2011-04-21 · GNU C++ (first AC) · Tags: geometry, probabilities

[ashmelev's solution](#)

5135.

58C

[Trees](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 1800 · first AC: 2011-03-23 · GNU C++ (first AC) · Tags: brute force

[ashmelev's solution](#)

5136.

69E

[Subsegments](#) · [Tutorial](#)

Quality: 5,086 global accepts · Rating: 1800 · first AC: 2011-03-22 · GNU C++ (first AC) · Tags: data structures, implementation

[ashmelev's solution](#)

5137.

67B

[Restoration of the Permutation](#) · [Tutorial](#)

Quality: 944 global accepts · Rating: 1800 · first AC: 2011-03-13 · GNU C++ (first AC) · Tags: greedy

[ashmelev's solution](#)

5138.

67A

[Partial Teacher](#) · [Tutorial](#)

Quality: 2,481 global accepts · Rating: 1800 · first AC: 2011-03-13 · GNU C++ (first AC) · Tags: dp, graphs, greedy, implementation

[ashmelev's solution](#)

5139.

66C

[Petya and File System](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 1800 · first AC: 2011-03-07 · GNU C++ (first AC) · Tags: data structures, implementation

[ashmelev's solution](#)

5140.

65A

[Harry Potter and Three Spells](#) · [Tutorial](#)

Quality: 2,014 global accepts · Rating: 1800 · first AC: 2011-03-05 · GNU C++ (first AC) · Tags: implementation, math

[ashmelev's solution](#)

5141.

62B

[Tyndex.Brome](#) · [Tutorial](#)

Quality: 1,403 global accepts · Rating: 1800 · first AC: 2011-02-25 · GNU C++ (first AC) · Tags: binary search, implementation

[ashmelev's solution](#)

5142.

61D

[Eternal Victory](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1800 · first AC: 2011-02-22 · GNU C++ (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths, trees

[ashmelev's solution](#)

5143.

54B

[Cutting Jigsaw Puzzle](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 1800 · first AC: 2011-01-21 · GNU C++ (first AC) · Tags: hashing, implementation

[ashmelev's solution](#)

5144.

3C

[Tic-tac-toe](#) · [Tutorial](#)

Quality: 8,278 global accepts · Rating: 1800 · first AC: 2011-01-08 · GNU C++ (first AC) · Tags: brute force, games, implementation

[ashmelev's solution](#)

5145.

49D

[Game](#) · [Tutorial](#)

Quality: 2,136 global accepts · Rating: 1800 · first AC: 2010-12-17 · last AC: 2010-12-17 · GNU C++ (first AC) · Tags: brute force, dp, implementation

[ashmelev's solution](#)

5146.

46D

[Parking Lot](#) · [Tutorial](#)

Quality: 1,094 global accepts · Rating: 1800 · first AC: 2010-12-05 · GNU C++ (first AC) · Tags: data structures, implementation

[ashmelev's solution](#)

5147.

38E

[Let's Go Rolling!](#) · [Tutorial](#)

Quality: 2,998 global accepts · Rating: 1800 · first AC: 2010-10-30 · GNU C++ (first AC) · Tags: dp, sortings

[ashmelev's solution](#)

5148.

15B

[Laser](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 1800 · first AC: 2010-05-30 · GNU C++ (first AC) · Tags: math

[ashmelev's solution](#)

5149.

7C

[Line](#) · [Tutorial](#)

Quality: 5,480 global accepts · Rating: 1800 · first AC: 2010-04-01 · GNU C++ (first AC) · Tags: math, number theory

[ashmelev's solution](#)

5150.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,898 global accepts · Rating: 1900 · first AC: 2026-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math

[ashmelev's solution](#)

5151.

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,719 global accepts · Rating: 1900 · first AC: 2026-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, trees

[ashmelev's solution](#)

5152.

412E

[E-mail Addresses](#) · [Tutorial](#)

Quality: 938 global accepts · Rating: 1900 · first AC: 2026-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[ashmelev's solution](#)

5153.

717D

[Dexterina's Lab](#) · [Tutorial](#)

Quality: 1,584 global accepts · Rating: 1900 · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, matrices, probabilities

[ashmelev's solution](#)

5154.

257D

[Sum](#) · [Tutorial](#)

Quality: 1,719 global accepts · Rating: 1900 · first AC: 2026-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[ashmelev's solution](#)

5155.

730J

[Bottles](#) · [Tutorial](#)

Quality: 3,967 global accepts · Rating: 1900 · first AC: 2026-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[ashmelev's solution](#)

5156.

261B

[Maxim and Restaurant](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 1900 · first AC: 2026-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[ashmelev's solution](#)

5157.

223B

[Two Strings](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 1900 · first AC: 2026-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, strings

[ashmelev's solution](#)

5158.

190D

[Non-Secret Cypher](#) · [Tutorial](#)

Quality: 2,661 global accepts · Rating: 1900 · first AC: 2026-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: two pointers

[ashmelev's solution](#)

5159.

1492D

[Genius's Gambit](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1900 · first AC: 2026-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[ashmelev's solution](#)

5160.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2026-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[ashmelev's solution](#)

5161.

335B

[Palindrome](#) · [Tutorial](#)

Quality: 2,373 global accepts · Rating: 1900 · first AC: 2026-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp

[ashmelev's solution](#)

5162.

372B

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

Quality: 2,839 global accepts · Rating: 1900 · first AC: 2026-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, divide and conquer, dp

[ashmelev's solution](#)

5163.

682D

[Alyona and Strings](#) · [Tutorial](#)

Quality: 3,515 global accepts · Rating: 1900 · first AC: 2026-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings

[ashmelev's solution](#)

5164.

566D

[Restructuring Company](#) · [Tutorial](#)

Quality: 3,951 global accepts · Rating: 1900 · first AC: 2026-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu

[ashmelev's solution](#)

5165.

835D

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

Quality: 4,660 global accepts · Rating: 1900 · first AC: 2026-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, hashing, strings

[ashmelev's solution](#)

5166.

223C

[Partial Sums](#) · [Tutorial](#)

Quality: 1,755 global accepts · Rating: 1900 · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[ashmelev's solution](#)

5167.

222D

[Olympiad](#) · [Tutorial](#)

Quality: 2,341 global accepts · Rating: 1900 · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, sortings, two pointers

[ashmelev's solution](#)

5168.

711D

[Directed Roads](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1900 · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[ashmelev's solution](#)

5169.

817D

[Imbalanced Array](#) · [Tutorial](#)

Quality: 6,287 global accepts · Rating: 1900 · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, sortings

[ashmelev's solution](#)

5170.

808D

[Array Division](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 1900 · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, implementation

[ashmelev's solution](#)

5171.

321B

[Ciel and Duel](#) · [Tutorial](#)

Quality: 3,837 global accepts · Rating: 1900 · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, flows, greedy

[ashmelev's solution](#)

5172.

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2026-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, math, number theory

[ashmelev's solution](#)

5173.

1200D

[White Lines](#) · [Tutorial](#)

Quality: 4,402 global accepts · Rating: 1900 · first AC: 2026-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, implementation, two pointers

[ashmelev's solution](#)

5174.

1172B

[Nauuo and Circle](#) · [Tutorial](#)

Quality: 4,405 global accepts · Rating: 1900 · first AC: 2026-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[ashmelev's solution](#)

5175.

2040D

[Non Prime Tree](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, number theory, trees, two pointers

[ashmelev's solution](#)

5176.

811C

[Vladik and Memorable Trip](#) · [Tutorial](#)

Quality: 3,495 global accepts · Rating: 1900 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[ashmelev's solution](#)

5177.

847I

[Noise Level](#) · [Tutorial](#)

Quality: 1,655 global accepts · Rating: 1900 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, implementation, math
[ashmelev's solution](#)

5178.

1794D

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

Quality: 4,485 global accepts · Rating: 1900 · first AC: 2026-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory
[ashmelev's solution](#)

5179.

1925D

[Good Trip](#) · [Tutorial](#)

Quality: 4,776 global accepts · Rating: 1900 · first AC: 2026-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities
[ashmelev's solution](#)

5180.

1689D

[Lena and Matrix](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 1900 · first AC: 2026-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, geometry, shortest paths
[ashmelev's solution](#)

5181.

568B

[Symmetric and Transitive](#) · [Tutorial](#)

Quality: 2,384 global accepts · Rating: 1900 · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math
[ashmelev's solution](#)

5182.

691E

[Xor-sequences](#) · [Tutorial](#)

Quality: 3,089 global accepts · Rating: 1900 · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: matrices
[ashmelev's solution](#)

5183.

731F

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Quality: 3,143 global accepts · Rating: 1900 · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation, math, number theory
[ashmelev's solution](#)

5184.

1000D

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Quality: 5,043 global accepts · Rating: 1900 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp
[ashmelev's solution](#)

5185.

191C

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Quality: 9,222 global accepts · Rating: 1900 · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, trees
[ashmelev's solution](#)

5186.

803D

[Magazine Ad](#) · [Tutorial](#)

Quality: 4,042 global accepts · Rating: 1900 · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy
[ashmelev's solution](#)

5187.

961E

[Tufurama](#) · [Tutorial](#)

Quality: 4,234 global accepts · Rating: 1900 · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[ashmelev's solution](#)

5188.

1238D

[AB-string](#) · [Tutorial](#)

Quality: 6,443 global accepts · Rating: 1900 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dp, strings

[ashmelev's solution](#)

5189.

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,364 global accepts · Rating: 1900 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[ashmelev's solution](#)

5190.

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1900 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, sortings

[ashmelev's solution](#)

5191.

208C

[Police Station](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 1900 · first AC: 2026-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, shortest paths

[ashmelev's solution](#)

5192.

496D

[Tennis Game](#) · [Tutorial](#)

Quality: 3,200 global accepts · Rating: 1900 · first AC: 2026-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search

[ashmelev's solution](#)

5193.

2013D

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

Quality: 7,470 global accepts · Rating: 1900 · first AC: 2026-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[ashmelev's solution](#)

5194.

459E

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

Quality: 5,971 global accepts · Rating: 1900 · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, sortings

[ashmelev's solution](#)

5195.

95C

[Volleyball](#) · [Tutorial](#)

Quality: 3,387 global accepts · Rating: 1900 · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: shortest paths

[ashmelev's solution](#)

5196.

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,537 global accepts · Rating: 1900 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, math

[ashmelev's solution](#)

5197.

476D

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

Quality: 5,033 global accepts · Rating: 1900 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[ashmelev's solution](#)

5198.

455B

[A Lot of Games](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1900 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, implementation, strings, trees

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5199.

1996F

[Bomb](#) · [Tutorial](#)

Quality: 6,321 global accepts · Rating: 1900 · first AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[ashmelev's solution](#)

5200.

472D

[Design Tutorial: Inverse the Problem](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1900 · first AC: 2026-02-14 · last AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, shortest paths, trees

[ashmelev's solution](#)

5201.

351B

[Jeff and Furik](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 1900 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, probabilities

[ashmelev's solution](#)

5202.

149D

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

Quality: 4,611 global accepts · Rating: 1900 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[ashmelev's solution](#)

5203.

2190B2

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

Quality: 3,179 global accepts · Rating: 1900 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, implementation, strings

[ashmelev's solution](#)

5204.

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy

[ashmelev's solution](#)

5205.

1647D

[Madoka and the Best School in Russia](#) · [Tutorial](#)

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2026-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math, number theory

[ashmelev's solution](#)

5206.

2133D

[Chicken Jockey](#) · [Tutorial](#)

Quality: 7,485 global accepts · Rating: 1900 · first AC: 2026-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[ashmelev's solution](#)

5207.

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,449 global accepts · Rating: 1900 · first AC: 2026-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[ashmelev's solution](#)

5208.

1799D1

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

Quality: 5,804 global accepts · Rating: 1900 · first AC: 2026-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[ashmelev's solution](#)

5209.

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,333 global accepts · Rating: 1900 · first AC: 2026-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[ashmelev's solution](#)

5210.

1055C

[Lucky Days](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 1900 · first AC: 2026-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[ashmelev's solution](#)

5211.

362C

[Insertion Sort](#) · [Tutorial](#)

Quality: 2,025 global accepts · Rating: 1900 · first AC: 2026-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, implementation, math

[ashmelev's solution](#)

5212.

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1900 · first AC: 2026-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[ashmelev's solution](#)

5213.

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,631 global accepts · Rating: 1900 · first AC: 2026-02-02 · last AC: 2026-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[ashmelev's solution](#)

5214.

126A

[Hot Bath](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 1900 · first AC: 2026-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math

[ashmelev's solution](#)

5215.

213B

[Numbers](#) · [Tutorial](#)

Quality: 1,979 global accepts · Rating: 1900 · first AC: 2026-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[ashmelev's solution](#)

5216.

1117C

[Magic Ship](#) · [Tutorial](#)

Quality: 9,114 global accepts · Rating: 1900 · first AC: 2026-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search

[ashmelev's solution](#)

5217.

45C

[Dancing Lessons](#) · [Tutorial](#)

Quality: 1,147 global accepts · Rating: 1900 · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[ashmelev's solution](#)

5218.

45D

[Event Dates](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 1900 · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, meet-in-the-middle, sortings

[ashmelev's solution](#)

5219.

2189D1

[Little String \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,960 global accepts · Rating: 1900 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[ashmelev's solution](#)

5220.

846D

[Monitor](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 1900 · first AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[ashmelev's solution](#)

5221.

952B

[A Map of the Cat](#) · [Tutorial](#)

Quality: 2,116 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, brute force, interactive

[ashmelev's solution](#)

5222.

37C

[Old Berland Language](#) · [Tutorial](#)

Quality: 2,153 global accepts · Rating: 1900 · first AC: 2026-01-15 · last AC: 2026-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, trees

[ashmelev's solution](#)

5223.

656A

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5224.

582B

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5225.

258B

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1119E

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404D

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5230.

935D

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5231.

374C

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5232.

1181C

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437D

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2180D

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535C

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558C

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359C

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1017D

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144D

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862C

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597C

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388B

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479E

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505C

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459C

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687C

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25C

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5254.

448C

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1627D

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1949C

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5259.

2148G

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5262.

1718A2

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5263.

25D

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5264.

1242B

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865B

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5268.

343C

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2154D

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331B2

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1430E

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2149F

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5275.

418B

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5276.

510D

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21A

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5278.

1561D2

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5279.

2109D

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5280.

57C

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2106F

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2094H

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1313C2

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5289.

2044G2

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2049D

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5291.

2044F

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5292.

2029D

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5293.

2019D

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2014H

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2000F

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5296.

1998C

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1992F

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1986F

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1974F

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1977C

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1946D

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5302.

1970C3

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353B

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5304.

1878F

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5305.

1955G

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5306.

1957D

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5307.

1144E

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5308.

1141G

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5309.

1950G

[Shuffling Songs](#) · [Tutorial](#)

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5310.

1714F

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5311.

1909D

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5312.

1560F1

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5313.

1945F

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5314.

1744E2

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5315.

1092F

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5316.

1914F

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5317.

1141F1

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5318.

1141F2

[Same Sum Blocks \(Hard\)](#) · [Tutorial](#)

Quality: 4,580 global accepts · Rating: 1900 · first AC: 2024-03-13 · last AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

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5319.

1311F

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Quality: 4,842 global accepts · Rating: 1900 · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, implementation, sortings

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5320.

1927F

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graphs, greedy, implementation, sortings, trees

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5321.

1216E1

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Quality: 3,731 global accepts · Rating: 1900 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

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5322.

1921F

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5323.

1926G

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Quality: 4,536 global accepts · Rating: 1900 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, flows, graphs, greedy, implementation, trees

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5324.

1932F

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5325.

1157D

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5326.

1133F2

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[ashmelev's solution](#)

5327.

1183H

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Quality: 3,641 global accepts · Rating: 1900 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

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5328.

1095E

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Quality: 4,481 global accepts · Rating: 1900 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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5329.

1095F

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5330.

1077F1

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5331.

1015E2

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5332.

1029D

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Quality: 4,234 global accepts · Rating: 1900 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
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5333.

1883G2

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5334.

999D

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5335.

1791G2

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5336.

1854A2

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

Quality: 7,864 global accepts · Rating: 1900 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[ashmelev's solution](#)

5337.

1360G

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Quality: 8,349 global accepts · Rating: 1900 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[ashmelev's solution](#)

5338.

1820D

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Rating: 1900 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, sortings, two pointers
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5339.

1797D

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Quality: 4,640 global accepts · Rating: 1900 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees
[ashmelev's solution](#)

5340.

1375D

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5341.

1400D

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Quality: 11,392 global accepts · Rating: 1900 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

[ashmelev's solution](#)

5342.

577B

[Modulo Sum](#) · [Tutorial](#)

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[ashmelev's solution](#)

5343.

1729F

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5344.

1773A

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Quality: 1,909 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

[ashmelev's solution](#)

5345.

1773K

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Quality: 1,678 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[ashmelev's solution](#)

5346.

1759G

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5347.

1673D

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Quality: 3,625 global accepts · Rating: 1900 · first AC: 2022-07-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[ashmelev's solution](#)

5348.

1697D

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Quality: 4,995 global accepts · Rating: 1900 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[ashmelev's solution](#)

5349.

1679D

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5350.

1585D

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5351.

1656D

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Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[ashmelev's solution](#)

5352.

1068D

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Rating: 1900 · first AC: 2022-01-07 · C++17 (GCC 7-32) (first AC) · Tags: dp

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5353.

1611E2

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

Quality: 4,314 global accepts · Rating: 1900 · first AC: 2021-11-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, shortest paths, trees

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5354.

1486C2

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

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2021-10-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

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5355.

1467C

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Quality: 6,787 global accepts · Rating: 1900 · first AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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5356.

1494C

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5357.

1237C2

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Quality: 4,534 global accepts · Rating: 1900 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[ashmelev's solution](#)

5358.

1546D

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Rating: 1900 · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[ashmelev's solution](#)

5359.

1545B

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

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2021-07-11 · last AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

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5360.

1543C

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5361.

1527B2

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Quality: 8,696 global accepts · Rating: 1900 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games
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5362.

1512F

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Quality: 6,815 global accepts · Rating: 1900 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation
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5363.

1490G

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Quality: 6,186 global accepts · Rating: 1900 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, math
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5364.

1475G

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5365.

1475F

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5366.

1471D

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Rating: 1900 · first AC: 2021-01-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory
[ashmelev's solution](#)

5367.

1354D

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[ashmelev's solution](#)

5368.

1353E

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Quality: 7,796 global accepts · Rating: 1900 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy
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5369.

1305D

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5370.

1307D

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5371.

1294E

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5372.

1285D

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Quality: 8,611 global accepts · Rating: 1900 · first AC: 2020-01-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees
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5373.

1272E

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1245D

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5375.

1213E

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5376.

1202D

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5377.

1178E

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5378.

1175D

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5379.

1169D

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5380.

1168B

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5381.

199B

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5382.

1032D

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Quality: 2,976 global accepts · Rating: 1900 · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation
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5383.

894C

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5384.

740D

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5385.

630E

[A rectangle](#) · [Tutorial](#)

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5386.

608D

[Zuma](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-12-26 · GNU C++11 (first AC) · Tags: dp
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5387.

557C

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5388.

552C

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Quality: 5,873 global accepts · Rating: 1900 · first AC: 2015-06-18 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, math, meet-in-the-middle, number theory
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5389.

552D

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

Quality: 4,851 global accepts · Rating: 1900 · first AC: 2015-06-18 · MS C++ (first AC) · Tags: brute force, combinatorics, data structures, geometry, math, sortings
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5390.

549D

[Haar Features](#) · [Tutorial](#)

Quality: 2,254 global accepts · Rating: 1900 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: greedy, implementation
[ashmelev's solution](#)

5391.

548D

[Mike and Feet](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: binary search, data structures, dp
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5392.

550D

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Quality: 3,781 global accepts · Rating: 1900 · first AC: 2015-06-04 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, implementation

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5393.

540D

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Quality: 6,496 global accepts · Rating: 1900 · first AC: 2015-04-30 · GNU C++11 (first AC) · Tags: dp, probabilities

[ashmelev's solution](#)

5394.

536B

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Rating: 1900 · first AC: 2015-04-15 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[ashmelev's solution](#)

5395.

534D

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Quality: 2,575 global accepts · Rating: 1900 · first AC: 2015-04-12 · GNU C++ (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

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5396.

294C

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Quality: 4,353 global accepts · Rating: 1900 · first AC: 2015-02-17 · GNU C++ (first AC) · Tags: combinatorics, number theory

[ashmelev's solution](#)

5397.

134B

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Quality: 2,484 global accepts · Rating: 1900 · first AC: 2014-12-05 · GNU C++ (first AC) · Tags: brute force, dfs and similar, math, number theory

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5398.

111B

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Quality: 4,104 global accepts · Rating: 1900 · first AC: 2014-12-05 · GNU C++ (first AC) · Tags: binary search, data structures, number theory

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5399.

463D

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

Quality: 7,296 global accepts · Rating: 1900 · first AC: 2014-09-06 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, implementation

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5400.

463C

[Gargari and Bishops](#) · [Tutorial](#)

Quality: 9,182 global accepts · Rating: 1900 · first AC: 2014-09-06 · GNU C++ (first AC) · Tags: greedy, hashing, implementation

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5401.

320D

[Psychos in a Line](#) · [Tutorial](#)

Rating: 1900 · first AC: 2013-06-24 · GNU C++ (first AC) · Tags: data structures

[ashmelev's solution](#)

5402.

308C

[Memory for Arrays](#) · [Tutorial](#)

Rating: 1900 · first AC: 2013-05-17 · GNU C++ (first AC) · Tags: —

[ashmelev's solution](#)

5403.

292E

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Quality: 4,883 global accepts · Rating: 1900 · first AC: 2013-04-15 · GNU C++ (first AC) · Tags: data structures

[ashmelev's solution](#)

5404.

292D

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

Quality: 2,770 global accepts · Rating: 1900 · first AC: 2013-04-15 · GNU C++ (first AC) · Tags: data structures, dfs and similar, dp, dsu

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5405.

195D

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Quality: 1,135 global accepts · Rating: 1900 · first AC: 2012-06-15 · GNU C++ (first AC) · Tags: geometry, math, sortings

[ashmelev's solution](#)

5406.

180D

[Name](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 1900 · first AC: 2012-04-23 · GNU C++ (first AC) · Tags: greedy, strings

[ashmelev's solution](#)

5407.

173C

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Quality: 1,112 global accepts · Rating: 1900 · first AC: 2012-04-06 · GNU C++ (first AC) · Tags: brute force, dp

[ashmelev's solution](#)

5408.

158E

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[ashmelev's solution](#)

5409.

148E

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Quality: 4,870 global accepts · Rating: 1900 · first AC: 2012-02-08 · GNU C++ (first AC) · Tags: dp

[ashmelev's solution](#)

5410.

136E

[Zero-One](#) · [Tutorial](#)

Rating: 1900 · first AC: 2012-01-12 · GNU C++ (first AC) · Tags: constructive algorithms, games, greedy

[ashmelev's solution](#)

5411.

137D

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Quality: 1,722 global accepts · Rating: 1900 · first AC: 2012-01-03 · GNU C++ (first AC) · Tags: dp, strings

[ashmelev's solution](#)

5412.

122E

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

Rating: 1900 · first AC: 2011-11-08 · GNU C++ (first AC) · Tags: —

[ashmelev's solution](#)

5413.

120J

[Minimum Sum](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 1900 · first AC: 2011-10-24 · GNU C++ (first AC) · Tags: divide and conquer, geometry, sortings

[ashmelev's solution](#)

5414.

119B

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Quality: 1,137 global accepts · Rating: 1900 · first AC: 2011-10-18 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, sortings

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5415.

118C

[Fancy Number](#) · [Tutorial](#)

Quality: 2,872 global accepts · Rating: 1900 · first AC: 2011-10-14 · GNU C++ (first AC) · Tags: brute force, greedy, sortings, strings

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5416.

109C

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Quality: 4,119 global accepts · Rating: 1900 · first AC: 2011-08-29 · GNU C++ (first AC) · Tags: dp, dsu, trees

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5417.

109B

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Quality: 1,780 global accepts · Rating: 1900 · first AC: 2011-08-29 · GNU C++ (first AC) · Tags: brute force, probabilities

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5418.

19B

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Quality: 5,823 global accepts · Rating: 1900 · first AC: 2011-08-11 · GNU C++ (first AC) · Tags: dp

[ashmelev's solution](#)

5419.

104D

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Rating: 1900 · first AC: 2011-08-08 · GNU C++ (first AC) · Tags: math

[ashmelev's solution](#)

5420.

27C

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

Quality: 3,064 global accepts · Rating: 1900 · first AC: 2011-05-03 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[ashmelev's solution](#)

5421.

16E

[Fish](#) · [Tutorial](#)

Quality: 6,541 global accepts · Rating: 1900 · first AC: 2011-04-26 · GNU C++ (first AC) · Tags: bitmasks, dp, probabilities

[ashmelev's solution](#)

5422.

16D

[Logging](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 1900 · first AC: 2011-04-26 · GNU C++ (first AC) · Tags: implementation, strings

[ashmelev's solution](#)

5423.

14D

[Two Paths](#) · [Tutorial](#)

Quality: 5,283 global accepts · Rating: 1900 · first AC: 2011-03-26 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees, two pointers

[ashmelev's solution](#)

5424.

14E

[Camels](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 1900 · first AC: 2011-03-26 · GNU C++ (first AC) · Tags: dp

[ashmelev's solution](#)

5425.

69D

[Dot](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 1900 · first AC: 2011-03-22 · GNU C++ (first AC) · Tags: dp, games

[ashmelev's solution](#)

5426.

67D

[Optical Experiment](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 1900 · first AC: 2011-03-13 · GNU C++ (first AC) · Tags: binary search, data structures, dp

[ashmelev's solution](#)

5427.

63D

[Dividing Island](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 1900 · first AC: 2011-03-03 · GNU C++ (first AC) · Tags: constructive algorithms

[ashmelev's solution](#)

5428.

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,175 global accepts · Rating: 1900 · first AC: 2011-02-22 · GNU C++ (first AC) · Tags: data structures, trees

[ashmelev's solution](#)

5429.

55C

[Pie or die](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 1900 · first AC: 2011-01-15 · GNU C++ (first AC) · Tags: games

[ashmelev's solution](#)

5430.

3B

[Lorry](#) · [Tutorial](#)

Quality: 5,232 global accepts · Rating: 1900 · first AC: 2011-01-08 · GNU C++ (first AC) · Tags: greedy, sortings

[ashmelev's solution](#)

5431.

46E

[Comb](#) · [Tutorial](#)

Quality: 1,159 global accepts · Rating: 1900 · first AC: 2010-12-05 · last AC: 2010-12-05 · GNU C++ (first AC) · Tags: data structures, dp

[ashmelev's solution](#)

5432.

41E

[3-cycles](#) · [Tutorial](#)

Quality: 2,226 global accepts · Rating: 1900 · first AC: 2010-11-20 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, greedy

[ashmelev's solution](#)

5433.

41D

[Pawn](#) · [Tutorial](#)

Quality: 2,897 global accepts · Rating: 1900 · first AC: 2010-11-20 · GNU C++ (first AC) · Tags: dp

[ashmelev's solution](#)

5434.

38D

[Vasya the Architect](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 1900 · first AC: 2010-10-30 · GNU C++ (first AC) · Tags: implementation

[ashmelev's solution](#)

5435.

6E

[Exposition](#) · [Tutorial](#)

Quality: 3,864 global accepts · Rating: 1900 · first AC: 2010-03-27 · GNU C++ (first AC) · Tags: binary search, data structures, dsu, trees, two

pointers

[ashmelev's solution](#)

5436.

5C

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

Quality: 18,068 global accepts · Rating: 1900 · first AC: 2010-03-20 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings

[ashmelev's solution](#)

5437.

359D

[Pair of Numbers](#) · [Tutorial](#)

Quality: 5,724 global accepts · Rating: 2000 · first AC: 2026-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[ashmelev's solution](#)

5438.

401D

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

Quality: 4,571 global accepts · Rating: 2000 · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, number theory

[ashmelev's solution](#)

5439.

615D

[Multipliers](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 2000 · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[ashmelev's solution](#)

5440.

792C

[Divide by Three](#) · [Tutorial](#)

Quality: 4,999 global accepts · Rating: 2000 · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math, number theory

[ashmelev's solution](#)

5441.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,599 global accepts · Rating: 2000 · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dsu, number theory

[ashmelev's solution](#)

5442.

432D

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

Quality: 11,989 global accepts · Rating: 2000 · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[ashmelev's solution](#)

5443.

451D

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

Quality: 5,061 global accepts · Rating: 2000 · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[ashmelev's solution](#)

5444.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,136 global accepts · Rating: 2000 · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[ashmelev's solution](#)

5445.

380C

[Sereja and Brackets](#) · [Tutorial](#)

Quality: 19,779 global accepts · Rating: 2000 · first AC: 2026-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, schedules
[ashmelev's solution](#)

5446.

412D

[Giving Awards](#) · [Tutorial](#)

Quality: 2,437 global accepts · Rating: 2000 · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar
[ashmelev's solution](#)

5447.

730I

[Olympiad in Programming and Sports](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2000 · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, flows, graphs, greedy
[ashmelev's solution](#)

5448.

2216D

[RReeppeettiittiioonn](#) · [Tutorial](#)

Rating: 2000 · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, number theory
[ashmelev's solution](#)

5449.

961D

[Pair Of Lines](#) · [Tutorial](#)

Quality: 4,868 global accepts · Rating: 2000 · first AC: 2026-03-14 · last AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry
[ashmelev's solution](#)

5450.

453B

[Little Pony and Harmony Chest](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 2000 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp
[ashmelev's solution](#)

5451.

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,355 global accepts · Rating: 2000 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, math, number theory
[ashmelev's solution](#)

5452.

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,476 global accepts · Rating: 2000 · first AC: 2026-03-13 · last AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings
[ashmelev's solution](#)

5453.

118E

[Bertown roads](#) · [Tutorial](#)

Quality: 8,435 global accepts · Rating: 2000 · first AC: 2026-03-13 · last AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs
[ashmelev's solution](#)

5454.

1753C

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

Quality: 5,280 global accepts · Rating: 2000 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities
[ashmelev's solution](#)

5455.

466B

[Wonder Room](#) · [Tutorial](#)

Quality: 5,266 global accepts · Rating: 2000 · first AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math
[ashmelev's solution](#)

5456.

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,853 global accepts · Rating: 2000 · first AC: 2026-03-06 · last AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[ashmelev's solution](#)

5457.

1359E

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

Quality: 6,732 global accepts · Rating: 2000 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[ashmelev's solution](#)

5458.

1244C

[The Football Season](#) · [Tutorial](#)

Quality: 8,295 global accepts · Rating: 2000 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[ashmelev's solution](#)

5459.

478D

[Red-Green Towers](#) · [Tutorial](#)

Quality: 7,142 global accepts · Rating: 2000 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[ashmelev's solution](#)

5460.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,346 global accepts · Rating: 2000 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[ashmelev's solution](#)

5461.

337D

[Book of Evil](#) · [Tutorial](#)

Quality: 6,907 global accepts · Rating: 2000 · first AC: 2026-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

[ashmelev's solution](#)

5462.

2181D

[Doorway](#) · [Tutorial](#)

Quality: 1,357 global accepts · Rating: 2000 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, sortings

[ashmelev's solution](#)

5463.

784E

[Twisted Circuit](#) · [Tutorial](#)

Quality: 2,039 global accepts · Rating: 2000 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, brute force, implementation

[ashmelev's solution](#)

5464.

213C

[Relay Race](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2000 · first AC: 2026-02-04 · last AC: 2026-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[ashmelev's solution](#)

5465.

656E

[Out of Controls](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2000 · first AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[ashmelev's solution](#)

5466.

182C

[Optimal Sum](#) · [Tutorial](#)

Quality: 822 global accepts · Rating: 2000 · first AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy
[ashmelev's solution](#)

5467.

193B

[Xor](#) · [Tutorial](#)

Quality: 1,140 global accepts · Rating: 2000 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force
[ashmelev's solution](#)

5468.

2179F

[Blackslex and Another RGB Walking](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2000 · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: communication, constructive algorithms, graphs, interactive, number theory, trees
[ashmelev's solution](#)

5469.

852B

[Neural Network country](#) · [Tutorial](#)

Quality: 1,713 global accepts · Rating: 2000 · first AC: 2025-12-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices
[ashmelev's solution](#)

5470.

621E

[Wet Shark and Blocks](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2025-12-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices
[ashmelev's solution](#)

5471.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,521 global accepts · Rating: 2000 · first AC: 2025-12-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math
[ashmelev's solution](#)

5472.

2045B

[ICPC Square](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2000 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[ashmelev's solution](#)

5473.

1657D

[For Gamers. By Gamers.](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2025-10-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math, sortings
[ashmelev's solution](#)

5474.

2154C2

[No Cost Too Great \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,511 global accepts · Rating: 2000 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory
[ashmelev's solution](#)

5475.

2131G

[Wafu!](#) · [Tutorial](#)

Quality: 3,772 global accepts · Rating: 2000 · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dp, math
[ashmelev's solution](#)

5476.

21C

[Stripe 2](#) · [Tutorial](#)

Quality: 2,539 global accepts · Rating: 2000 · first AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, sortings
[ashmelev's solution](#)

5477.

18D

[Seller Bob](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2000 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy
[ashmelev's solution](#)

5478.

2126F

[1-1-1, Free Tree!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2025-07-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, implementation, trees
[ashmelev's solution](#)

5479.

20B

[Equation](#) · [Tutorial](#)

Quality: 4,803 global accepts · Rating: 2000 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[ashmelev's solution](#)

5480.

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,432 global accepts · Rating: 2000 · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math
[ashmelev's solution](#)

5481.

2096D

[Wonderful Lightbulbs](#) · [Tutorial](#)

Quality: 5,601 global accepts · Rating: 2000 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math
[ashmelev's solution](#)

5482.

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, graphs, math
[ashmelev's solution](#)

5483.

1033D

[Divisors](#) · [Tutorial](#)

Quality: 2,611 global accepts · Rating: 2000 · first AC: 2025-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive, math, number theory
[ashmelev's solution](#)

5484.

2051F

[Joker](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 2000 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math
[ashmelev's solution](#)

5485.

1256F

[Equalizing Two Strings](#) · [Tutorial](#)

Quality: 3,622 global accepts · Rating: 2000 · first AC: 2024-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, sortings, strings
[ashmelev's solution](#)

5486.

1256E

[Yet Another Division Into Teams](#) · [Tutorial](#)

Quality: 4,599 global accepts · Rating: 2000 · first AC: 2024-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, sortings
[ashmelev's solution](#)

5487.

2014F

[Sheriff's Defense](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 2000 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees
[ashmelev's solution](#)

5488.

1992G

[Ultra-Meow](#) · [Tutorial](#)

Quality: 4,156 global accepts · Rating: 2000 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[ashmelev's solution](#)

5489.

1057C

[Tanya and Colored Candies](#) · [Tutorial](#)

Quality: 1,171 global accepts · Rating: 2000 · first AC: 2024-06-02 · C++17 (GCC 7-32) (first AC) · Tags: *special, dp
[ashmelev's solution](#)

5490.

1974G

[Money Buys Less Happiness Now](#) · [Tutorial](#)

Quality: 5,894 global accepts · Rating: 2000 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[ashmelev's solution](#)

5491.

1234E

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

Quality: 2,978 global accepts · Rating: 2000 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: math
[ashmelev's solution](#)

5492.

353D

[Queue](#) · [Tutorial](#)

Quality: 3,188 global accepts · Rating: 2000 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp
[ashmelev's solution](#)

5493.

1872G

[Replace With Product](#) · [Tutorial](#)

Quality: 5,032 global accepts · Rating: 2000 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math
[ashmelev's solution](#)

5494.

1102F

[Elongated Matrix](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, graphs
[ashmelev's solution](#)

5495.

1862G

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

Quality: 3,455 global accepts · Rating: 2000 · first AC: 2024-03-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, math, sortings
[ashmelev's solution](#)

5496.

1744F

[MEX vs MED](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2000 · first AC: 2024-03-19 · C++14 (GCC 6-32) (first AC) · Tags: math, two pointers
[ashmelev's solution](#)

5497.

1092E

[Minimal Diameter Forest](#) · [Tutorial](#)

Quality: 1,985 global accepts · Rating: 2000 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[ashmelev's solution](#)

5498.

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[ashmelev's solution](#)

5499.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,141 global accepts · Rating: 2000 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[ashmelev's solution](#)

5500.

1931G

[One-Dimensional Puzzle](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2000 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[ashmelev's solution](#)

5501.

1157F

[Maximum Balanced Circle](#) · [Tutorial](#)

Quality: 2,881 global accepts · Rating: 2000 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, two pointers

[ashmelev's solution](#)

5502.

1165F1

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

Quality: 2,148 global accepts · Rating: 2000 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[ashmelev's solution](#)

5503.

1165F2

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

Quality: 2,451 global accepts · Rating: 2000 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation

[ashmelev's solution](#)

5504.

1183G

[Candy Box \(hard version\)](#) · [Tutorial](#)

Quality: 2,665 global accepts · Rating: 2000 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[ashmelev's solution](#)

5505.

1183E

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

Quality: 5,421 global accepts · Rating: 2000 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, implementation, shortest paths

[ashmelev's solution](#)

5506.

1029F

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

Quality: 2,754 global accepts · Rating: 2000 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math, number theory

[ashmelev's solution](#)

5507.

999F

[Cards and Joy](#) · [Tutorial](#)

Quality: 3,266 global accepts · Rating: 2000 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: dp

[ashmelev's solution](#)

5508.

999E

[Reachability from the Capital](#) · [Tutorial](#)

Quality: 7,853 global accepts · Rating: 2000 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy

[ashmelev's solution](#)

5509.

1733D2

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

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[ashmelev's solution](#)

5510.

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, two pointers

[ashmelev's solution](#)

5511.

958C2

[Encryption \(medium\)](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2000 · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: dp

[ashmelev's solution](#)

5512.

545E

[Paths and Trees](#) · [Tutorial](#)

Quality: 5,554 global accepts · Rating: 2000 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[ashmelev's solution](#)

5513.

449B

[Jzzhu and Cities](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 2000 · first AC: 2023-02-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[ashmelev's solution](#)

5514.

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,655 global accepts · Rating: 2000 · first AC: 2023-02-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[ashmelev's solution](#)

5515.

384E

[Propagating tree](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-02-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[ashmelev's solution](#)

5516.

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2022-12-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[ashmelev's solution](#)

5517.

1741F

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

Quality: 2,905 global accepts · Rating: 2000 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, sortings

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5518.

1716C

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5519.

1379C

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5520.

1674G

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5521.

1674E

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5522.

767C

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5523.

1438C

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5524.

1454E

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5525.

1506G

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Quality: 4,833 global accepts · Rating: 2000 · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[ashmelev's solution](#)

5526.

1506F

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5527.

1536D

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5528.

1427D

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5529.

1427C

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5530.

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,542 global accepts · Rating: 2000 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp
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5531.

1209G1

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5532.

1209E1

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Quality: 3,250 global accepts · Rating: 2000 · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings
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5533.

1237D

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Quality: 4,779 global accepts · Rating: 2000 · first AC: 2021-07-14 · last AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation
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5534.

1399E1

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[ashmelev's solution](#)

5535.

1388D

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Quality: 6,910 global accepts · Rating: 2000 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees
[ashmelev's solution](#)

5536.

157E

[Cipher](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-03-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, math
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5537.

1304E

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Quality: 5,877 global accepts · Rating: 2000 · first AC: 2020-02-15 · last AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[ashmelev's solution](#)

5538.

1301D

[Time to Run](#) · [Tutorial](#)

Quality: 4,236 global accepts · Rating: 2000 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[ashmelev's solution](#)

5539.

1296E2

[String Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[ashmelev's solution](#)

5540.

1294F

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Quality: 6,861 global accepts · Rating: 2000 · first AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[ashmelev's solution](#)

5541.

1288E

[Messenger Simulator](#) · [Tutorial](#)

Quality: 4,017 global accepts · Rating: 2000 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[ashmelev's solution](#)

5542.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2000 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, dp

[ashmelev's solution](#)

5543.

1204D1

[Kirk and a Binary String \(easy version\)](#) · [Tutorial](#)

Quality: 3,219 global accepts · Rating: 2000 · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

[ashmelev's solution](#)

5544.

1199E

[Matching vs Independent Set](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-08-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[ashmelev's solution](#)

5545.

1185E

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

Quality: 2,807 global accepts · Rating: 2000 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[ashmelev's solution](#)

5546.

1132F

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Quality: 10,706 global accepts · Rating: 2000 · first AC: 2019-03-05 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ashmelev's solution](#)

5547.

877E

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Quality: 5,497 global accepts · Rating: 2000 · first AC: 2017-12-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees

[ashmelev's solution](#)

5548.

895C

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Quality: 7,347 global accepts · Rating: 2000 · first AC: 2017-11-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[ashmelev's solution](#)

5549.

890D

[Restoration of string](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-11-15 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, strings

[ashmelev's solution](#)

5550.

787C

[Berzerk](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-03-24 · GNU C++11 (first AC) · Tags: dp, games

[ashmelev's solution](#)

5551.

659F

[Polycarp and Hay](#) · [Tutorial](#)

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[ashmelev's solution](#)

5552.

6300

[Arrow](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 2000 · first AC: 2016-02-24 · GNU C++11 (first AC) · Tags: geometry

[ashmelev's solution](#)

5553.

579E

[Weakness and Poorness](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-09-20 · GNU C++11 (first AC) · Tags: ternary search

[ashmelev's solution](#)

5554.

557D

[Vitaly and Cycle](#) · [Tutorial](#)

Quality: 2,380 global accepts · Rating: 2000 · first AC: 2015-07-05 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[ashmelev's solution](#)

5555.

540C

[Ice Cave](#) · [Tutorial](#)

Quality: 8,235 global accepts · Rating: 2000 · first AC: 2015-04-30 · GNU C++11 (first AC) · Tags: dfs and similar

[ashmelev's solution](#)

5556.

526C

[Om Nom and Candies](#) · [Tutorial](#)

Quality: 2,650 global accepts · Rating: 2000 · first AC: 2015-04-04 · GNU C++ (first AC) · Tags: brute force, greedy, math

[ashmelev's solution](#)

5557.

513C

[Second price auction](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2000 · first AC: 2015-02-07 · GNU C++ (first AC) · Tags: bitmasks, probabilities

[ashmelev's solution](#)

5558.

494B

[Obsessive String](#) · [Tutorial](#)

Quality: 3,111 global accepts · Rating: 2000 · first AC: 2014-12-13 · GNU C++ (first AC) · Tags: dp, strings

[ashmelev's solution](#)

5559.

216E

[Martian Luck](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2000 · first AC: 2014-12-11 · GNU C++ (first AC) · Tags: math, number theory

[ashmelev's solution](#)

5560.

469D

[Two Sets](#) · [Tutorial](#)

Rating: 2000 · first AC: 2014-09-28 · GNU C++ (first AC) · Tags: 2-sat, data structures, graph matchings, greedy

[ashmelev's solution](#)

5561.

317B

[Ants](#) · [Tutorial](#)

Quality: 1,659 global accepts · Rating: 2000 · first AC: 2013-06-17 · last AC: 2013-06-17 · GNU C++ (first AC) · Tags: brute force, implementation

[ashmelev's solution](#)

5562.

292C

[Beautiful IP Addresses](#) · [Tutorial](#)

Quality: 1,312 global accepts · Rating: 2000 · first AC: 2013-04-15 · GNU C++ (first AC) · Tags: brute force

[ashmelev's solution](#)

5563.

195E

[Building Forest](#) · [Tutorial](#)

Quality: 859 global accepts · Rating: 2000 · first AC: 2012-06-15 · GNU C++ (first AC) · Tags: data structures, dsu, graphs

[ashmelev's solution](#)

5564.

189E

[Weak Memory](#) · [Tutorial](#)

Rating: 2000 · first AC: 2012-05-11 · GNU C++ (first AC) · Tags: binary search, shortest paths

[ashmelev's solution](#)

5565.

176C

[Playing with Superglue](#) · [Tutorial](#)

Quality: 534 global accepts · Rating: 2000 · first AC: 2012-04-20 · GNU C++ (first AC) · Tags: combinatorics, constructive algorithms

[ashmelev's solution](#)

5566.

163B

[Lemmings](#) · [Tutorial](#)

Quality: 1,178 global accepts · Rating: 2000 · first AC: 2012-03-25 · GNU C++ (first AC) · Tags: binary search

[ashmelev's solution](#)

5567.

137E

[Last Chance](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2000 · first AC: 2012-01-03 · GNU C++ (first AC) · Tags: data structures, implementation, strings

[ashmelev's solution](#)

5568.

126C

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Quality: 817 global accepts · Rating: 2000 · first AC: 2011-11-09 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[ashmelev's solution](#)

5569.

117C

[Cycle](#) · [Tutorial](#)

Quality: 2,962 global accepts · Rating: 2000 · first AC: 2011-09-23 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[ashmelev's solution](#)

5570.

114D

[Petr#](#) · [Tutorial](#)

Rating: 2000 · first AC: 2011-09-11 · last AC: 2011-09-11 · GNU C++ (first AC) · Tags: data structures, hashing, string suffix structures, strings
[ashmelev's solution](#)

5571.

109D

[Lucky Sorting](#) · [Tutorial](#)

Quality: 894 global accepts · Rating: 2000 · first AC: 2011-08-29 · GNU C++ (first AC) · Tags: constructive algorithms, sortings
[ashmelev's solution](#)

5572.

31D

[Chocolate](#) · [Tutorial](#)

Quality: 1,228 global accepts · Rating: 2000 · first AC: 2011-07-23 · GNU C++ (first AC) · Tags: dfs and similar, implementation
[ashmelev's solution](#)

5573.

29D

[Ant on the Tree](#) · [Tutorial](#)

Quality: 2,938 global accepts · Rating: 2000 · first AC: 2011-06-11 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, trees
[ashmelev's solution](#)

5574.

88E

[Interesting Game](#) · [Tutorial](#)

Rating: 2000 · first AC: 2011-06-08 · GNU C++ (first AC) · Tags: —
[ashmelev's solution](#)

5575.

43D

[Journey](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2000 · first AC: 2011-05-30 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation
[ashmelev's solution](#)

5576.

34E

[Collisions](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2000 · first AC: 2011-05-27 · GNU C++ (first AC) · Tags: brute force, implementation, math
[ashmelev's solution](#)

5577.

75D

[Big Maximum Sum](#) · [Tutorial](#)

Quality: 2,052 global accepts · Rating: 2000 · first AC: 2011-05-21 · GNU C++ (first AC) · Tags: data structures, dp, greedy, implementation, math, trees
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5578.

82D

[Two out of Three](#) · [Tutorial](#)

Quality: 2,300 global accepts · Rating: 2000 · first AC: 2011-05-07 · GNU C++ (first AC) · Tags: dp
[ashmelev's solution](#)

5579.

82C

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Quality: 871 global accepts · Rating: 2000 · first AC: 2011-05-07 · GNU C++ (first AC) · Tags: data structures, dfs and similar, sortings
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5580.

27E

[Number With The Given Amount Of Divisors](#) · [Tutorial](#)

Quality: 4,907 global accepts · Rating: 2000 · first AC: 2011-05-03 · GNU C++ (first AC) · Tags: brute force, dp, number theory

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5581.

78C

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Quality: 2,175 global accepts · Rating: 2000 · first AC: 2011-04-29 · last AC: 2011-04-29 · MS C++ (first AC) · Tags: dp, games, number theory

[ashmelev's solution](#)

5582.

73B

[Need For Brake](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2000 · first AC: 2011-04-26 · GNU C++ (first AC) · Tags: binary search, greedy, sortings

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5583.

10C

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Quality: 1,700 global accepts · Rating: 2000 · first AC: 2011-03-25 · GNU C++ (first AC) · Tags: number theory

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5584.

58D

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5585.

69C

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Quality: 674 global accepts · Rating: 2000 · first AC: 2011-03-22 · GNU C++ (first AC) · Tags: implementation

[ashmelev's solution](#)

5586.

66E

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5587.

61C

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[ashmelev's solution](#)

5588.

59E

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Quality: 4,811 global accepts · Rating: 2000 · first AC: 2011-02-13 · GNU C++ (first AC) · Tags: graphs, shortest paths

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5589.

59D

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5590.

13B

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5591.

8C

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5592.

2B

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Quality: 12,947 global accepts · Rating: 2000 · first AC: 2010-03-03 · GNU C++ (first AC) · Tags: dp, math

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5593.

920E

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Quality: 7,748 global accepts · Rating: 2100 · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

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5594.

2210C2

[A Simple GCD Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 2100 · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, number theory

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5595.

847F

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Quality: 1,003 global accepts · Rating: 2100 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

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5596.

1799D2

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

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2026-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[ashmelev's solution](#)

5597.

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,215 global accepts · Rating: 2100 · first AC: 2025-12-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, matrices

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5598.

821E

[Okabe and El Psy Kongroo](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2100 · first AC: 2025-12-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

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5599.

1106E

[Lunar New Year and Red Envelopes](#) · [Tutorial](#)

Quality: 2,816 global accepts · Rating: 2100 · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

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5600.

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, sortings

[ashmelev's solution](#)

5601.

754D

[Fedor and coupons](#) · [Tutorial](#)

Quality: 2,694 global accepts · Rating: 2100 · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

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5602.

2119D

[Token Removing](#) · [Tutorial](#)

Quality: 3,472 global accepts · Rating: 2100 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[ashmelev's solution](#)

5603.

2149G

[Buratsuta 3](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2100 · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, probabilities
[ashmelev's solution](#)

5604.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2025-09-23 · last AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation
[ashmelev's solution](#)

5605.

282D

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

Quality: 1,615 global accepts · Rating: 2100 · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, games
[ashmelev's solution](#)

5606.

2123G

[Modular Sorting](#) · [Tutorial](#)

Quality: 3,249 global accepts · Rating: 2100 · first AC: 2025-07-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, math, number theory, sortings
[ashmelev's solution](#)

5607.

178D3

[Magic Squares](#) · [Tutorial](#)

Quality: 271 global accepts · Rating: 2100 · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

5608.

2003D2

[Turtle and a MEX Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2025-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math
[ashmelev's solution](#)

5609.

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers
[ashmelev's solution](#)

5610.

1971H

[±1](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2100 · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, dfs and similar, graphs
[ashmelev's solution](#)

5611.

2044H

[Hard Demon Problem](#) · [Tutorial](#)

Quality: 2,584 global accepts · Rating: 2100 · first AC: 2025-02-04 · last AC: 2025-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, implementation, math
[ashmelev's solution](#)

5612.

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, math

[ashmelev's solution](#)

5613.

1598E

[Staircases](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 2100 · first AC: 2024-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math

[ashmelev's solution](#)

5614.

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,071 global accepts · Rating: 2100 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, math, number theory

[ashmelev's solution](#)

5615.

1203F1

[Complete the Projects \(easy version\)](#) · [Tutorial](#)

Quality: 4,051 global accepts · Rating: 2100 · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[ashmelev's solution](#)

5616.

1154F

[Shovels Shop](#) · [Tutorial](#)

Quality: 3,336 global accepts · Rating: 2100 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings

[ashmelev's solution](#)

5617.

1409F

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

Quality: 5,119 global accepts · Rating: 2100 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[ashmelev's solution](#)

5618.

1183F

[Topforces Strikes Back](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2100 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, sortings

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5619.

1942D

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5620.

1914G1

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5621.

1933F

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5622.

1108F

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5623.

1066F

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5624.

1216F

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5625.

1176F

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5626.

1108E2

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5627.

1077F2

[Pictures with Kittens \(hard version\)](#) · [Tutorial](#)

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5628.

1029E

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5629.

1005F

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5630.

1003E

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5631.

988F

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5632.

988E

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Quality: 4,427 global accepts · Rating: 2100 · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

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5633.

1006F

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5634.

1884D

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5635.

1811F

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5636.

1790F

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Quality: 3,997 global accepts · Rating: 2100 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees

[ashmelev's solution](#)

5637.

1767C

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Quality: 3,034 global accepts · Rating: 2100 · first AC: 2022-12-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

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5638.

1660F2

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Quality: 3,145 global accepts · Rating: 2100 · first AC: 2022-04-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, strings

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5639.

1312E

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Quality: 7,378 global accepts · Rating: 2100 · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

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5640.

1433G

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Quality: 5,116 global accepts · Rating: 2100 · first AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, shortest paths

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5641.

1433F

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Quality: 6,748 global accepts · Rating: 2100 · first AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: dp

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5642.

1454F

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Quality: 4,668 global accepts · Rating: 2100 · first AC: 2021-09-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[ashmelev's solution](#)

5643.

1472F

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5644.

1553E

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5645.

1551D2

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[ashmelev's solution](#)

5646.

1538G

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5647.

1538E

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[ashmelev's solution](#)

5648.

1544E

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5649.

1389D

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5650.

1343E

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5651.

1333D

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5652.

1300E

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5653.

1296F

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5655.

1204D2

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5656.

1202C

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5657.

1195E

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5658.

1185G1

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1185F

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5660.

1166E

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5661.

912D

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5662.

895D

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5663.

894E

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5664.

768E

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5665.

644C

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Quality: 1,001 global accepts · Rating: 2100 · first AC: 2016-03-17 · GNU C++11 (first AC) · Tags: *special, binary search, data structures, implementation, sortings, strings

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5666.

630P

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5667.

552E

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5668.

551D

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5669.

546E

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5670.

549H

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Quality: 2,092 global accepts · Rating: 2100 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: binary search, math

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5671.

540E

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5672.

489F

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5673.

340B

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5674.

320E

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Rating: 2100 · first AC: 2013-06-25 · GNU C++ (first AC) · Tags: dp

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5675.

165D

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5676.

163C

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5677.

104E

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5678.

81D

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5679.

77C

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5680.

80E

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5681.

65C

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5682.

56D

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5683.

38F

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5684.

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5685.

1C

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5686.

920G

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5687.

730D

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5688.

730E

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5689.

1468A

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5690.

337E

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5691.

2189D2

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Quality: 1,944 global accepts · Rating: 2200 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, number theory
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5692.

2056D

[Unique Median](#) · [Tutorial](#)

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5693.

279D

[The Minimum Number of Variables](#) · [Tutorial](#)

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5694.

65D

[Harry Potter and the Sorting Hat](#) · [Tutorial](#)

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5695.

1840G1

[In Search of Truth \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,795 global accepts · Rating: 2200 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities
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5696.

2118D2

[Red Light, Green Light \(Hard version\)](#) · [Tutorial](#)

Quality: 2,497 global accepts · Rating: 2200 · first AC: 2025-07-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory
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5697.

2108D

[Needle in a Numstack](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2200 · first AC: 2025-05-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, implementation, interactive
[ashmelev's solution](#)

5698.

47D

[Safe](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2200 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force
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5699.

2039E

[Shohag Loves Inversions](#) · [Tutorial](#)

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation, math
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5700.

1249F

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Quality: 2,746 global accepts · Rating: 2200 · first AC: 2024-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, trees
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5701.

2014G

[Milky Days](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2200 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation
[ashmelev's solution](#)

5702.

1822G2

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

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math, number theory
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5703.

1985H2

[Maximize the Largest Component \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-06-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, implementation
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5704.

1234F

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5705.

1946E

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Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory
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5706.

1154G

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Quality: 3,258 global accepts · Rating: 2200 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory
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5707.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,390 global accepts · Rating: 2200 · first AC: 2024-03-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs
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5708.

1907G

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Quality: 2,337 global accepts · Rating: 2200 · first AC: 2024-03-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation
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5709.

1520F2

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5710.

1216E2

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5711.

1921G

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5712.

1926F

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5713.

1157G

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[ashmelev's solution](#)

5714.

1003F

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Quality: 1,601 global accepts · Rating: 2200 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, hashing, strings
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5715.

1092D2

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Quality: 3,377 global accepts · Rating: 2200 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation
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5716.

1092D1

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Quality: 5,675 global accepts · Rating: 2200 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math
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5717.

1788E

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5718.

1773B

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5719.

1579G

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5720.

1562D2

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5721.

1556E

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5722.

1520G

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5723.

1559E

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5724.

1552F

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5725.

1551F

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5726.

1542D

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5727.

1543D2

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5728.

1537F

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5729.

1537E2

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5730.

1535E

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5731.

1474D

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5732.

1406D

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Quality: 3,812 global accepts · Rating: 2200 · first AC: 2020-09-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

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5733.

1398E

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5734.

1399E2

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Quality: 2,524 global accepts · Rating: 2200 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, greedy, sortings, trees, two pointers

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5735.

1389E

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[ashmelev's solution](#)

5736.

1373E

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5737.

1353F

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5738.

1336C

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Quality: 4,085 global accepts · Rating: 2200 · first AC: 2020-04-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

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5739.

1335F

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5740.

1334E

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5741.

1333F

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5742.

272E

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5743.

1305E

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5745.

592D

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1196F

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5747.

1178F1

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5748.

1175E

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5749.

1166D

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5750.

1169E

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5751.

13C

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785E

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5756.

743E

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645E

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651E

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604E

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549C

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549G

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548C

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550E

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5765.

538E

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5766.

538F

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5767.

526D

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5768.

113C

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Quality: 1,451 global accepts · Rating: 2200 · first AC: 2014-12-05 · GNU C++ (first AC) · Tags: brute force, math, number theory
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5769.

45G

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5770.

271E

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120I

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5774.

116E

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[ashmelev's solution](#)

5775.

114E

[Double Happiness](#) · [Tutorial](#)

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5776.

105C

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19C

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5778.

85C

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5779.

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73D

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71D

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5782.

71E

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5783.

70C

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5784.

68C

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56E

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36C

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5787.

7D

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5788.

432E

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451E

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5790.

1468M

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846E

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2180E

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5793.

2181J

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610D

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5795.

1658D2

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5796.

1203F2

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5797.

1927G

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5798.

1933G

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5799.

1932G

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5800.

1015F

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5801.

1797E

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5802.

690A2

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5803.

1675G

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5804.

1548D1

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Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, geometry, math, number theory
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5805.

1536E

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1552E

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5807.

1553F

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5808.

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5810.

1476E

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5811.

1399F

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5812.

1310D

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5813.

1304F1

[Animal Observation \(easy version\)](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
[ashmelev's solution](#)

5814.

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees
[ashmelev's solution](#)

5815.

1245E

[Hyakugoku and Ladders](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2300 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities, shortest paths
[ashmelev's solution](#)

5816.

1245F

[Daniel and Spring Cleaning](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2300 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp
[ashmelev's solution](#)

5817.

1204E

[Natasha, Sasha and the Prefix Sums](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2300 · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[ashmelev's solution](#)

5818.

1199F

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

Rating: 2300 · first AC: 2019-08-01 · last AC: 2019-08-01 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ashmelev's solution](#)

5819.

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2019-07-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[ashmelev's solution](#)

5820.

1182E

[Product Oriented Recurrence](#) · [Tutorial](#)

Quality: 3,328 global accepts · Rating: 2300 · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices, number theory

[ashmelev's solution](#)

5821.

985F

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

Quality: 2,168 global accepts · Rating: 2300 · first AC: 2018-05-23 · C++17 (GCC 7-32) (first AC) · Tags: hashing, strings

[ashmelev's solution](#)

5822.

877F

[Ann and Books](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2300 · first AC: 2017-12-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, flows, hashing

[ashmelev's solution](#)

5823.

895E

[Eyes Closed](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2300 · first AC: 2017-11-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[ashmelev's solution](#)

5824.

893F

[Subtree Minimum Query](#) · [Tutorial](#)

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2017-11-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[ashmelev's solution](#)

5825.

785D

[Anton and School - 2](#) · [Tutorial](#)

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2017-03-15 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[ashmelev's solution](#)

5826.

768F

[Barrels and boxes](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2300 · first AC: 2017-02-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math, number theory, probabilities

[ashmelev's solution](#)

5827.

24E

[Berland collider](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2300 · first AC: 2016-10-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[ashmelev's solution](#)

5828.

596D

[Wilbur and Trees](#) · [Tutorial](#)

Quality: 729 global accepts · Rating: 2300 · first AC: 2015-11-18 · last AC: 2015-11-19 · GNU C++11 (first AC) · Tags: dp, math, probabilities, sortings

[ashmelev's solution](#)

5829.

549B

[Lookserly Party](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2300 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[ashmelev's solution](#)

5830.

548E

[Mike and Foam](#) · [Tutorial](#)

Rating: 2300 · first AC: 2015-06-04 · last AC: 2015-06-04 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[ashmelev's solution](#)

5831.

489E

[Hiking](#) · [Tutorial](#)

Quality: 1,147 global accepts · Rating: 2300 · first AC: 2014-11-18 · GNU C++ (first AC) · Tags: binary search, dp

[ashmelev's solution](#)

5832.

430E

[Guess the Tree](#) · [Tutorial](#)

Rating: 2300 · first AC: 2014-05-12 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, dfs and similar

[ashmelev's solution](#)

5833.

300D

[Painting Square](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2300 · first AC: 2013-06-13 · GNU C++ (first AC) · Tags: dp, fft

[ashmelev's solution](#)

5834.

180B

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

Quality: 465 global accepts · Rating: 2300 · first AC: 2012-04-23 · GNU C++ (first AC) · Tags: math, number theory

[ashmelev's solution](#)

5835.

141E

[Clearing Up](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2300 · first AC: 2012-01-09 · GNU C++ (first AC) · Tags: constructive algorithms, dp, dsu, graphs

[ashmelev's solution](#)

5836.

141D

[Take-off Ramps](#) · [Tutorial](#)

Quality: 1,212 global accepts · Rating: 2300 · first AC: 2012-01-09 · GNU C++ (first AC) · Tags: graphs, shortest paths

[ashmelev's solution](#)

5837.

126D

[Fibonacci Sums](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2300 · first AC: 2011-11-09 · GNU C++ (first AC) · Tags: dp, math

[ashmelev's solution](#)

5838.

92E

[Ski Base](#) · [Tutorial](#)

Rating: 2300 · first AC: 2011-06-25 · GNU C++ (first AC) · Tags: data structures, dsu, graphs

[ashmelev's solution](#)

5839.

90E

[Chip Play](#) · [Tutorial](#)

Rating: 2300 · first AC: 2011-06-18 · GNU C++ (first AC) · Tags: —

[ashmelev's solution](#)

5840.

90D

[Widget Library](#) · [Tutorial](#)

Rating: 2300 · first AC: 2011-06-18 · GNU C++ (first AC) · Tags: —

[ashmelev's solution](#)

5841.

43E

[Race](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 2300 · first AC: 2011-05-30 · GNU C++ (first AC) · Tags: brute force, implementation, two pointers

[ashmelev's solution](#)

5842.

85D

[Sum of Medians](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2300 · first AC: 2011-05-20 · GNU C++ (first AC) · Tags: binary search, brute force, data structures, implementation

[ashmelev's solution](#)

5843.

78E

[Evacuation](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 2300 · first AC: 2011-05-01 · GNU C++ (first AC) · Tags: flows, graphs, shortest paths

[ashmelev's solution](#)

5844.

78D

[Archer's Shot](#) · [Tutorial](#)

Quality: 373 global accepts · Rating: 2300 · first AC: 2011-04-29 · GNU C++ (first AC) · Tags: binary search, geometry, math, two pointers

[ashmelev's solution](#)

5845.

77D

[Domino Carpet](#) · [Tutorial](#)

Quality: 363 global accepts · Rating: 2300 · first AC: 2011-04-21 · GNU C++ (first AC) · Tags: dp, implementation

[ashmelev's solution](#)

5846.

62C

[Inquisition](#) · [Tutorial](#)

Quality: 337 global accepts · Rating: 2300 · first AC: 2011-02-25 · last AC: 2011-02-25 · GNU C++ (first AC) · Tags: geometry, implementation, sortings

[ashmelev's solution](#)

5847.

62D

[Wormhouse](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2300 · first AC: 2011-02-25 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[ashmelev's solution](#)

5848.

49E

[Common ancestor](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2300 · first AC: 2010-12-17 · GNU C++ (first AC) · Tags: dp

[ashmelev's solution](#)

5849.

46F

[Hercule Poirot Problem](#) · [Tutorial](#)

Quality: 358 global accepts · Rating: 2300 · first AC: 2010-12-05 · GNU C++ (first AC) · Tags: dsu, graphs

[ashmelev's solution](#)

5850.

38G

[Queue](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 2300 · first AC: 2010-10-30 · GNU C++ (first AC) · Tags: data structures

[ashmelev's solution](#)

5851.

1617D2

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

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2026-01-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive, math

[ashmelev's solution](#)

5852.

1706D2

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

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[ashmelev's solution](#)

5853.

1005E2

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

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: sortings

[ashmelev's solution](#)

5854.

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,853 global accepts · Rating: 2400 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

[ashmelev's solution](#)

5855.

1680D

[Dog Walking](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[ashmelev's solution](#)

5856.

1670F

[Jee, You See?](#) · [Tutorial](#)

Quality: 1,266 global accepts · Rating: 2400 · first AC: 2022-05-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[ashmelev's solution](#)

5857.

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2022-01-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[ashmelev's solution](#)

5858.

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2021-07-22 · last AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[ashmelev's solution](#)

5859.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[ashmelev's solution](#)

5860.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[ashmelev's solution](#)

5861.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2400 · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[ashmelev's solution](#)

5862.

847J

[Students Initiation](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 2400 · first AC: 2020-10-05 · last AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, flows, graphs

[ashmelev's solution](#)

5863.

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures

[ashmelev's solution](#)

5864.

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,639 global accepts · Rating: 2400 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, implementation, sortings

[ashmelev's solution](#)

5865.

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[ashmelev's solution](#)

5866.

1343F

[Restore the Permutation by Sorted Segments](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 2400 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[ashmelev's solution](#)

5867.

1304F2

[Animal Observation \(hard version\)](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[ashmelev's solution](#)

5868.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2400 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[ashmelev's solution](#)

5869.

1286C1

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

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2020-01-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[ashmelev's solution](#)

5870.

1221F

[Choose a Square](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2400 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings

[ashmelev's solution](#)

5871.

1186F

[Vus the Cossack and a Graph](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2400 · first AC: 2019-07-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation

[ashmelev's solution](#)

5872.

1182D

[Complete Mirror](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, hashing, implementation, trees

[ashmelev's solution](#)

5873.

1166F

[Vicky's Delivery Service](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2400 · first AC: 2019-05-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, hashing

[ashmelev's solution](#)

5874.

1038E

[Maximum Matching](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 2400 · first AC: 2018-09-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[ashmelev's solution](#)

5875.

912E

[Prime Gift](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2400 · first AC: 2018-01-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle, number theory, two pointers

[ashmelev's solution](#)

5876.

890E

[Maximum Element](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-11-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[ashmelev's solution](#)

5877.

798D

[Mike and distribution](#) · [Tutorial](#)

Quality: 2,167 global accepts · Rating: 2400 · first AC: 2017-04-21 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[ashmelev's solution](#)

5878.

606E

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

Rating: 2400 · first AC: 2015-12-15 · last AC: 2015-12-15 · GNU C++11 (first AC) · Tags: —

[ashmelev's solution](#)

5879.

593D

[Happy Tree Party](#) · [Tutorial](#)

Quality: 1,423 global accepts · Rating: 2400 · first AC: 2015-11-05 · last AC: 2015-11-05 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, math, trees

[ashmelev's solution](#)

5880.

534E

[Berland Local Positioning System](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 2400 · first AC: 2015-04-12 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, hashing, implementation

[ashmelev's solution](#)

5881.

534F

[Simplified Nonogram](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2400 · first AC: 2015-04-12 · GNU C++ (first AC) · Tags: bitmasks, dp, hashing, meet-in-the-middle

[ashmelev's solution](#)

5882.

526E

[Transmitting Levels](#) · [Tutorial](#)

Quality: 1,180 global accepts · Rating: 2400 · first AC: 2015-04-04 · GNU C++ (first AC) · Tags: dp, implementation

[ashmelev's solution](#)

5883.

513D1

[Constrained Tree](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2400 · first AC: 2015-02-07 · GNU C++ (first AC) · Tags: dfs and similar

[ashmelev's solution](#)

5884.

513G2

[Inversions problem](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: 2400 · first AC: 2015-02-07 · GNU C++ (first AC) · Tags: dp, probabilities

[ashmelev's solution](#)

5885.

226C

[Anniversary](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2014-12-11 · GNU C++ (first AC) · Tags: data structures, implementation, math, matrices, number theory

[ashmelev's solution](#)

5886.

329C

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

Quality: 1,010 global accepts · Rating: 2400 · first AC: 2013-07-22 · GNU C++ (first AC) · Tags: constructive algorithms

[ashmelev's solution](#)

5887.

293C

[Cube Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2400 · first AC: 2013-04-22 · GNU C++ (first AC) · Tags: brute force, math, number theory

[ashmelev's solution](#)

5888.

161C

[Abracadabra](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 2400 · first AC: 2012-03-11 · GNU C++ (first AC) · Tags: divide and conquer

[ashmelev's solution](#)

5889.

31E

[TV Game](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2400 · first AC: 2011-07-23 · GNU C++ (first AC) · Tags: dp

[ashmelev's solution](#)

5890.

97A

[Domino](#) · [Tutorial](#)

Quality: 335 global accepts · Rating: 2400 · first AC: 2011-07-15 · GNU C++ (first AC) · Tags: brute force, implementation

[ashmelev's solution](#)

5891.

29E

[Quarrel](#) · [Tutorial](#)

Quality: 1,133 global accepts · Rating: 2400 · first AC: 2011-06-11 · GNU C++ (first AC) · Tags: graphs, shortest paths

[ashmelev's solution](#)

5892.

83D

[Numbers](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2400 · first AC: 2011-05-19 · GNU C++ (first AC) · Tags: dp, math, number theory

[ashmelev's solution](#)

5893.

83C

[Track](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 2400 · first AC: 2011-05-19 · GNU C++ (first AC) · Tags: graphs, greedy, shortest paths

[ashmelev's solution](#)

5894.

84E

[Track](#) · [Tutorial](#)

Rating: 2400 · first AC: 2011-05-19 · GNU C++ (first AC) · Tags: brute force, shortest paths

[ashmelev's solution](#)

5895.

73E

[Morrowindows](#) · [Tutorial](#)

Quality: 412 global accepts · Rating: 2400 · first AC: 2011-04-26 · GNU C++ (first AC) · Tags: math, number theory

[ashmelev's solution](#)

5896.

58E

[Expression](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 2400 · first AC: 2011-03-24 · GNU C++ (first AC) · Tags: dp

[ashmelev's solution](#)

5897.

12D

[Ball](#) · [Tutorial](#)

Quality: 2,885 global accepts · Rating: 2400 · first AC: 2011-01-17 · GNU C++ (first AC) · Tags: data structures, sortings

[ashmelev's solution](#)

5898.

38H

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

Quality: 445 global accepts · Rating: 2400 · first AC: 2010-10-30 · GNU C++ (first AC) · Tags: dp

[ashmelev's solution](#)

5899.

5E

[Bindian Signalizing](#) · [Tutorial](#)

Quality: 2,487 global accepts · Rating: 2400 · first AC: 2010-03-20 · GNU C++ (first AC) · Tags: data structures

[ashmelev's solution](#)

5900.

1468I

[Plane Tiling](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 2500 · first AC: 2026-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, implementation, math

[ashmelev's solution](#)

5901.

93D

[Flags](#) · [Tutorial](#)

Quality: 444 global accepts · Rating: 2500 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, matrices

[ashmelev's solution](#)

5902.

1840G2

[In Search of Truth \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,187 global accepts · Rating: 2500 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[ashmelev's solution](#)

5903.

1611G

[Robot and Candies](#) · [Tutorial](#)

Quality: 741 global accepts · Rating: 2500 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graph matchings, greedy

[ashmelev's solution](#)

5904.

1497E2

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

Quality: 1,915 global accepts · Rating: 2500 · first AC: 2024-03-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[ashmelev's solution](#)

5905.

1773I

[Interactive Factorial Guessing](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2500 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, implementation, interactive

[ashmelev's solution](#)

5906.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[ashmelev's solution](#)

5907.

1559D2

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

Quality: 3,065 global accepts · Rating: 2500 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[ashmelev's solution](#)

5908.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2021-07-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[ashmelev's solution](#)

5909.

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,299 global accepts · Rating: 2500 · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy, sortings

[ashmelev's solution](#)

5910.

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[ashmelev's solution](#)

5911.

1539E

[Game with Cards](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2500 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, greedy, implementation

[ashmelev's solution](#)

5912.

1474E

[What Is It?](#) · [Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2021-01-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[ashmelev's solution](#)

5913.

1398F

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

Quality: 1,392 global accepts · Rating: 2500 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[ashmelev's solution](#)

5914.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[ashmelev's solution](#)

5915.

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2020-04-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy

[ashmelev's solution](#)

5916.

1305F

[Kuroni and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, probabilities

[ashmelev's solution](#)

5917.

1301E

[Nanosoft](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation

[ashmelev's solution](#)

5918.

1221E

[Game With String](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2500 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: games

[ashmelev's solution](#)

5919.

1195F

[Geometers Anonymous Club](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, math, sortings

[ashmelev's solution](#)

5920.

1174E

[Ehab and the Expected GCD Problem](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2019-06-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[ashmelev's solution](#)

5921.

912C

[Perun, Ult!](#) · [Tutorial](#)

Quality: 540 global accepts · Rating: 2500 · first AC: 2018-01-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[ashmelev's solution](#)

5922.

645F

[Cowslip Collections](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2500 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[ashmelev's solution](#)

5923.

469E

[Hack it!](#) · [Tutorial](#)

Rating: 2500 · first AC: 2014-09-28 · GNU C++ (first AC) · Tags: constructive algorithms

[ashmelev's solution](#)

5924.

318E

[Balance](#) · [Tutorial](#)

Rating: 2500 · first AC: 2013-06-17 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar

[ashmelev's solution](#)

5925.

176D

[Hyper String](#) · [Tutorial](#)

Quality: 381 global accepts · Rating: 2500 · first AC: 2012-04-20 · GNU C++ (first AC) · Tags: dp

[ashmelev's solution](#)

5926.

173D

[Deputies](#) · [Tutorial](#)

Quality: 289 global accepts · Rating: 2500 · first AC: 2012-04-06 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[ashmelev's solution](#)

5927.

161E

[Polycarpus the Safecracker](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2500 · first AC: 2012-03-11 · GNU C++ (first AC) · Tags: brute force, dp

[ashmelev's solution](#)

5928.

117D

[Not Quick Transformation](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2500 · first AC: 2011-09-23 · GNU C++ (first AC) · Tags: divide and conquer, math

[ashmelev's solution](#)

5929.

105E

[Lift and Throw](#) · [Tutorial](#)

Quality: 211 global accepts · Rating: 2500 · first AC: 2011-08-13 · GNU C++ (first AC) · Tags: brute force

[ashmelev's solution](#)

5930.

68D

[Half-decay tree](#) · [Tutorial](#)

Quality: 531 global accepts · Rating: 2500 · first AC: 2011-03-18 · GNU C++ (first AC) · Tags: data structures, divide and conquer, dp, math, probabilities

[ashmelev's solution](#)

5931.

67E

[Save the City!](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 2500 · first AC: 2011-03-13 · GNU C++ (first AC) · Tags: geometry

[ashmelev's solution](#)

5932.

55D

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

Quality: 4,620 global accepts · Rating: 2500 · first AC: 2011-01-15 · GNU C++ (first AC) · Tags: dp, number theory

[ashmelev's solution](#)

5933.

55E

[Very simple problem](#) · [Tutorial](#)

Quality: 820 global accepts · Rating: 2500 · first AC: 2011-01-15 · GNU C++ (first AC) · Tags: geometry, two pointers

[ashmelev's solution](#)

5934.

53E

[Dead Ends](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2500 · first AC: 2011-01-07 · GNU C++ (first AC) · Tags: bitmasks, dp

[ashmelev's solution](#)

5935.

46G

[Emperor's Problem](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 2500 · first AC: 2010-12-06 · GNU C++ (first AC) · Tags: geometry

[ashmelev's solution](#)

5936.

2104F

[Numbers and Strings](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2600 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, implementation, math

[ashmelev's solution](#)

5937.

2189E

[Majority Wins?](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2600 · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings

[ashmelev's solution](#)

5938.

2109C3

[Hacking Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,203 global accepts · Rating: 2600 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[ashmelev's solution](#)

5939.

1773H

[Hot and Cold](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 2600 · first AC: 2022-12-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[ashmelev's solution](#)

5940.

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2022-12-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, flows, graph matchings, greedy

[ashmelev's solution](#)

5941.

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, math, number theory

[ashmelev's solution](#)

5942.

1536F

[Omkar and Akmar](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2021-07-27 · C++17 (GCC 9-64) (first AC) · Tags: chinese remainder theorem, combinatorics, constructive algorithms, fft, games, geometry, math, meet-in-the-middle, stri...

[ashmelev's solution](#)

5943.

1209F

[Koala and Notebook](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2021-07-22 · last AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees

[ashmelev's solution](#)

5944.

1544F

[Bingo](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, probabilities

[ashmelev's solution](#)

5945.

1539F

[Strange Array](#) · [Tutorial](#)

Quality: 984 global accepts · Rating: 2600 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[ashmelev's solution](#)

5946.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2021-06-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[ashmelev's solution](#)

5947.

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,879 global accepts · Rating: 2600 · first AC: 2020-09-13 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math, number theory

[ashmelev's solution](#)

5948.

1400G

[Mercenaries](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 2600 · first AC: 2020-08-25 · last AC: 2020-08-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, dsu, math, two pointers

[ashmelev's solution](#)

5949.

1398G

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

Quality: 1,280 global accepts · Rating: 2600 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, fft, math, number theory

[ashmelev's solution](#)

5950.

1389F

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

Quality: 1,246 global accepts · Rating: 2600 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graph matchings, sortings

[ashmelev's solution](#)

5951.

1373G

[Pawns](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, greedy

[ashmelev's solution](#)

5952.

1301F

[Super Jaber](#) · [Tutorial](#)

Quality: 1,414 global accepts · Rating: 2600 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[ashmelev's solution](#)

5953.

1178F2

[Long Colorful Strip](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ashmelev's solution](#)

5954.

1185G2

[Playlist for Polycarp \(hard version\)](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 2600 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[ashmelev's solution](#)

5955.

185D

[Visit of the Great](#) · [Tutorial](#)

Quality: 504 global accepts · Rating: 2600 · first AC: 2012-05-04 · GNU C++ (first AC) · Tags: math, number theory

[ashmelev's solution](#)

5956.

140F

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

Quality: 401 global accepts · Rating: 2600 · first AC: 2012-01-09 · GNU C++ (first AC) · Tags: geometry, sortings

[ashmelev's solution](#)

5957.

140E

[New Year Garland](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2012-01-04 · GNU C++ (first AC) · Tags: combinatorics, dp

[ashmelev's solution](#)

5958.

82E

[Corridor](#) · [Tutorial](#)

Quality: 247 global accepts · Rating: 2600 · first AC: 2011-05-07 · GNU C++ (first AC) · Tags: geometry

[ashmelev's solution](#)

5959.

10E

[Greedy Change](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 2600 · first AC: 2011-03-26 · last AC: 2011-03-26 · GNU C++ (first AC) · Tags: constructive algorithms

[ashmelev's solution](#)

5960.

3D

[Least Cost Bracket Sequence](#) · [Tutorial](#)

Quality: 3,946 global accepts · Rating: 2600 · first AC: 2011-03-24 · GNU C++ (first AC) · Tags: greedy

[ashmelev's solution](#)

5961.

6D

[Lizards and Basements 2](#) · [Tutorial](#)

Quality: 2,279 global accepts · Rating: 2600 · first AC: 2010-03-27 · GNU C++ (first AC) · Tags: brute force, dp

[ashmelev's solution](#)

5962.

1468L

[Prime Divisors Selection](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2700 · first AC: 2026-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, number theory

[ashmelev's solution](#)

5963.

1553G

[Common Divisor Graph](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[ashmelev's solution](#)

5964.

1543E

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

Quality: 451 global accepts · Rating: 2700 · first AC: 2021-07-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[ashmelev's solution](#)

5965.

1550F

[Jumping Around](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2700 · first AC: 2021-07-15 · last AC: 2021-07-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, graphs, shortest paths

[ashmelev's solution](#)

5966.

1388E

[Uncle Bogdan and Projections](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2700 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, sortings

[ashmelev's solution](#)

5967.

1202F

[You Are Given Some Letters...](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2700 · first AC: 2019-08-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math

[ashmelev's solution](#)

5968.

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2019-07-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[ashmelev's solution](#)

5969.

879E

[Tournament](#) · [Tutorial](#)

Rating: 2700 · first AC: 2017-10-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[ashmelev's solution](#)

5970.

308D

[Tennis Rackets](#) · [Tutorial](#)

Rating: 2700 · first AC: 2013-05-17 · GNU C++ (first AC) · Tags: —

[ashmelev's solution](#)

5971.

81E

[Pairs](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2700 · first AC: 2011-05-04 · GNU C++ (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[ashmelev's solution](#)

5972.

1608E

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

Quality: 486 global accepts · Rating: 2800 · first AC: 2022-01-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, sortings
[ashmelev's solution](#)

5973.

1546E

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

Rating: 2800 · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs
[ashmelev's solution](#)

5974.

1545C

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

Quality: 767 global accepts · Rating: 2800 · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs
[ashmelev's solution](#)

5975.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 2800 · first AC: 2011-03-25 · GNU C++ (first AC) · Tags: dp
[ashmelev's solution](#)

5976.

1765J

[Hero to Zero](#) · [Tutorial](#)

Quality: 305 global accepts · Rating: 2900 · first AC: 2022-12-08 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings, math
[ashmelev's solution](#)

5977.

73F

[Plane of Tanks](#) · [Tutorial](#)

Quality: 107 global accepts · Rating: 2900 · first AC: 2011-04-26 · last AC: 2011-04-26 · GNU C++ (first AC) · Tags: brute force, geometry
[ashmelev's solution](#)

5978.

1250D

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

Quality: 216 global accepts · Rating: 3000 · first AC: 2026-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp
[ashmelev's solution](#)

5979.

2086F

[Online Palindrome](#) · [Tutorial](#)

Quality: 142 global accepts · Rating: 3000 · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, interactive
[ashmelev's solution](#)

5980.

1546F

[AquaMoon and Wrong Coordinate](#) · [Tutorial](#)

Rating: 3000 · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math
[ashmelev's solution](#)

5981.

1545D

[AquaMoon and Wrong Coordinate](#) · [Tutorial](#)

Quality: 606 global accepts · Rating: 3000 · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math
[ashmelev's solution](#)

5982.

1535F

[String Distance](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3000 · first AC: 2021-06-07 · last AC: 2021-06-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search,

brute force, data structures, hashing, implementation, strings

[ashmelev's solution](#)

5983.

1290D

[Coffee Varieties \(hard version\)](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 3000 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, interactive

[ashmelev's solution](#)

5984.

645G

[Armistice Area Apportionment](#) · [Tutorial](#)

Quality: 128 global accepts · Rating: 3200 · first AC: 2016-03-21 · GNU C++11 (first AC) · Tags: binary search, geometry

[ashmelev's solution](#)

5985.

739D

[Recover a functional graph](#) · [Tutorial](#)

Quality: 215 global accepts · Rating: 3400 · first AC: 2016-11-25 · C++14 (GCC 6-32) (first AC) · Tags: graph matchings

[ashmelev's solution](#)

5986.

1666H

[Heroes of Might](#) · [Tutorial](#)

Quality: 86 global accepts · Rating: 3500 · first AC: 2022-04-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[ashmelev's solution](#)

5987.

2227H

[Fallen Leaves](#) · [Tutorial](#)

Quality: 949 global accepts · Rating: — · first AC: 2026-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[ashmelev's solution](#)

5988.

2227G

[Drowning](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: — · first AC: 2026-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, math

[ashmelev's solution](#)

5989.

2227F

[It Just Keeps Going Sideways](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: — · first AC: 2026-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, math

[ashmelev's solution](#)

5990.

2227E

[It All Went Sideways](#) · [Tutorial](#)

Quality: 6,050 global accepts · Rating: — · first AC: 2026-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[ashmelev's solution](#)

5991.

2227D

[Palindromex](#) · [Tutorial](#)

Quality: 8,689 global accepts · Rating: — · first AC: 2026-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation, two pointers

[ashmelev's solution](#)

5992.

2227B

[Party Monster](#) · [Tutorial](#)

Quality: 18,020 global accepts · Rating: — · first AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[ashmelev's solution](#)

5993.

2227C

[Snowfall](#) · [Tutorial](#)

Quality: 15,020 global accepts · Rating: — · first AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[ashmelev's solution](#)

5994.

2227A

[Koshary](#) · [Tutorial](#)

Quality: 19,412 global accepts · Rating: — · first AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[ashmelev's solution](#)

5995.

2226C

[Mental Monumental \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,475 global accepts · Rating: — · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, two pointers

[ashmelev's solution](#)

5996.

2226B

[Everything Everywhere](#) · [Tutorial](#)

Quality: 9,974 global accepts · Rating: — · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[ashmelev's solution](#)

5997.

2226A

[Disturbing Distribution](#) · [Tutorial](#)

Quality: 11,077 global accepts · Rating: — · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[ashmelev's solution](#)

5998.

2222D

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

Quality: 3,180 global accepts · Rating: — · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, sortings

[ashmelev's solution](#)

5999.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,765 global accepts · Rating: — · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[ashmelev's solution](#)

6000.

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,266 global accepts · Rating: — · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[ashmelev's solution](#)

6001.

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 9,976 global accepts · Rating: — · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[ashmelev's solution](#)

6002.

2225G

[Simple Problem](#) · [Tutorial](#)

Quality: 195 global accepts · Rating: — · first AC: 2026-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, graphs, greedy, number theory

[ashmelev's solution](#)

6003.

2225B

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

Quality: 14,127 global accepts · Rating: — · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy
[ashmelev's solution](#)

6004.

2225C

[Red-Black Pairs](#) · [Tutorial](#)

Quality: 11,321 global accepts · Rating: — · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy
[ashmelev's solution](#)

6005.

2225A

[A Number Between Two Others](#) · [Tutorial](#)

Quality: 17,661 global accepts · Rating: — · first AC: 2026-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[ashmelev's solution](#)

6006.

2220D1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive
[ashmelev's solution](#)

6007.

2220D2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive
[ashmelev's solution](#)

6008.

2220C

[Grid L](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math
[ashmelev's solution](#)

6009.

2220B

[OIE Excursion](#) · [Tutorial](#)

Quality: 12,289 global accepts · Rating: — · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[ashmelev's solution](#)

6010.

2220A

[Blocked](#) · [Tutorial](#)

Quality: 18,106 global accepts · Rating: — · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[ashmelev's solution](#)

6011.

2214C

[And?](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: — · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, bitmasks
[ashmelev's solution](#)

6012.

2214E

[Shortest Paths](#) · [Tutorial](#)

Quality: 1,050 global accepts · Rating: — · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, shortest paths
[ashmelev's solution](#)

6013.

2214J

[Special Problem](#) · [Tutorial](#)

Quality: 3,541 global accepts · Rating: — · first AC: 2026-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, brute force, games, interactive
[ashmelev's solution](#)

6014.

2214D

[Neural Feud](#) · [Tutorial](#)

Quality: 4,268 global accepts · Rating: — · first AC: 2026-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, strings
[ashmelev's solution](#)

6015.

2214H

[Double Vision](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: — · first AC: 2026-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special
[ashmelev's solution](#)

6016.

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,562 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, strings
[ashmelev's solution](#)

6017.

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,131 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, graph matchings, implementation
[ashmelev's solution](#)

6018.

106353C

[Canal Crossing](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6019.

1812E

[Not a Geometry Problem](#) · [Tutorial](#)

Quality: 4,304 global accepts · Rating: — · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, constructive algorithms, geometry, math
[ashmelev's solution](#)

6020.

1331C

[...And after happily lived ever they](#) · [Tutorial](#)

Quality: 3,213 global accepts · Rating: — · first AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, bitmasks
[ashmelev's solution](#)

6021.

1145A

[Thanos Sort](#) · [Tutorial](#)

Quality: 9,265 global accepts · Rating: — · first AC: 2026-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, implementation
[ashmelev's solution](#)

6022.

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2026-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, implementation
[ashmelev's solution](#)

6023.

1812B

[Was it Rated?](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: — · first AC: 2026-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, brute force, implementation
[ashmelev's solution](#)

6024.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,506 global accepts · Rating: — · first AC: 2026-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[ashmelev's solution](#)

6025.

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2026-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, expression parsing, strings

[ashmelev's solution](#)

6026.

1952C

[They Have Fooled](#) · [Tutorial](#)

Quality: 3,263 global accepts · Rating: — · first AC: 2026-01-05 · C++20 (GCC 13-64) (first AC) · Tags: *special, brute force, schedules

[ashmelev's solution](#)

6027.

2095D

[Where Am I?](#) · [Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: *special, geometry

[ashmelev's solution](#)

6028.

1952D

[Are You a Procrastinator?](#) · [Tutorial](#)

Quality: 5,359 global accepts · Rating: — · first AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: *special, implementation

[ashmelev's solution](#)

6029.

2168B

[Locate](#) · [Tutorial](#)

Quality: 1,552 global accepts · Rating: — · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, communication, constructive algorithms, greedy, interactive

[ashmelev's solution](#)

6030.

2168A1

[Encode and Decode \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: — · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: communication, constructive algorithms, interactive

[ashmelev's solution](#)

6031.

2168A2

[Encode and Decode \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,305 global accepts · Rating: — · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, communication, interactive, math

[ashmelev's solution](#)

6032.

106077A

[Sun](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[ashmelev's solution](#)

6033.

105962C

[Hacking the Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[ashmelev's solution](#)

6034.

105962B

[We're Competing](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[ashmelev's solution](#)

6035.

105962A

[Neymar at Santos](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[ashmelev's solution](#)

6036.

100792F

[Flow Management](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ashmelev's solution](#)

6037.

100792B

[Banana Brain's Bracelet](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ashmelev's solution](#)

6038.

100792K

[King's Rout](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ashmelev's solution](#)

6039.

100792E

[Entertainment](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ashmelev's solution](#)

6040.

100792H

[Hashing](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ashmelev's solution](#)

6041.

100792C

[Colder-Hotter](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ashmelev's solution](#)

6042.

100792D

[Delay Time](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ashmelev's solution](#)

6043.

100792I

[Illegal or Not?](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ashmelev's solution](#)

6044.

100792A

[Anagrams](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ashmelev's solution](#)

6045.

105809I

[Integer dyslexia](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ashmelev's solution](#)

6046.

103428E

[CHASE!](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ashmelev's solution](#)

6047.

103428H

[city safety](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ashmelev's solution](#)

6048.

103428F

[Stone](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ashmelev's solution](#)

6049.

103428M

[810975](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ashmelev's solution](#)

6050.

105805A

[Submission is All You Need](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ashmelev's solution](#)

6051.

2095B

[Plinko](#) · [Tutorial](#)

Quality: 5,995 global accepts · Rating: — · first AC: 2025-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, games, interactive

[ashmelev's solution](#)

6052.

2095F

[IS Cæb 0B \\$ab1CVØ](#)

Quality: 837 global accepts · Rating: — · first AC: 2025-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, math

[ashmelev's solution](#)

6053.

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,817 global accepts · Rating: — · first AC: 2025-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, string suffix structures

[ashmelev's solution](#)

6054.

105740B

[A Magical Dance](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ashmelev's solution](#)

6055.

105740A

[Bob and the Beanstalk](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ashmelev's solution](#)

6056.

105709B

[Lowest Common Ancestor](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ashmelev's solution](#)

6057.

105709A

[Genetic Discovery](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6058.

105687C

[Fat Burner II](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6059.

102100F

[Five words](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6060.

102100H

[Harmonic permutations](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6061.

102100G

[Glowing letters](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6062.

102100D

[Doubtful numbers](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6063.

105689B

[Snake Years](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6064.

105689A

[Moon Spotting](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6065.

102100B

[Book of all the words](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6066.

102100A

[Alexandra's subtractions](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6067.

102102F

[Footprints](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6068.

102102C

[Car collection](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6069.

102102B

[Boolean](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6070.

102102A

[Alternative result](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6071.

105673A

[Biggest Field](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6072.

105673C

[Biggest Field \(Hard Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6073.

105672B

[Dumb OwlBear](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6074.

105672A

[Minecraft Dragon](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6075.

102103H

[H](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-22 · last AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6076.

102103I

[Insidious time limit](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6077.

102103J

[Jagged sequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6078.

105204B

[BD5015D 2CT@C#8](#)

Rating: — · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6079.

105204E

[B=CT6Cä:](#)

Rating: — · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6080.

105204C

[A>D\\$86Ô:C, 8C`8 D 0CÔ4C ;C,,8](#)

Rating: — · first AC: 2025-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6081.

105204A

[B 0010,,2C 5CÂ ;C 3CT@DÀ](#)

Rating: — · first AC: 2025-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6082.

104687E

[B BD=Ca0-1](#)

Rating: — · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6083.

105642D

[World Domination](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6084.

102103D

[Deep tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6085.

102103A

[A F Ö çB F-v-T@rial](#)

Rating: — · first AC: 2025-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6086.

102104D

[Decks](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6087.

102104B

[BNF](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6088.

102104F

[Flip](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6089.

102104A

[Automultiplicative numbers](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6090.

102095H

[Hyper numbers](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6091.

102105F

[Fantastic chess](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6092.

102105E

[Elegant system](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6093.

102095A

[Azat and bookshelf](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6094.

102095B

[Bekarys and khet](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6095.

102105D

[Dima's divided numbers](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6096.

102105C

[Comparing](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6097.

102105B

[Big dipper](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6098.

102105A

[Ayat and the film](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6099.

105586F

[W\(ΩN2\)Q™Y*Y N†ÿ](#)

Rating: — · first AC: 2025-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6100.

105586I

[\ P·rll0*Ãl](#)

Rating: — · first AC: 2025-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6101.

105266B

[c OMhal](#)

Rating: — · first AC: 2025-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6102.

105266A

[g YQlepn TCE](#)

Rating: — · first AC: 2025-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6103.

105545L

[AA=CR=CR=D 0C\\$OD\\$ADò MD\\$8 CÄ0D\\$@CäAD²](#)

Rating: — · first AC: 2024-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6104.

105545F

[BT>D>D,,5CR =C AD\\$@Cä5CÔ8CP](#)

Rating: — · first AC: 2024-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6105.

105622D

[Cow the Tree Nerd](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6106.

105622C

[Painting a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6107.

101788A

[B 0C0D,,5CÔ8CR <C AD 8C\\$0](#)

Rating: — · first AC: 2024-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6108.

101788H

[Captcha](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6109.

105622B

[Tree Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6110.

105622A

[Cyclic Trees](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6111.

105586E

[žN0qYGri](#)

Rating: — · first AC: 2024-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6112.

105586A

[o YOrw_eã_q](#)

Rating: — · first AC: 2024-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6113.

105586N

[TãOãkôÑŠY'•](#)

Rating: — · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6114.

1024808

[Aõ,Oric BD°](#)

Rating: — · first AC: 2024-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6115.

1024807

[A UCCãCä<C B](#)

Rating: — · first AC: 2024-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6116.

1024806

[Aõ,Oric, @Cä2C=0 D4GC AD\\$:C](#)

Rating: — · first AC: 2024-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6117.

1024805

[AÄÖC=AC,,<C ;DÄ=Cä5 Cõ@Cä8Ct2CT4CT=C,,5](#)

Rating: — · first AC: 2024-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6118.

1029368

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6119.

1029367

[BT>D=õD,,8CR @C AC= @C AC=8](#)

Rating: — · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6120.

1029366

[B18D,jõ](#)

Rating: — · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6121.

1029365

[A=005Gô4C @DÂ =C C'LDD5 Bd5CôBC 2D 0](#)

Rating: — · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6122.

104687C

[B C CÄ=õ](#)

Rating: — · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6123.

104687D

[Bingo](#)

Rating: — · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6124.

105435F1

[Dhrumil and Abhishek Game 1](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6125.

105435D

[Hard Work](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6126.

105435B

[Divisor Query](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6127.

105435A

[The world of JS \(Jagjeet & Sagar\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6128.

105575C

[s+Z to T](#)

Rating: — · first AC: 2024-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6129.

102396B

[Cash Gap](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6130.

102396A

[King's Inspection](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6131.

105450G

[Treat or Trick](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6132.

105450F

[Houdini](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6133.

105490A

[A > C4 > DS8](#) · [VK](#)

Rating: — · first AC: 2024-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6134.

105490B

[LCA-DTOA](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6135.

105585D

[BO<0;0A=8D 8DdCC4C C, 4C\\$0 CÔCD\\$8](#)

Rating: — · first AC: 2024-12-05 · last AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6136.

105585C

[BT>D;D;8C'À CÔ;CäECä9, D BD >C=0](#)

Rating: — · first AC: 2024-12-05 · last AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6137.

105585B

[B>040=C,,5 C=CA0CÔ4D°](#)

Rating: — · first AC: 2024-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6138.

105585A

[Aô5D0GC,,BC 9 D 5D,,QCÔ=D´5 Ct0CD0Dt8](#)

Rating: — · first AC: 2024-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6139.

104010K

[Pick a Pair](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6140.

104010A

[Rain Diary](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6141.

105575B

[A Typical Codeforces Round](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6142.

105575A

[~B;0hK](#)

Rating: — · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6143.

105537J

[Just Half is Enough](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6144.

105537I

[If I Could Turn Back Time](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6145.

105537A

[Another Brick in the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6146.

105537F

[False Alarm](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6147.

105450E

[Give Me Your Candy](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6148.

105552C

[Trailer Park](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6149.

105545C

[A 8D\\$K< @Cä<](#)

Rating: — · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6150.

105545D

[AD@Cä1C„BCT;DÀ](#)

Rating: — · first AC: 2024-11-23 · last AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6151.

105545A

[A 8D\\$K< @Cä=D 8 CÄ>CÔ5D\\$K](#)

Rating: — · first AC: 2024-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6152.

105545B

[B„C@D 8DdK](#)

Rating: — · first AC: 2024-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6153.

105552B

[Baja Shrimp](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6154.

105552A

[Brushfire](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6155.

105536E1

[ÄÄKD„50>C\\$K C BC :D4ND" „,?D >D BC O C\\$5D AC„,O\)](#)

Rating: — · first AC: 2024-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6156.

105536E2

[AÄKDj50a>C\\$K C BC :D4ND" „AC´>Cd=C O C\\$5D AC„O\)](#)

Rating: — · first AC: 2024-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6157.

105536D

[B->C6D5CD>C\\$0CÔ8CR 2 B 1CT@](#)

Rating: — · first AC: 2024-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6158.

105536C

[At5D" ÔÔÔTMD\\$> B 0CÄ>D BDÂÀ C !C <CäAD\\$L --- DÔBCâ CTB](#)

Rating: — · first AC: 2024-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6159.

105536B

[B 0DD0DÔ;DÂ 8 A=5C"AC, Cd>CÔA](#)

Rating: — · first AC: 2024-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6160.

105536A

[Aô500B CäBCä2C=0 C¢ >C´8CÄ?C„0CD5](#)

Rating: — · first AC: 2024-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6161.

105408K

[Kitchen Closing](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6162.

105501B

[Black and White](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6163.

105501A

[Gyro Spyro](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6164.

101137B

[Blocking Buffer](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6165.

101137A

[Altitude](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6166.

102411M

[Managing Difficulties](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · last AC: 2024-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6167.

102411A

[Accurate Movement](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6168.

105437I

[Attribute Checks](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6169.

101285G

[Aö>ODäCäAC´5CD>C\\$0D\\$5C´LCÔ>D BDÂ \\$C,,1Cä=C GDt8](#)

Rating: — · first AC: 2024-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6170.

101285B

[B,00TäC BD°](#)

Rating: — · first AC: 2024-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6171.

100253B

[Travelling Camera Problem](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-23 · last AC: 2024-11-03 · GNU C++11 (first AC) · Tags: —
[ashmelev's solution](#)

6172.

105445A

[Sum Fun](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · last AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6173.

105445B

[Interviews](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6174.

105450D

[Trick or Treat](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6175.

105450C

[Sour Straws](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6176.

105450B

[Sour Strip Shapes](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6177.

105450A

[Minimize Sour Difference](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6178.

105434B

[Onitsql](#)

Rating: — · first AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6179.

105434H

[r6179](#)

Rating: — · first AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6180.

105408A

[AAEGGLNU](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · last AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6181.

105408F

[Fair Toy Missing](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6182.

105408G

[GCDland Mystical Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6183.

105437A

[Cutting into Parts](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6184.

100289C

[A&O&D" "Cä@C](#)

Rating: — · first AC: 2024-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6185.

100289E

[A&O&D](#)

Rating: — · first AC: 2024-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6186.

100289D

[A&O&D](#)

Rating: — · first AC: 2024-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6187.

104687B

[A&O&D BC,,@Cä2C BDÂ <C AD 8C](#)

Rating: — · first AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6188.

104687A

[BS&O&DCC4>C'LCÔ8C](#)

Rating: — · first AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6189.

105400C

[Mex Rectangle](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6190.

105309G

[Red Pandacakes](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6191.

105309F

[Yet Another Count the Pairs Satisfying a Condition Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6192.

105309E

[Red Pandaships](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6193.

105309D

[Cereal Grids III \(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6194.

105309C

[Shiori Novella's 3D Showcase](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6195.

105309B

[Simple Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6196.

105309A

[World's Hardest Math Problem II](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6197.

105400A

[Spilled Milk I](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6198.

105400B

[Spilled Milk II](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6199.

105416B

[Hard Boiled](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6200.

105416A

[Which is up?](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6201.

102791D

[Barrels](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6202.

102791B

[Look At The Same One](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6203.

100532F

[Fool's Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6204.

100532C

[Cellular Automaton](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6205.

100532E

[Exchange](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6206.

100532I

[Interconnect](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6207.

100532B

[Billing Tables](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6208.

100532G

[Graveyard](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6209.

100532J

[Java vs C++](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6210.

100532K

[Kickdown](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6211.

102348F

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

Rating: — · first AC: 2024-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6212.

102348A

[Yellow Cards](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6213.

104015A

[Candies](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6214.

104015G

[Training Session](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6215.

104015K

[Staircases](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6216.

104015E

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

Rating: — · first AC: 2024-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6217.

104015C

[Groups](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6218.

104015B

[Computer Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6219.

101172J

[A&B&C' GCT<Cä4C =](#)

Rating: — · first AC: 2024-10-08 · last AC: 2024-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6220.

101172B

[B 0040;CT=C,,5 C <D4;CTBC](#)

Rating: — · first AC: 2024-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6221.

105350C

[Yet Another Cool Pair Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6222.

105380F

[Inversion Sum](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6223.

105380E

[String Palindrome Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6224.

105380D

[Make It Good](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6225.

105380C

[Dhrumil The Pados Wali Aunty](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6226.

105380B1

[Xor Pairs \(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6227.

105380B2

[Xor Pairs \(Hard Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6228.

100851B

[Binary vs Decimal](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6229.

105380A

[Who Hates Abhishek?](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6230.

105112H

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

Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6231.

101172C

[ASDQ1CT1CÔKCR AD4ICTAD\\$2C](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6232.

101172F

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Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6233.

104010E

[Just Like Pickle](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6234.

105112A

[Arranging Adapters](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6235.

105112L

[Lateral Damage](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-29 · last AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6236.

100801A

[Alex Origami Squares](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6237.

100801L

[Lucky Chances](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6238.

105350B

[A Cool Pair Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6239.

105350A

[An OK Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6240.

100244A

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Rating: — · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6241.

100244H

[A=0/5C\\$AC=0Dò 1D4EC40C´BCT@C,,O](#)

Rating: — · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6242.

103306H

[Haunted House](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6243.

103306E

[E-13 Storage Unit](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6244.

103306G

[Grid of Letters](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6245.

103306C

[Cut the Deck](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6246.

103306D

[Dislike the Raisins](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6247.

103306I

[Integer Multiplicative Persistence](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6248.

101142B

[Boys and Girls](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6249.

101142K

[King's Heir](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6250.

101142H

[Hard Cuts](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6251.

101142F

[Folding](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6252.

101142A

[Anniversary Cake](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6253.

101142E

[Easy Reading](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6254.

105348B

[And Xor Pair](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6255.

105348A

[Try and Cry](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6256.

105346A

[Spookey](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6257.

105346B

[Ternary Nightmare](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6258.

102709F

[Zoom Exercises](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6259.

102709E

[Headquarters](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6260.

102709D

[Zoom Clumps](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6261.

102709C

[Professor Moody](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6262.

102830B

[Tryouts](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6263.

102830A

[First Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6264.

104683D

[Sum and Difference](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6265.

104683C

[Yet Another \$\div 2\$ or \$+1\$ Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6266.

104683F2

[Maximum Flow in DIV3?\(Hard Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6267.

104683F1

[Maximum Flow in DIV3?\(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6268.

104683B

[Left or Right Shift](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6269.

104683A

[Banis and Cards](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6270.

103317B

[Pro Bending](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6271.

103317A

[Oseye Sort](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6272.

102709B

[Office Hours](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6273.

102709A

[Elesay](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6274.

103664G

[A=10T4CT=CÔ>CR 2D 5CÃO](#)

Rating: — · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6275.

103664B

[A=50C1D,,8CR MC= @C =D°](#)

Rating: — · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6276.

102791C

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

Rating: — · first AC: 2024-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6277.

102791A

[Christmas Ornaments](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ashmelev's solution](#)

6278.

103665H

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[L](#)

Rating: — · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6279.

103665A

[B 5D,50Ö8CR 7C 4C G](#)
[B 5D,50](#)

Rating: — · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6280.

103664D

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[AäUÖA5](#)

Rating: — · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6281.

103664I

[BSQCTHC4>C´LCÔKCR GC,,AC´0](#)
[BSQCTHC](#)

Rating: — · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6282.

102986B

[Sharing Cheerios](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6283.

102986A

[Favorite Foods](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6284.

105160M

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Rating: — · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: —
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6285.

102740B

[Clone Factory](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: —
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6286.

102740A

[Valorant Score](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: —
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6287.

103036B

[Vinyl Records](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6288.

103036A

[Switching Up the Playlist](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6289.

103269B

[Abhilash's Cat](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6290.

103269A

[Welcome](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6291.

103294B

[Lifting Stones](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6292.

103294A

[Journey Home](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: —
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6293.

102939A

[Imitation Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6294.

102939B

[Pathfinder](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6295.

103584C

[Redwoods](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6296.

103584B

[White Goosefoot](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6297.

103584A

[New Garden](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6298.

104574B

[Preferred Valley](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6299.

104574A

[Iguana Playground](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: —
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6300.

103562B

[Watch Your Sugar!](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6301.

103562A

[Phone Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6302.

102783B

[Heading Home](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6303.

102783A

[Mr. Skeleton](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6304.

102757C

[Light Festival](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6305.

102757A

[Time Machine](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6306.

103347A

[Ophelia's Happiness](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-15 · last AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6307.

103347B

[Ophelia's Sadness](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6308.

103380B

[North Pole Retirement](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6309.

103380A

[Sad Santa](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6310.

103455B

[Prize Change](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6311.

103455A

[Fundraising the Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6312.

104617B

[Ice Cream Biorhythm](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[ashmelev's solution](#)

6313.

103895C

[Ellie the Elephant](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[ashmelev's solution](#)

6314.

103895A

[Love Your Llama](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[ashmelev's solution](#)

6315.

103647B

[Friendly Flamingos](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[ashmelev's solution](#)

6316.

103647A

[Night Nesting](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[ashmelev's solution](#)

6317.

103624B

[Balanced Cannons](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[ashmelev's solution](#)

6318.

103624A

[Queen Anne's Revenge](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[ashmelev's solution](#)

6319.

103968B

[Sour Skittles](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[ashmelev's solution](#)

6320.

103968A

[Counting Celebratory Candles](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[ashmelev's solution](#)

6321.

104002B

[William and Kitty Pebbles](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[ashmelev's solution](#)

6322.

104002A

[William and Mary](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[ashmelev's solution](#)

6323.

104048B

[Foo Bar](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[ashmelev's solution](#)

6324.

104048A

[Copper Corners](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[ashmelev's solution](#)

6325.

104180B

[Rain Collector](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[ashmelev's solution](#)

6326.

104180A

[Weather Forecast](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[ashmelev's solution](#)

6327.

104261B

[Pluto Discovery!](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[ashmelev's solution](#)

6328.

104261A

[Planetary Status](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[ashmelev's solution](#)

6329.

103920A

[Truck Driver](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[ashmelev's solution](#)

6330.

104217B

[Max Difference](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[ashmelev's solution](#)

6331.

104217A

[Swapped Signs](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[ashmelev's solution](#)

6332.

104992E

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Rating: — · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6333.

104992B

[A`8D`8C` ; C, :D >C`8C`8](#)

Rating: — · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6334.

105079G

[Sneaking Sprinkles](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6335.

105123E

[Powerhouse of the Cell?](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6336.

105160D

[e`W W i 8 b](#)

Rating: — · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6337.

105160A

[b T i` A i a N`](#)

Rating: — · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6338.

105079F

[Cupcake Circle](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6339.

105079E

[Cupcake Collecting](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6340.

104678C

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Rating: — · first AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6341.

104678B

[Streamer night](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6342.

104678F

[Astronomy](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6343.

104678D

[Basic examination](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6344.

104678A

[Ornament](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6345.

105123C

[Flipped DNA](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6346.

105123D1

[Predator or Prey \(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6347.

105123D2

[Predator or Prey \(Hard Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6348.

105123B

[Neural Network](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6349.

105123A

[Mitosis](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6350.

103937B

[Extravagant Elephants](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6351.

103937A

[Jeopardy!](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6352.

104157B

[Watch Your Sugar!](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6353.

104157A

[Printing Papers](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6354.

104835D

[Baklava Batches](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6355.

104617A

[Get to the Choppa!](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6356.

104763B

[Jellyfish Lights](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6357.

104763A

[Jellyfish Art](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6358.

104664B

[Noodle Tug of War](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6359.

104664A

[Noodle Restaurant](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6360.

104835C

[Baklava Baking](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6361.

104835B

[Baklava Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6362.

104835A

[Baklava Layers](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6363.

105071B

[Working Out](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6364.

105071A

[Are you a Robot?](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6365.

105079D

[Spicy Cupcakes](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6366.

105079C

[Frosting Circles](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6367.

104930B

[Upside Downtown](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6368.

104930A

[Up Up Down Down](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6369.

105007D

[Dog](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6370.

105007C

[The Corgi Genes](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6371.

104968B

[Pizza Slices](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6372.

104968A

[Pepperoni Paradise](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6373.

105079B

[Polkadots](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6374.

105079A

[Ordering Cupcakes](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[ashmelev's solution](#)

6375.

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-02 · C++14 (GCC 6-32) (first AC) · Tags: *special, strings
[ashmelev's solution](#)

6376.

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,101 global accepts · Rating: — · first AC: 2024-04-02 · C++14 (GCC 6-32) (first AC) · Tags: *special, strings
[ashmelev's solution](#)

6377.

105048A

[To be, or not to be?](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[ashmelev's solution](#)

6378.

105048B

[Romeo and Random Walk](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[ashmelev's solution](#)

6379.

104992C

[B ? CÄ9,CôBC,,GC¬0!](#)

Rating: — · first AC: 2024-03-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[ashmelev's solution](#)

6380.

104992A

[ÄÄ=Cä3C, 8 CÄ=Cä3Cä3Cä;Cä2D°](#)

Rating: — · first AC: 2024-03-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[ashmelev's solution](#)

6381.

101964F

[Min Max Convert](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[ashmelev's solution](#)

6382.

105007F

[Walk in the Park](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[ashmelev's solution](#)

6383.

105007A

[Finding Bo](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[ashmelev's solution](#)

6384.

105007B

[Corgi Hike](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[ashmelev's solution](#)

6385.

101669C

[Christmas Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[ashmelev's solution](#)

6386.

101669B

[Bricks](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[ashmelev's solution](#)

6387.

104393I

[Improving the Neighborhood](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[ashmelev's solution](#)

6388.

100030L

[Make Your Donation Now](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[ashmelev's solution](#)

6389.

100030J

[Secret Laboratory](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[ashmelev's solution](#)

6390.

100030K

[Triskaidekaphobia](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[ashmelev's solution](#)

6391.

100030I

[Prohibition](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[ashmelev's solution](#)

6392.

100030H

[The Longest Good Substring](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[ashmelev's solution](#)

6393.

100030G

[Procrastination](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[ashmelev's solution](#)

6394.

104064F

[Flatland Olympics](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[ashmelev's solution](#)

6395.

104064J

[Jet Set](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[ashmelev's solution](#)

6396.

104064D

[Dyson Circle](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[ashmelev's solution](#)

6397.

104064G

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

Rating: — · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[ashmelev's solution](#)

6398.

104064H

[Heating Up](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[ashmelev's solution](#)

6399.

104064L

[Lucky Shirt](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[ashmelev's solution](#)

6400.

104064A

[Access Denied](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[ashmelev's solution](#)

6401.

104064K

[Knitpicking](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[ashmelev's solution](#)

6402.

102785D

[We were trying to share an orange ...](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[ashmelev's solution](#)

6403.

103274L

[Leonel and the powers of two](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · last AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[ashmelev's solution](#)

6404.

103274C

[Cypher Decypher](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[ashmelev's solution](#)

6405.

103488L

[Lexicographic Order](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[ashmelev's solution](#)

6406.

103736I

[IHI's Homework](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[ashmelev's solution](#)

6407.

103736H

[Optimal Biking Strategy](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-28 · last AC: 2022-08-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[ashmelev's solution](#)

6408.

103736F

[Subarrays](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[ashmelev's solution](#)

6409.

103736A

[Hello, ACMer!](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[ashmelev's solution](#)

6410.

1663B

[Mike's Sequence](#) · [Tutorial](#)

Quality: 3,570 global accepts · Rating: — · first AC: 2022-04-03 · C++17 (GCC 7-32) (first AC) · Tags: *special, divide and conquer, implementation, math

[ashmelev's solution](#)

6411.

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-03 · Text (first AC) · Tags: *special, expression parsing, trees

[ashmelev's solution](#)

6412.

103136H

[AöD\\$0D 5C'>Dt:C <](#)

Rating: — · first AC: 2021-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[ashmelev's solution](#)

6413.

1531E2

[B 5DöBö, @Cä2C=0 D ;C,,OCô8CT<](#)

Quality: 340 global accepts · Rating: — · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: *special, brute force

[ashmelev's solution](#)

6414.

1531E1

[B 5DöBö, @Cä2C=0 D ;C,,OCô8CT<](#)

Quality: 362 global accepts · Rating: — · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: *special

[ashmelev's solution](#)

6415.

1531D

[B 5CD0C=BOjaöD45CÂ C,,=C45D Â 6ö/E÷](#)

Quality: 370 global accepts · Rating: — · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: *special

[ashmelev's solution](#)

6416.

1531C

[B 8CÄ=CTBD 8Dt=D'9 C <DD8D\\$5C BD](#)

Quality: 659 global accepts · Rating: — · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: *special, constructive algorithms, dp

[ashmelev's solution](#)

6417.

1531B1

[AÄ=Cô8D\\$>D 8Cô3](#)

Quality: 1,157 global accepts · Rating: — · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: *special

[ashmelev's solution](#)

6418.

1531B2

[AÄ=Cô8D\\$>D 8Cô3](#)

Quality: 796 global accepts · Rating: — · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: *special

[ashmelev's solution](#)

6419.

1531A

[At8Cô3OT@pcolor](#)

Quality: 1,483 global accepts · Rating: — · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation

[ashmelev's solution](#)

6420.

102947F

[Hopping Between Lily Pads](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[ashmelev's solution](#)

6421.

102947G

[Food Rations](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[ashmelev's solution](#)

6422.

102947H

[Jungle Escape](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[ashmelev's solution](#)

6423.

1275F

[B,DD4C,,@Cä2C =C,,5 Cô>D BCä2](#)

Quality: 92 global accepts · Rating: — · first AC: 2019-12-16 · C++17 (GCC 7-32) (first AC) · Tags: *special, binary search, interactive
[ashmelev's solution](#)

6424.

1275D

[Storage2](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: — · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: *special
[ashmelev's solution](#)

6425.

1275C

[#define At0CD0D0aB ...](#)

Quality: 698 global accepts · Rating: — · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: *special
[ashmelev's solution](#)

6426.

1275B

[Code Review](#) · [Tutorial](#)

Quality: 844 global accepts · Rating: — · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: *special
[ashmelev's solution](#)

6427.

1275A

[B,DD4C,,@Cä2C =C,,5 Cô>D BCä2](#)

Quality: 891 global accepts · Rating: — · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: *special
[ashmelev's solution](#)

6428.

100246A

[A](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-31 · last AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[ashmelev's solution](#)

6429.

101908B

[Marbles](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[ashmelev's solution](#)

6430.

101908G

[Gasoline](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[ashmelev's solution](#)

6431.

101296E

[AD50fA\\$KCR 2D BD 5Dt8](#)

Rating: — · first AC: 2019-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[ashmelev's solution](#)

6432.

100246C

[C](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-31 · last AC: 2019-01-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[ashmelev's solution](#)

6433.

100160D

[AS\\$X0Cä2Cä9 Cä1DT>CB 3D 0DD0](#)

Rating: — · first AC: 2015-04-01 · last AC: 2019-01-30 · GNU C++ (first AC) · Tags: —

[ashmelev's solution](#)

6434.

100853N

[B\\$@CTäC,,@Cä2Cä8 A =CD@CTO A\\$8CäBCä@Cä2C,,GC](#)

Rating: — · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[ashmelev's solution](#)

6435.

101187G

[A @DT8C\\$K CD6CT4C 5C](#)

Rating: — · first AC: 2016-12-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[ashmelev's solution](#)

6436.

100249B

[A@00ä@CäA C,,7CÄ5CÔ5CÔ8Dò =C >D\\$@CT7Cä5](#)

Rating: — · first AC: 2016-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[ashmelev's solution](#)

6437.

100249A

[B @ÄäC =C >D\\$@CT7Cä5](#)

Rating: — · first AC: 2016-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[ashmelev's solution](#)

6438.

100090M

[Jumping along the Hummocks](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[ashmelev's solution](#)

6439.

100090L

[Hard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[ashmelev's solution](#)

6440.

100090K

[Bracket Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[ashmelev's solution](#)

6441.

100090J

[Product Innovation](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[ashmelev's solution](#)

6442.

100090I

[Retakes](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[ashmelev's solution](#)

6443.

100090H

[Game with the Stones](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[ashmelev's solution](#)

6444.

100090G

[The Last Wish](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[ashmelev's solution](#)

6445.

100090F

[Asperger Syndrome](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[ashmelev's solution](#)

6446.

100090E

[Counterfeiters](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[ashmelev's solution](#)

6447.

100090D

[Insomnia](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[ashmelev's solution](#)

6448.

100090C

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

Rating: — · first AC: 2016-11-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[ashmelev's solution](#)

6449.

100090B

[Birthday Cake](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[ashmelev's solution](#)

6450.

100090A

[After Two Hares](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[ashmelev's solution](#)

6451.

100853L

[BS0000 C, :C08Cd5Dt:Cē](#)

Rating: — · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: —
[ashmelev's solution](#)

6452.

100853K

[A 5Dy0C05 CÄ>Cd5D" 2 C▣@C AC0KCP](#)

Rating: — · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: —
[ashmelev's solution](#)

6453.

100853J

[A00D;0rD;D46C 0 C, >C0D =C 8 D\\$@D44C00](#)

Rating: — · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: —
[ashmelev's solution](#)

6454.

100853I

[A3D00;CT=C,,5 C\\$5C=0](#)

Rating: — · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: —
[ashmelev's solution](#)

6455.

100853H

[B5D20;8 CäAC´K](#)

Rating: — · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: —
[ashmelev's solution](#)

6456.

100853G

[AD20ä@Cä2D´9 DDCD\\$1Cä; C" !C <C @CP](#)

Rating: — · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: —
[ashmelev's solution](#)

6457.

100853F

[B;D0äC´0CD:C](#)

Rating: — · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: —
[ashmelev's solution](#)

6458.

100853E

[B5D\\$@C,,A](#)

Rating: — · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: —
[ashmelev's solution](#)

6459.

100853D

[A;0ä10 4DÂ BD 5D43Cä;DÄ=C,,:C](#)

Rating: — · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: —
[ashmelev's solution](#)

6460.

100853C

[A@Cä1C´5CÄK B BC @CäAD\\$K](#)

Rating: — · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: —
[ashmelev's solution](#)

6461.

100853B

[B;D0ä5 Ct2CT=Cà](#)

Rating: — · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: —
[ashmelev's solution](#)

6462.

100853A

[A;D40D46CR =CR 0C0>C08CÄ=D´E C0@Cä3D 0CÄ<C,,AD\\$>C](#)

Rating: — · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: —
[ashmelev's solution](#)

6463.

100296K

[A\\$D;C](#)

Rating: — · first AC: 2015-12-08 · GNU C++11 (first AC) · Tags: —
[ashmelev's solution](#)

6464.

100132A

[B 500rG <CÔKC' IC,,B](#)

Rating: — · first AC: 2015-12-05 · GNU C++11 (first AC) · Tags: —

[ashmelev's solution](#)

6465.

100296J

[A10C4@C =Cô0D ?Cä@D](#)

Rating: — · first AC: 2015-12-02 · GNU C++11 (first AC) · Tags: —

[ashmelev's solution](#)

6466.

100296H

[A10D*8D"5CÔ=Cä5 D >CT4C,,=CT=C,,5](#)

Rating: — · first AC: 2015-12-02 · GNU C++11 (first AC) · Tags: —

[ashmelev's solution](#)

6467.

100296B

[A4D0x CB 'CP](#)

Rating: — · first AC: 2015-11-30 · GNU C++11 (first AC) · Tags: —

[ashmelev's solution](#)

6468.

100296C

[A4=0ä0D² 8 Aä4C,,=Cä:C O C4>D 0](#)

Rating: — · first AC: 2015-11-30 · GNU C++11 (first AC) · Tags: —

[ashmelev's solution](#)

6469.

100296A

[Aä,CT00, 4C\\$>C,,GCÔKCR ?CäAC´5CD>C\\$0D\\$5C´LCÔ>D BC€](#)

Rating: — · first AC: 2015-11-30 · GNU C++11 (first AC) · Tags: —

[ashmelev's solution](#)

6470.

100296D

[A0x0i@C AC=0 Ct0C >D 0](#)

Rating: — · first AC: 2015-11-28 · GNU C++11 (first AC) · Tags: —

[ashmelev's solution](#)

6471.

100025A

[A Lot](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-20 · GNU C++11 (first AC) · Tags: —

[ashmelev's solution](#)

6472.

100140H

[A 805D" =C :C BCT@](#)

Rating: — · first AC: 2015-10-04 · last AC: 2015-10-04 · GNU C++11 (first AC) · Tags: —

[ashmelev's solution](#)

6473.

100140G

[Bt5D=Ca5 C, 1CT;Cä5](#)

Rating: — · first AC: 2015-10-04 · GNU C++11 (first AC) · Tags: —

[ashmelev's solution](#)

6474.

100140F

[ADx0ÄBCÔ>](#)

Rating: — · first AC: 2015-10-04 · GNU C++11 (first AC) · Tags: —

[ashmelev's solution](#)

6475.

100140D

[A\\$5D<H0,,=CÔ>-CÔ5Cô5D 5D 5C=0DäIC,,5D O CôCD\\$8](#)

Rating: — · first AC: 2015-10-04 · GNU C++11 (first AC) · Tags: —

[ashmelev's solution](#)

6476.

100140C

[k-D 2Dô7CÔ>D BDÀ](#)

Rating: — · first AC: 2015-10-04 · GNU C++11 (first AC) · Tags: —

[ashmelev's solution](#)

6477.

100140A

[AÄ00=AC,,<C ;DÄ=D´9 CÔ>D\\$>C](#)

Rating: — · first AC: 2015-10-04 · last AC: 2015-10-04 · GNU C++11 (first AC) · Tags: —

[ashmelev's solution](#)

6478.

100140E

[ABC](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: —

[ashmelev's solution](#)

6479.

100140B

[Aô>D\\$>0¢ 2 CD2D44Cä;DÄ=Cä< C4@C DCP](#)

Rating: — · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: —

[ashmelev's solution](#)

6480.

100253F

[Judging Time Prediction](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-23 · GNU C++11 (first AC) · Tags: —

[ashmelev's solution](#)

6481.

100253J

[Contest, Another Contest and Train](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-23 · GNU C++11 (first AC) · Tags: —

[ashmelev's solution](#)

6482.

100253K

[Road Work](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-23 · GNU C++11 (first AC) · Tags: —

[ashmelev's solution](#)

6483.

100253I

[Plugs and Sockets](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-23 · GNU C++11 (first AC) · Tags: —

[ashmelev's solution](#)

6484.

100253H

[Password Service](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-23 · GNU C++11 (first AC) · Tags: —

[ashmelev's solution](#)

6485.

100253L

[Stock Trading Robot](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-23 · GNU C++11 (first AC) · Tags: —

[ashmelev's solution](#)

6486.

100160G

[\(p,q\)-C1>DjACDL](#)

Rating: — · first AC: 2015-04-06 · GNU C++ (first AC) · Tags: —
[ashmelev's solution](#)

6487.

100160F

[Aô>CjAc ?D4BC, =C 3D 8CD5](#)

Rating: — · first AC: 2015-04-01 · GNU C++ (first AC) · Tags: —
[ashmelev's solution](#)

6488.

100160E

[A=CAcä=CT=D\\$K D 2Dô7CÔ>D BC€](#)

Rating: — · first AC: 2015-04-01 · GNU C++ (first AC) · Tags: —
[ashmelev's solution](#)

6489.

100160C

[B 0D A0\\$>Dô=C,,5 CäB C↗>D =Dö](#)

Rating: — · first AC: 2015-04-01 · GNU C++ (first AC) · Tags: —
[ashmelev's solution](#)

6490.

100160B

[AD50i5C\\$>](#)

Rating: — · first AC: 2015-04-01 · GNU C++ (first AC) · Tags: —
[ashmelev's solution](#)

6491.

100160A

[B 2Dô7CÔ>D BDÀ](#)

Rating: — · first AC: 2015-04-01 · GNU C++ (first AC) · Tags: —
[ashmelev's solution](#)

6492.

100631D

[AÄ800L Cä=D² @C 7C\\$;CT:C ND\\$ADö](#)

Rating: — · first AC: 2015-03-22 · GNU C++ (first AC) · Tags: —
[ashmelev's solution](#)

6493.

100488H

[Tony Hawk's Pro Skater](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-13 · GNU C++ (first AC) · Tags: —
[ashmelev's solution](#)

6494.

100488M

[Construct a Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-13 · GNU C++ (first AC) · Tags: —
[ashmelev's solution](#)

6495.

100488L

[Two Heads Are Better](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-13 · last AC: 2015-03-13 · GNU C++ (first AC) · Tags: —
[ashmelev's solution](#)

6496.

100488I

[Map Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-13 · GNU C++ (first AC) · Tags: —
[ashmelev's solution](#)

6497.

100488K

[Two Pirates](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-13 · GNU C++ (first AC) · Tags: —

[ashmelev's solution](#)

6498.

100030F

[Magic Chains](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-12 · last AC: 2015-03-12 · GNU C++ (first AC) · Tags: —

[ashmelev's solution](#)

6499.

100030E

[Tests Preparation](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-12 · GNU C++ (first AC) · Tags: —

[ashmelev's solution](#)

6500.

100030D

[Broadcasting](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-12 · GNU C++ (first AC) · Tags: —

[ashmelev's solution](#)

6501.

100030C

[Pink Elephants](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-12 · GNU C++ (first AC) · Tags: —

[ashmelev's solution](#)

6502.

100030B

[Epic Battle](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-12 · GNU C++ (first AC) · Tags: —

[ashmelev's solution](#)

6503.

100030A

[Innovative Experiment](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-12 · GNU C++ (first AC) · Tags: —

[ashmelev's solution](#)

6504.

100513J

[Getting Ready for VIPC](#) · [Tutorial](#)

Rating: — · first AC: 2015-02-26 · GNU C++ (first AC) · Tags: —

[ashmelev's solution](#)

6505.

100513H

[Minimal Agapov Code](#) · [Tutorial](#)

Rating: — · first AC: 2015-02-26 · GNU C++ (first AC) · Tags: —

[ashmelev's solution](#)

6506.

100513C

[Component Tree](#) · [Tutorial](#)

Rating: — · first AC: 2015-02-26 · GNU C++ (first AC) · Tags: —

[ashmelev's solution](#)

6507.

100513K

[Treeland](#) · [Tutorial](#)

Rating: — · first AC: 2015-02-26 · GNU C++ (first AC) · Tags: —

[ashmelev's solution](#)

6508.

100513D

[Data Center](#) · [Tutorial](#)

Rating: — · first AC: 2015-02-26 · GNU C++ (first AC) · Tags: —
[ashmelev's solution](#)

6509.

100513G

[FacePalm Accounting](#) · [Tutorial](#)

Rating: — · first AC: 2015-02-26 · GNU C++ (first AC) · Tags: —
[ashmelev's solution](#)

6510.

100513E

[Election of a Mayor](#) · [Tutorial](#)

Rating: — · first AC: 2015-02-26 · GNU C++ (first AC) · Tags: —
[ashmelev's solution](#)

6511.

100513B

[Colored Blankets](#) · [Tutorial](#)

Rating: — · first AC: 2015-02-26 · GNU C++ (first AC) · Tags: —
[ashmelev's solution](#)

6512.

100513M

[Variable Shadowing](#) · [Tutorial](#)

Rating: — · first AC: 2015-02-26 · GNU C++ (first AC) · Tags: —
[ashmelev's solution](#)

6513.

100513F

[Ilya Muromets](#) · [Tutorial](#)

Rating: — · first AC: 2015-02-26 · GNU C++ (first AC) · Tags: —
[ashmelev's solution](#)

6514.

100513I

[Sale in GameStore](#) · [Tutorial](#)

Rating: — · first AC: 2015-02-26 · GNU C++ (first AC) · Tags: —
[ashmelev's solution](#)

6515.

100187C

[Very Spacious Office](#) · [Tutorial](#)

Rating: — · first AC: 2015-02-20 · GNU C++ (first AC) · Tags: —
[ashmelev's solution](#)

6516.

100187I

[Derivative of Array](#) · [Tutorial](#)

Rating: — · first AC: 2015-02-20 · GNU C++ (first AC) · Tags: —
[ashmelev's solution](#)

6517.

100187G

[Image Processing](#) · [Tutorial](#)

Rating: — · first AC: 2015-02-20 · GNU C++ (first AC) · Tags: —
[ashmelev's solution](#)

6518.

100187F

[Doomsday](#) · [Tutorial](#)

Rating: — · first AC: 2015-02-20 · GNU C++ (first AC) · Tags: —
[ashmelev's solution](#)

6519.

100187J

[Deck Shuffling](#) · [Tutorial](#)

Rating: — · first AC: 2015-02-20 · GNU C++ (first AC) · Tags: —
[ashmelev's solution](#)

6520.

100187K

[Perpetuum Mobile](#) · [Tutorial](#)

Rating: — · first AC: 2015-02-20 · GNU C++ (first AC) · Tags: —
[ashmelev's solution](#)

6521.

100187E

[Two Labyrinths](#) · [Tutorial](#)

Rating: — · first AC: 2015-02-20 · GNU C++ (first AC) · Tags: —
[ashmelev's solution](#)

6522.

100187A

[Potion of Immortality](#) · [Tutorial](#)

Rating: — · first AC: 2015-02-20 · GNU C++ (first AC) · Tags: —
[ashmelev's solution](#)

6523.

100187M

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

Rating: — · first AC: 2015-02-20 · GNU C++ (first AC) · Tags: —
[ashmelev's solution](#)

6524.

100187H

[Mysterious Photos](#) · [Tutorial](#)

Rating: — · first AC: 2015-02-20 · GNU C++ (first AC) · Tags: —
[ashmelev's solution](#)

6525.

100187D

[Holidays](#) · [Tutorial](#)

Rating: — · first AC: 2015-02-20 · GNU C++ (first AC) · Tags: —
[ashmelev's solution](#)

6526.

100187L

[Ministry of Truth](#) · [Tutorial](#)

Rating: — · first AC: 2015-02-20 · GNU C++ (first AC) · Tags: —
[ashmelev's solution](#)

6527.

100187B

[A Lot of Joy](#) · [Tutorial](#)

Rating: — · first AC: 2015-02-20 · GNU C++ (first AC) · Tags: —
[ashmelev's solution](#)

6528.

100372D

[Sergey and water](#) · [Tutorial](#)

Rating: — · first AC: 2015-02-14 · GNU C++ (first AC) · Tags: —
[ashmelev's solution](#)

6529.

100372I

[Sergey and exam](#) · [Tutorial](#)

Rating: — · first AC: 2015-02-14 · GNU C++ (first AC) · Tags: —
[ashmelev's solution](#)

6530.

100372A

[Sergey and reduction \(Junior\)](#) · [Tutorial](#)

Rating: — · first AC: 2015-02-14 · GNU C++ (first AC) · Tags: —
[ashmelev's solution](#)

6531.

100372F

[Sergey's columns](#) · [Tutorial](#)

Rating: — · first AC: 2015-02-14 · GNU C++ (first AC) · Tags: —
[ashmelev's solution](#)

6532.

100372H

[Sergey and sequence](#) · [Tutorial](#)

Rating: — · first AC: 2015-02-14 · GNU C++ (first AC) · Tags: —
[ashmelev's solution](#)

6533.

100149C

[B 5DD>D <C 2 A´0Cô;C =CD8C€](#)

Rating: — · first AC: 2013-08-26 · GNU C++ (first AC) · Tags: —
[ashmelev's solution](#)

6534.

100149B

[AÔ×OS\\$C4>CD=C,,5 D4:C 7D°](#)

Rating: — · first AC: 2013-08-26 · GNU C++ (first AC) · Tags: —
[ashmelev's solution](#)

6535.

100149J

[BtC0C0l =C :C <C,,=CP](#)

Rating: — · first AC: 2013-08-26 · GNU C++ (first AC) · Tags: —
[ashmelev's solution](#)

6536.

100149A

[B 5C@CTBCÔKCR ?CT@CT3Cä2Cä@D°](#)

Rating: — · first AC: 2013-08-26 · GNU C++ (first AC) · Tags: —
[ashmelev's solution](#)

6537.

100149F

[HEX](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-26 · GNU C++ (first AC) · Tags: —
[ashmelev's solution](#)

6538.

100149E

[A4DraD :Cä?](#)

Rating: — · first AC: 2013-08-26 · MS C++ (first AC) · Tags: —
[ashmelev's solution](#)

6539.

100149G

[B\\$5D B C Ô0 D\\$CCô>D BDÀ](#)

Rating: — · first AC: 2013-08-26 · GNU C++ (first AC) · Tags: —
[ashmelev's solution](#)

6540.

100149I

[ASDôHCT1CÔKC' <CTHCä:](#)

Rating: — · first AC: 2013-08-26 · GNU C++ (first AC) · Tags: —
[ashmelev's solution](#)

6541.

100149D

[B](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-26 · MS C++ (first AC) · Tags: —

[ashmelev's solution](#)

6542.

100059E

[B](#) · [Tutorial](#)

Rating: — · first AC: 2012-06-15 · GNU C++ (first AC) · Tags: —

[ashmelev's solution](#)

6543.

100059C

[B](#) · [Tutorial](#)

Rating: — · first AC: 2012-06-15 · GNU C++ (first AC) · Tags: —

[ashmelev's solution](#)

6544.

100059D

[A](#) · [Tutorial](#)

Rating: — · first AC: 2012-06-15 · GNU C++ (first AC) · Tags: —

[ashmelev's solution](#)

6545.

100059B

[A](#) · [Tutorial](#)

Rating: — · first AC: 2012-06-15 · GNU C++ (first AC) · Tags: —

[ashmelev's solution](#)

6546.

100059A

[A](#) · [Tutorial](#)

Rating: — · first AC: 2012-06-15 · GNU C++ (first AC) · Tags: —

[ashmelev's solution](#)

6547.

100009E

[E](#) · [Tutorial](#)

Rating: — · first AC: 2012-05-08 · GNU C++ (first AC) · Tags: —

[ashmelev's solution](#)

6548.

100009B

[B](#) · [Tutorial](#)

Rating: — · first AC: 2012-05-08 · GNU C++ (first AC) · Tags: —

[ashmelev's solution](#)

6549.

100009D

[D](#) · [Tutorial](#)

Rating: — · first AC: 2012-05-08 · GNU C++ (first AC) · Tags: —

[ashmelev's solution](#)

6550.

100009A

[A](#) · [Tutorial](#)

Rating: — · first AC: 2012-05-08 · GNU C++ (first AC) · Tags: —

[ashmelev's solution](#)

6551.

100009C

[C](#) · [Tutorial](#)

Rating: — · first AC: 2012-05-08 · GNU C++ (first AC) · Tags: —

[ashmelev's solution](#)

6552.

100015E

[Empty Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2012-05-05 · GNU C++ (first AC) · Tags: —
[ashmelev's solution](#)

6553.

100015I

[Identity Checker](#) · [Tutorial](#)

Rating: — · first AC: 2012-05-05 · GNU C++ (first AC) · Tags: —
[ashmelev's solution](#)

6554.

100015G

[Guessing Game](#) · [Tutorial](#)

Rating: — · first AC: 2012-05-05 · GNU C++ (first AC) · Tags: —
[ashmelev's solution](#)

6555.

100015C

[City Driving](#) · [Tutorial](#)

Rating: — · first AC: 2012-05-05 · GNU C++ (first AC) · Tags: —
[ashmelev's solution](#)

6556.

100015F

[Fighting for Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2012-05-05 · GNU C++ (first AC) · Tags: —
[ashmelev's solution](#)

6557.

100015H

[Hidden Code](#) · [Tutorial](#)

Rating: — · first AC: 2012-05-05 · GNU C++ (first AC) · Tags: —
[ashmelev's solution](#)

6558.

100015B

[Ball Painting](#) · [Tutorial](#)

Rating: — · first AC: 2012-05-05 · GNU C++ (first AC) · Tags: —
[ashmelev's solution](#)

6559.

100015A

[Another Rock-Paper-Scissors Problem](#) · [Tutorial](#)

Rating: — · first AC: 2012-05-05 · GNU C++ (first AC) · Tags: —
[ashmelev's solution](#)

6560.

100010B

[Trap](#) · [Tutorial](#)

Rating: — · first AC: 2012-05-03 · GNU C++ (first AC) · Tags: —
[ashmelev's solution](#)

6561.

100010A

[Conduit](#) · [Tutorial](#)

Rating: — · first AC: 2012-05-03 · GNU C++ (first AC) · Tags: —
[ashmelev's solution](#)

6562.

100010C

[Escape](#) · [Tutorial](#)

Rating: — · first AC: 2012-05-03 · GNU C++ (first AC) · Tags: —
[ashmelev's solution](#)

6563.

100010E

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2012-05-03 · GNU C++ (first AC) · Tags: —
[ashmelev's solution](#)

6564.

100010D

[Reconnaissance](#) · [Tutorial](#)

Rating: — · first AC: 2012-05-03 · GNU C++ (first AC) · Tags: —
[ashmelev's solution](#)

6565.

100004C

[Party Location](#) · [Tutorial](#)

Rating: — · first AC: 2012-02-28 · GNU C++ (first AC) · Tags: —
[ashmelev's solution](#)

6566.

100004E

[Class Schedule](#) · [Tutorial](#)

Rating: — · first AC: 2012-02-28 · GNU C++ (first AC) · Tags: —
[ashmelev's solution](#)

6567.

100004B

[Octagons](#) · [Tutorial](#)

Rating: — · first AC: 2012-02-28 · GNU C++ (first AC) · Tags: —
[ashmelev's solution](#)

6568.

100004D

[Numbersrebmun](#) · [Tutorial](#)

Rating: — · first AC: 2012-02-28 · GNU C++ (first AC) · Tags: —
[ashmelev's solution](#)

6569.

100004A

[Paper Route](#) · [Tutorial](#)

Rating: — · first AC: 2012-02-28 · GNU C++ (first AC) · Tags: —
[ashmelev's solution](#)